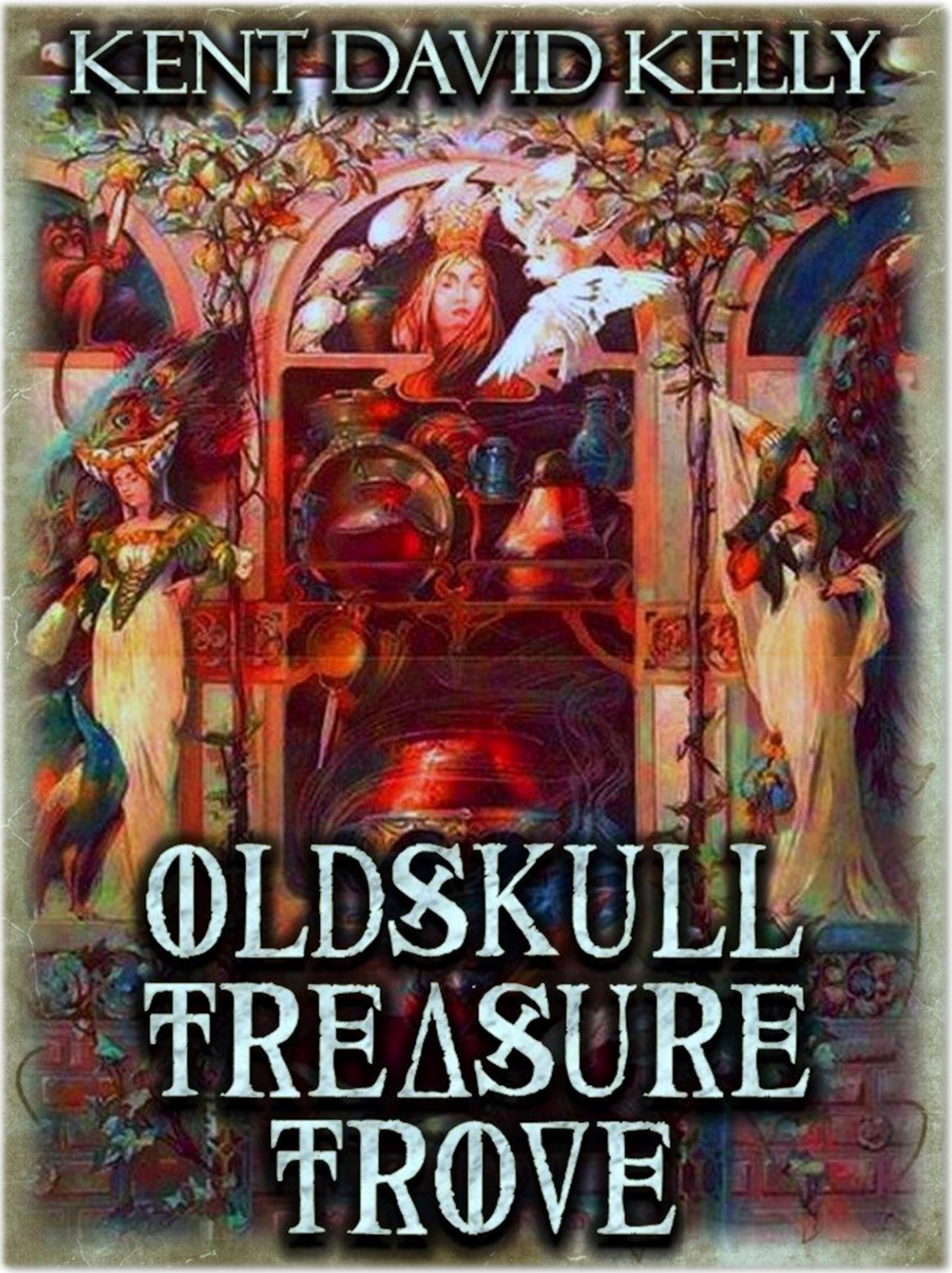
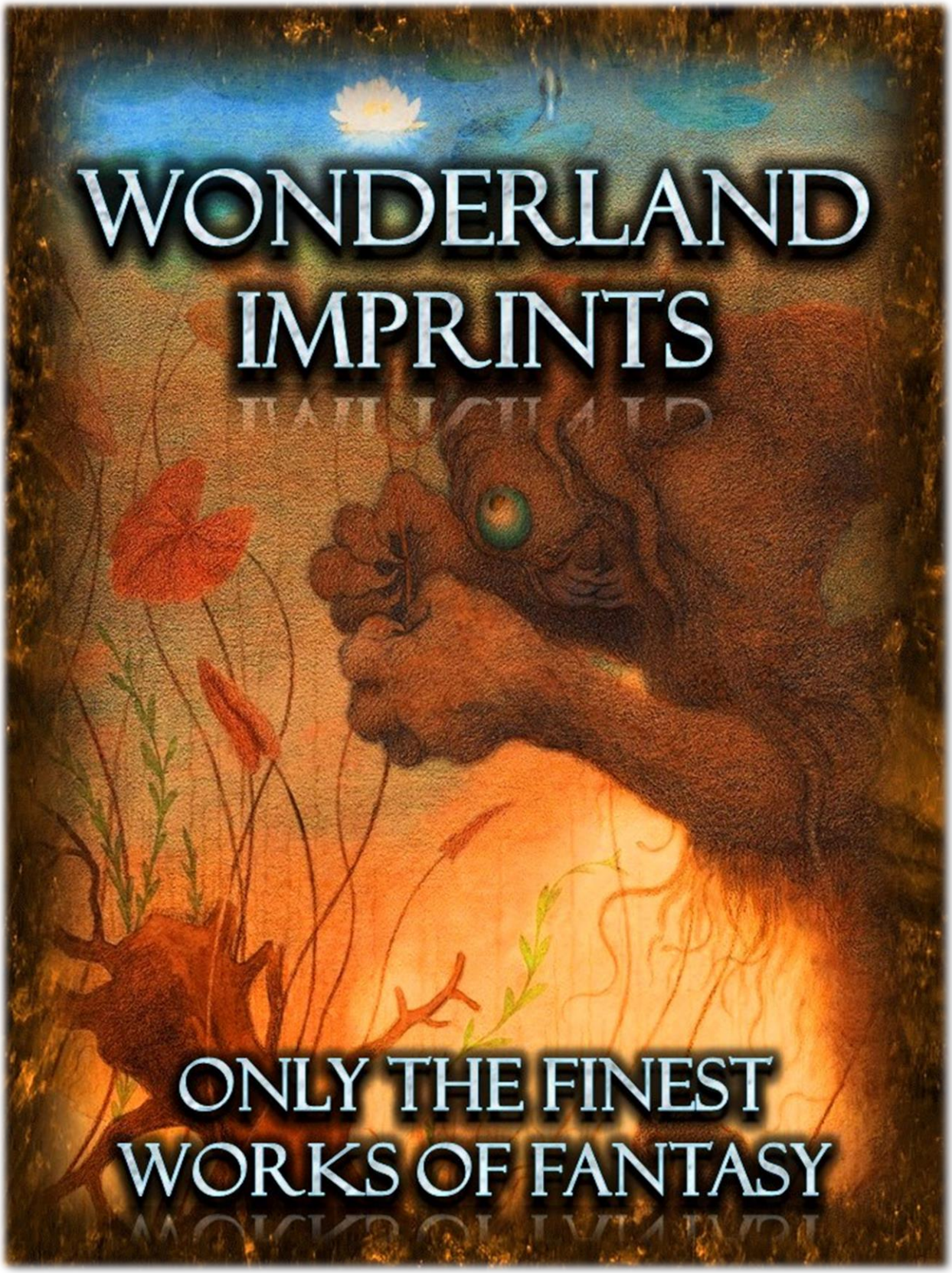

KENT DAVID KELLY
OLDSKULL
TREASURE
TROVE


WONDERLAND
IMPRINTS
ONLY THE FINEST
WORKS OF FANTASY

CASTLE OLDSKULL

FANTASY ROLE-PLAYING SUPPLEMENT
OTT1

OLDSKULL TREASURE TROVE

BY

KENT DAVID KELLY

(DARKSERAPHIM)

ILLUSTRATED BY

KNUD BAADE, JOHN D. BATTEN, JOHN BAUER,
IVAN BIBILIN, WILLIAM BLAKE, HIERONYMUS BOSCH,
LUCAS BRANDIS, LOUIS LE BRETON, HARRY CLARKE,
WALTER CRANE, GUSTAVE DORE,
ALBRECHT DURER, J. M. GANDY, ARTHUR HACKER,
ERNST HAECKEL, RICK HERSHEY,
ADOLF HIREMY HIRSCHL, WILLIAM HOGARTH,

WENCESLAUS HOLLAR, FRANYZ HUYS, PAUL JAMIN,
ALOIS KIRNIG, THEODOR KITTELSEN,
KAREL VITEZSLAV MASEK, WILLIAM MCAUSLAND,
EVELYN DE MORGAN, SEBASTIAN PETHER,
ADRIAEN PIETERSZ, ARTHUR RACKHAM,
EDOUARD RIOU, DAVID ROBERTS,
DAVID RYCKAERT III, ANTON SEDER, SIDNEY SIME,
JOHN VINYCOMB, MARTEN ESKIL WINGE,
MILO WINTER, N. C. WYETH,
ET ALII

SOME ARTWORK COPYRIGHT
WILLIAM MCAUSLAND,
USED WITH PERMISSION

PUBLISHER'S CHOICE QUALITY STOCK ART
© RICK HERSHEY / FAT GOBLIN GAMES

WONDERLAND IMPRINTS
2017

ONLY THE FINEST WORKS OF FANTASY

~

OSR



CONTENTS

Cover

Title Page

Contents

Part I: Treasure Lore

I-1: Introduction

I-2: The Value of a Hoard

I-3: LL 1 – Nuisance Monsters

I-4: LL 2 – Minions & Scavengers

I-5: LL 3 – Minor Threats

I-6: LL 4 – Threats

I-7: LL 5 – Deadly Threats

I-8: LL 6 – Lesser Powers

I-9: LL 7 – Powers

I-10: LL 8 – Greater Powers

I-11: LL 9 – Nemeses & Archons

I-12: LL 10 – Deathly Nemeses & Archons

I-13: LL 11 – Unparalleled & Planar Powers

I-14: Treasure Trove Value Considerations

Part II: Coinage

II-1: Quick and Dirty: Interesting Coin Hoards

II-2: Minor Coin (GPV 0.01) Determination Table

II-3: Silver Coin (GPV 0.1) Determination Table

II-4: Electrum Coin (GPV 0.5) Determination Table

II-5: Gold Coin (GPV 1) Determination Table

II-6: Platinum Coin (GPV 5) Determination Table

Part III: Miscellaneous Treasures

III-1: Notes on Selecting Miscellaneous Treasures

III-2: Additional System Notes

III-3: Miscellaneous Treasure Table 1: Treasures of Value 0.05 to 9 Gold Pieces

III-4: Miscellaneous Treasure Table 2: Treasures of Value 9.6 to 45 Gold Pieces

III-5: Miscellaneous Treasure Table 3: Treasures of Value 48 to 156 Gold Pieces

III-6: Miscellaneous Treasure Table 4: Treasures of Value 160 to 480 Gold Pieces

III-7: Miscellaneous Treasure Table 5: Treasures of Value 500 to 1,520 Gold Pieces

III-8: Miscellaneous Treasure Table 6: Treasures of Value 1,536 to 2,880 Gold Pieces

III-9: Miscellaneous Treasure Table 7: Treasures of Value 2,970+ Gold Pieces

Part IV: Treasure Maps

IV-1: The Role of Treasure Maps

IV-2: Treasure Map Value Links

IV-3: Miscellaneous Treasure Table 8: Treasure Maps of Average Value 0 to 3,500 Gold Pieces

IV-4: Miscellaneous Treasure Table 9: Treasure Maps of Average Value 3,500 to 62,500 Gold Pieces

IV-5: Miscellaneous Treasure Table 10: Treasure Maps of Average Value 62,500+ Gold Pieces

I
TREASURE LORE

[I – 1]
INTRODUCTION

Are you weary of plopping down unimaginative treasures that read "1,000 gold pieces" or something similar? More detail would be great, but how do you get there? Do you have enough game and historical information to provide your players with intricate details on acid types, unholy symbols, perfume types, and realistic spices? Can you provide enough variety to fuel an entire campaign replete with hundreds or thousands of different treasure hoards?

The challenge is a daunting one. How can you keep your players intrigued and exploring the endless intricacies of your world if every lair they visit is a predictable slot machine with only four vending bins for coins, gems, jewelry, and magic items? The game's treasure system is set up to provide you with easy and hackneyed results, but it hints at so much more. The problem with those hints however is that they're vague, scattered, nebulous and conflicting. Very few Game Masters take the laborious steps to turn those hundreds of hints into a working cohesive set of interlocking systems.

However, I have good news: I've done all of the hard work for you. This deluxe supplement features tens of thousands of non-magical treasure entries through 200,000+ words and nearly 800 pages. Herein you will find details for acid vials, armor, books, clothing, dyes, furs, gold nuggets, healing herbs, holy and unholy symbols, incense, ingots, inks, ivory, parchment, perfumes, poison flasks, rare coins, shields, silks, spices, statuettes, treasure maps (to the nth degree), weapons, wine barrels, and much more.

The OLDSKULL TREASURE TROVE has been developed over the last 15 years from my own FRPG campaign. My complete system runs to nearly 3,000 pages, so this first tome comprises only coins and miscellaneous non-magical treasures. Book II, detailing gems and jewelry, is in preparation.

[I –2]

THE VALUE OF A HOARD

Due to the highly varied nature of treasure generation systems in Fantasy Role-Playing Games, this book does not tell you how to generate random treasure hoards. You will find those rules in your game's Game Mastering materials. If you need a guideline in that regard, I recommend the following treasure hoard values. You can skip this section if you have your own game's system under control; these are merely guidelines to give you a feel for how much treasure you might want to distribute in your game if you need outside advice.

Monster-Guarded Hoards

Monsters can be designated by their Lethality Level (LL). If more than one monster type appears in an encounter, I recommend using the LL of the most powerful monster present.

Here are some examples of monsters in each Lethality Level from my own campaign, which you can use as guidance. In the tables below, a "Non-Sentient Monster" is one with an Intelligence score of between 0 and 3, while a "Sentient Monster" is one with both an Intelligence score of 4 or higher, and a deliberate interest in hoarding treasure (for whatever purpose).

Sentient monsters tend to have "normal" treasure, while non-sentient monsters have incidental items which are there, but not cared for or defended by the monster. Examples of incidental treasure circumstances include: treasure that was carried by victims, who were slain and/or eaten; treasure hidden in the lair, which belonged to the former sentient occupants; natural treasures (uncut gemstones, crystals, unmined metals, etc.) that are nearby, but not "guarded"; treasures that were buried with corpses, who later became unintelligent undead; and so forth.

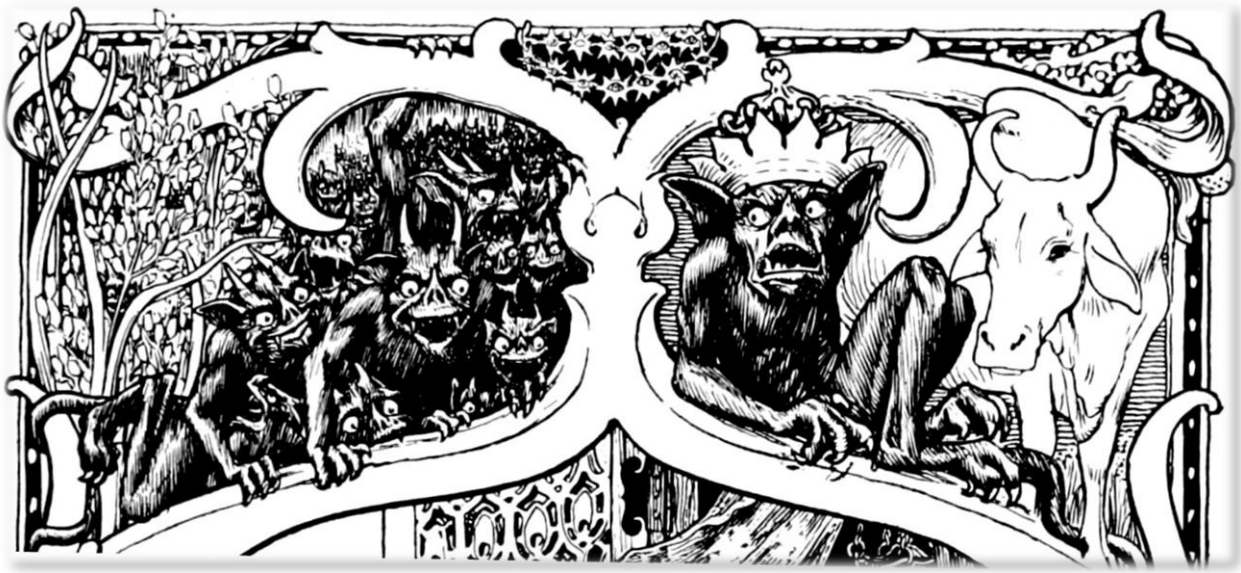
[I –3]

LL I – NUISANCE MONSTERS



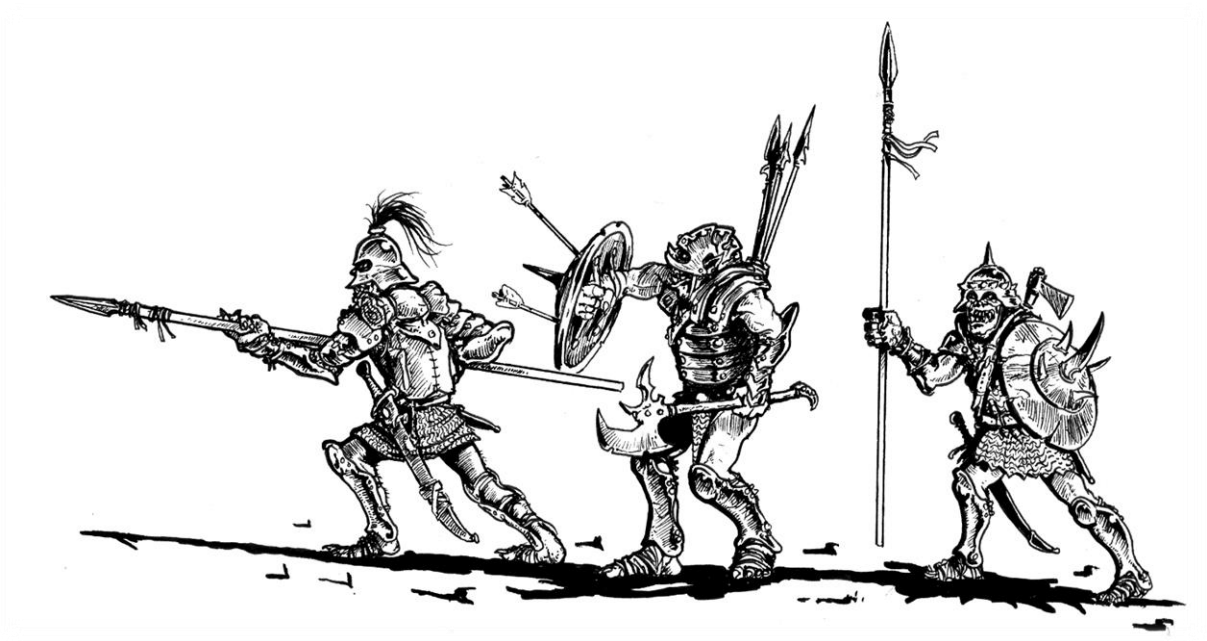
LETHALITY LEVEL 1-MINUS [LL 1-]	
Example Non-Sentient Monsters:	➢ Bat (Normal or Large) ➢ Beast Skeleton ➢ Cockroach (Large or Huge) ➢ Jackal ➢ Phantom ➢ Shrieking Fungus ➢ Skunk ➢ Rat (Normal, Large, or Huge)
Example Sentient Monsters:	➢ Goblin ➢ Kobold ➢ Normal Human(s) (Level 0)

Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 1% if below average number appearing ➢ 10% if average number appearing ➢ 20% if above average number appearing
Chance for Guarded Treasure, Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 1 to 4 (average 2.5). For random determination, use 1D4. ➢ **For average number appearing:** GPV 1 to 10 (average 5.5). For random determination, use 1D10. ➢ **For above average number appearing:** GPV 2 to 20 (average 10). For random determination, use 2D10. ➢ **5% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 2 to 20 (average 10). For random determination, use 2D10. ➢ **For average number appearing:** GPV 10 to 40 (average 25). For random determination, use 1D4 x 10. ➢ **For above average number appearing:** GPV 20 to 80 (average 50). For random determination, use 2D4 x 10.



LETHALITY LEVEL 1 (NORMAL) [LL 1]	
Example Non-Sentient Monsters:	➢ Bat (Huge) ➢ Bluebottle Fly (Large) ➢ Centipede (Large) ➢ Lizard (Large) ➢ Rat (Giant) ➢ Skeleton ➢ Soul Maggot ➢ Toad (Large) ➢ Vulture
Example Sentient Monsters:	➢ Beastman (Thrall) ➢ Fungus Man (Sporeling) ➢ Halfling ➢ Old Guard Kobold ➢ Orc ➢ Normal Human(s) (Level 0) with Missile Weapons ➢ Rat-Thing
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 5% if below average number appearing ➢ 15% if average number appearing

	➢ 25% if above average number appearing
Chance for Guarded Treasure, Sentient Monsters:	➢ 32% if below average number appearing ➢ 42% if average number appearing ➢ 52% if above average number appearing
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 1 to 4 (average 2.5). For random determination, use 1D4. ➢ **For average number appearing:** GPV 1 to 10 (average 5.5). For random determination, use 1D10. ➢ **For above average number appearing:** GPV 2 to 20 (average 10). For random determination, use 2D10. ➢ **10% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 10 to 40 (average 25). For random determination, use 1D4 x 10. ➢ **For average number appearing:** GPV 20 to 80 (average 50). For random determination, use 2D4 x 10. ➢ **For above average number appearing:** GPV 40 to 160 (average 100). For random determination, use 4D4 x 10.



LETHALITY LEVEL 1-PLUS [LL 1+]	
Example Non-Sentient Monsters:	➢ Armored Skeleton ➢ Centipede (Huge) ➢ Fire Beetle (Large) ➢ Frog (Large) ➢ Leech (Large) ➢ Whip Scorpion (Large) ➢ Winged Serpent
Example Sentient Monsters:	➢ Baboon ➢ Frogman ➢ Gremlin ➢ Hobgoblin ➢ Level 1 NPC(s) with Average Abilities and Equipment ➢ Raven ➢ Vulture Thing
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 10% if below average number appearing ➢ 20% if average number appearing ➢ 30% if above average number appearing

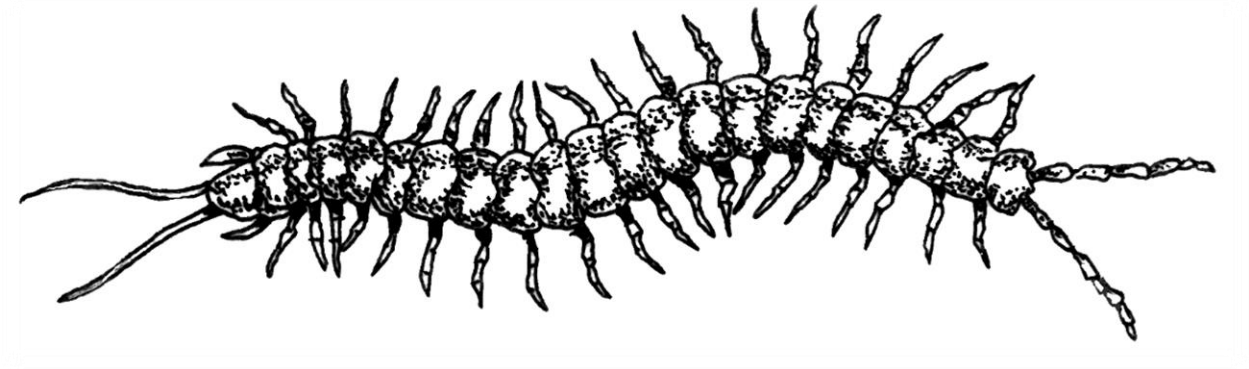
Chance for Guarded Treasure, Sentient Monsters:	➢ 34% if below average number appearing ➢ 44% if average number appearing ➢ 54% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 1 to 4 (average 2.5). For random determination, use 1D4. ➢ **For average number appearing:** GPV 1 to 10 (average 5.5). For random determination, use 1D10. ➢ **For above average number appearing:** GPV 2 to 20 (average 10). For random determination, use 2D10. ➢ **15% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 20 to 80 (average 50). For random determination, use 2D4 x 10. ➢ **For average number appearing:** GPV 40 to 160 (average 100). For random determination, use 4D4 x 10. ➢ **For above average number appearing:** GPV 100 to 200 (average 150). For random determination, use 1D100+100.

[I –4]

LL II – MINIONS & SCAVENGERS

LETHALITY LEVEL 2-MINUS [LL 2-]	
Example Non-Sentient Monsters:	➢ Badger ➢ Bat (Giant) ➢ Centipede (Giant) ➢ Lamprey ➢ Living Stalactite (Small) ➢ Locust (Giant) ➢ Poisonous Frog (Large) ➢ Toad (Huge) ➢ Zombie
Example Sentient Monsters:	➢ Brownie ➢ Changeling ➢ Gnole ➢ Level 1 NPC(s) with Above Average Abilities ➢ Woodwose (Thrall)
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 15% if below average number appearing ➢ 25% if average number appearing ➢ 35% if above average number appearing
Chance for Guarded Treasure, Sentient Monsters:	➢ 36% if below average number appearing ➢ 46% if average number appearing ➢ 56% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 1 to 10 (average 5.5). For random determination, use 1D10. ➢ **For average number appearing:** GPV 2 to 20

	(average 10). For random determination, use 2D10. ➢ **For above average number appearing:** GPV 10 to 40 (average 25). For random determination, use 1D4 x 10. ➢ **20% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 40 to 160 (average 100). For random determination, use 4D4 x 10. ➢ **For average number appearing:** GPV 100 to 300 (average 200). For random determination, use 1D100+1D100+100. ➢ **For above average number appearing:** GPV 150 to 450 (average 300). For random determination, use (2D4+1) x 50.



LETHALITY LEVEL 2 (NORMAL) [LL 2]	
Example Non-Sentient Monsters:	➢ Armored Zombie ➢ Crocodile (Small) ➢ Frog (Huge) ➢ Iron Skeleton ➢ Killer Bee (Large) ➢ Lizard (Huge) ➢ Stryx ➢ War Dog ➢ Wolf
Example Sentient Monsters:	➢ Di Manes Demon ➢ Hawkman ➢ Level 1 NPC(s) with Magic Item(s) ➢ Merfolk (Nomadic) ➢ Morlock ➢ Nixie ➢ Vampiric Dragonfish
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 20% if below average number appearing ➢ 30% if average number appearing ➢ 40% if above average number appearing
Chance for Guarded Treasure, Sentient Monsters:	➢ 38% if below average number appearing ➢ 48% if average number appearing ➢ 58% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 2 to 20 (average 10). For random determination, use 2D10. ➢ **For average number appearing:** GPV 10 to 40 (average 25). For random determination, use 1D4 x 10.

	➢ **For above average number appearing:** GPV 20 to 80 (average 50). For random determination, use 2D4 x 10. ➢ **25% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 100 to 300 (average 200). For random determination, use 1D100+1D100+100. ➢ **For average number appearing:** GPV 150 to 450 (average 300). For random determination, use (2D4+1) x 50. ➢ **For above average number appearing:** GPV 200 to 600 (average 400). For random determination, use (1D4+1D6+2) x 50.

LETHALITY LEVEL 2-PLUS [LL 2+]	
Example Non-Sentient Monsters:	➢ Blister Beetle (Large) ➢ Crab (Huge) ➢ Evil Eye Spore ➢ Giant Ant (Worker) ➢ Hyena ➢ Monster Skeleton (Badgerbear) ➢ Poisonous Snake (Non-Lethal) ➢ Toad (Giant)
Example Sentient Monsters:	➢ Beastman (Minion) ➢ Caveman ➢ Dokkalfar (Level 1) ➢ Dvergar (Level 1) ➢ Lizard Man (Savage)

	➢ Level 2 NPC(s) with Average Abilities and Equipment ➢ Troglodyte
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 25% if below average number appearing ➢ 35% if average number appearing ➢ 45% if above average number appearing
Chance for Guarded Treasure, Sentient Monsters:	➢ 40% if below average number appearing ➢ 50% if average number appearing ➢ 60% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 10 to 40 (average 25). For random determination, use 1D4 x 10. ➢ **For average number appearing:** GPV 20 to 80 (average 50). For random determination, use 2D4 x 10. ➢ **For above average number appearing:** GPV 40 to 160 (average 100). For random determination, use 4D4 x 10. ➢ **25% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 150 to 450 (average 300). For random determination, use (2D4+1) x 50. ➢ **For average number appearing:** GPV 200 to 600 (average 400). For random

	determination, use (1D4+1D6+2) x 50. ➢ **For above average number appearing:** GPV 250 to 750 (average 500). For random determination, use (2D6+3) x 50.

[I –5]

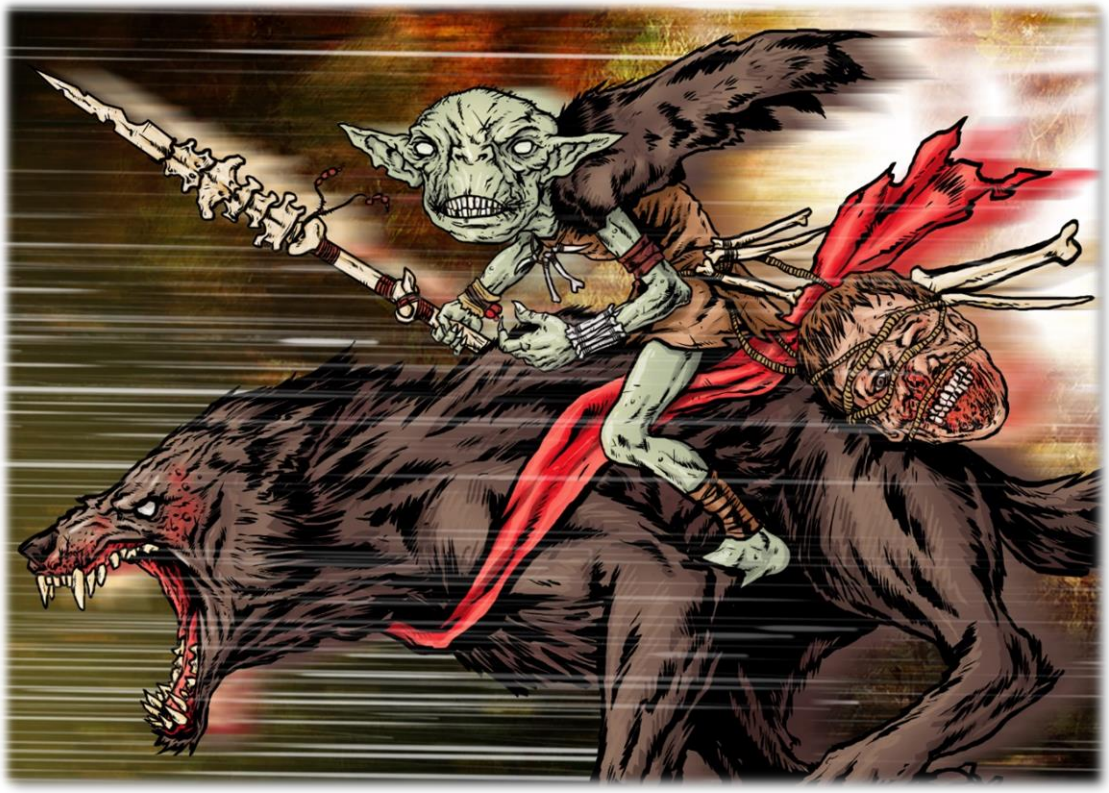
LL III – MINOR THREATS

LETHALITY LEVEL 3-MINUS [LL 3-]	
Example Non-Sentient Monsters:	➢ Crab (Giant) ➢ Crocodile ➢ Ear Weevil ➢ Flightless Bird (Hatchet Beak) ➢ Lamprey (Large) ➢ Leech (Huge) ➢ Snake (Constrictor) ➢ Spider (Large)
Example Sentient Monsters:	➢ Deep One ➢ Frost Dragon (Hatchling) ➢ Level 2 NPC(s) with Above Average Abilities ➢ Lizard Man (Tribal) ➢ Moon-Beast (Minion) ➢ Pixie
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if

	so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 42% if below average number appearing ➢ 52% if average number appearing ➢ 62% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 20 to 80 (average 50). For random determination, use 2D4 x 10. ➢ **For average number appearing:** GPV 40 to 160 (average 100). For random determination, use 4D4 x 10. ➢ **For above average number appearing:** GPV 100 to 200 (average 150). For random determination, use 1D100+100. ➢ **25% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 200 to 600 (average 400). For random determination, use (1D4+1D6+2) x 50. ➢ **For average number appearing:** GPV 250 to 750 (average 500). For random determination, use (2D6+3) x 50. ➢ **For above average number appearing:** GPV 300 to 900 (average 600). For random determination, use (2D4+1) x 100.

LETHALITY LEVEL 3 (NORMAL) [LL 3]	
Example Non-Sentient Monsters:	➢ Badger (Giant) ➢ Black Bear ➢ Bombardier Beetle (Huge) ➢ Frog (Giant) ➢ Lizard (Giant) ➢ Warthog ➢ Wolf (Dire) ➢ Wolverine
Example Sentient Monsters:	➢ Acid Dragon (Hatchling) ➢ Beastman (Warrior) ➢ Centaur ➢ Di Lemures Devil ➢ Ghul ➢ Level 2 NPC(s) with Magic Item(s) ➢ Ogre ➢ Salamander Man
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 44% if below average number appearing ➢ 54% if average number appearing ➢ 64% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 40 to 160 (average 100). For random determination, use 4D4 x 10.

	➢ **For average number appearing:** GPV 100 to 300 (average 200). For random determination, use 1D100+1D100+100. ➢ **For above average number appearing:** GPV 150 to 450 (average 300). For random determination, use (2D4+1) x 50. ➢ **25% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 250 to 750 (average 500). For random determination, use (2D6+3) x 50. ➢ **For average number appearing:** GPV 400 to 1,100 (average 750). For random determination, use (1D8+3) x 100. ➢ **For above average number appearing:** GPV 500 to 1,500 (average 1,000). For random determination, use (2D6+3) x 100.



LETHALITY LEVEL 3-PLUS [LL 3+]	
Example Non-Sentient Monsters:	➢ Ape ➢ Boar (Wild) ➢ Flesh Grub ➢ Giant Ant (Warrior) ➢ Golden Mold ➢ Monster Zombie (Badgerbear) ➢ Spider (Huge) ➢ Withering Fungus
Example Sentient Monsters:	➢ Bugbear ➢ Harpy ➢ Level 3 NPC(s) with Average Abilities and Equipment ➢ Mephitic Imp (Lava) ➢ Venomous Dragon (Hatchling) ➢ Wererat

Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 46% if below average number appearing ➢ 56% if average number appearing ➢ 66% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 100 to 300 (average 200). For random determination, use 1D100+1D100+100. ➢ **For average number appearing:** GPV 150 to 450 (average 300). For random determination, use (2D4+1) x 50. ➢ **For above average number appearing:** GPV 200 to 600 (average 400). For random determination, use (1D4+1D6+2) x 50. ➢ **25% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 100 to 1,000 (1D10 x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 400 to 1,100 (average 750). For random

	determination, use (1D8+3) x 100. ➢ **For average number appearing:** GPV 500 to 1,500 (average 1,000). For random determination, use (2D6+3) x 100. ➢ **For above average number appearing:** GPV 700 to 1,800 (average 1,250). For random determination, use (1D12+6) x 100.



[I –6]

LL IV – THREATS

LETHALITY LEVEL 4-MINUS [LL 4-]	
Example Non-Sentient Monsters:	➢ Honeybee (Giant) ➢ Poisonous Snake (Huge) ➢ Slime (Gelatinous) ➢ Slime (Gray)
Example Sentient Monsters:	➢ Acid Dragon (Wyrmkin) ➢ Dimensional Hound ➢ Fire-Breathing Dragon (Hatchling) ➢ Fungus Man (Guardian) ➢ Goblin Wolf ➢ Level 3 NPC(s) with Above Average Abilities ➢ Mephitic Imp (Fire) ➢ Mi-Go (Lesser) ➢ Serpent Man (Ekhidna)
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 48% if below average number appearing ➢ 58% if average number appearing ➢ 68% if above average number appearing ➢ (+10% chance for NPCs)

Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 150 to 450 (average 300). For random determination, use (2D4+1) x 50. ➢ **For average number appearing:** GPV 200 to 600 (average 400). For random determination, use (1D4+1D6+2) x 50. ➢ **For above average number appearing:** GPV 250 to 750 (average 500). For random determination, use (2D6+3) x 50. ➢ **25% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 700 to 1,000 ((1D4+6) x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 500 to 1,500 (average 1,000). For random determination, use (2D6+3) x 100. ➢ **For average number appearing:** GPV 700 to 1,800 (average 1,250). For random determination, use (1D12+6) x 100. ➢ **For above average number appearing:** GPV 900 to 2,100 (average 1,500). For random determination, use (4D4+5) x 100.

LETHALITY LEVEL 4 (NORMAL) [LL 4]	
Example Non-Sentient Monsters:	➢ Dimetrodon ➢ Hyaenodon ➢ Monster Skeleton (Manticore) ➢ Netherworld Bat (Huge) ➢ Rusting Beast ➢ Scorpion (Large) ➢ Shark
Example Sentient Monsters:	➢ Acid Dragon (Dragonette) ➢ Cyclops (Lesser) ➢ Ghast ➢ Hell Hound (Small) ➢ Level 3 NPC(s) with Magic Item(s) ➢ Pegasus
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 50% if below average number appearing ➢ 60% if average number appearing ➢ 70% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 200 to 600 (average 400). For random determination, use (1D4+1D6+2) x 50. ➢ **For average number appearing:** GPV 250 to 750

	(average 500). For random determination, use (2D6+3) x 50. ➢ **For above average number appearing:** GPV 300 to 900 (average 600). For random determination, use (2D4+1) x 100. ➢ **25% chance, if treasure is indicated:** Instead of the above value ranges, there will be a valuable incidental treasure, worth 700 to 1,000 ((1D4+6) x 100) gold pieces.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 700 to 1,800 (average 1,250). For random determination, use (1D12+6) x 100. ➢ **For average number appearing:** GPV 900 to 2,100 (average 1,500). For random determination, use (4D4+5) x 100. ➢ **For above average number appearing:** GPV 1,000 to 2,500 (average 1,750). For random determination, use (1D4+1) x 500.

LETHALITY LEVEL 4-PLUS [LL 4+]	
Example Non-Sentient Monsters:	➢ Moray Eel (Giant) ➢ Wasp (Giant) ➢ Wolverine (Giant) ➢ Woodboring Beetle (Giant)
Example Sentient Monsters:	➢ Argent Dragon (Wyrmkin) ➢ Badgerbear ➢ Carnivorous Ape ➢ Fire-Breathing Dragon (Wyrmkin)

	➢ Gargoyle ➢ Hydra (Five-Headed) ➢ Ice Toad (Giant) ➢ Kelpie ➢ Werewolf ➢ Level 4 NPC(s) with Average Abilities and Equipment
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 52% if below average number appearing ➢ 62% if average number appearing ➢ 72% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 250 to 750 (average 500). For random determination, use (2D6+3) x 50. ➢ **For average number appearing:** GPV 400 to 1,100 (average 750). For random determination, use (1D8+3) x 100. ➢ **For above average number appearing:** GPV 500 to 1,500 (average 1,000). For random determination, use (2D6+3) x 100.

Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 900 to 2,100 (average 1,500). For random determination, use (4D4+5) x 100. ➢ **For average number appearing:** GPV 1,200 to 2,800 (average 2,000). For random determination, use (1D8+1D10+10) x 100. ➢ **For above average number appearing:** GPV 1,500 to 3,500 (average 2,500). For random determination, use (1D4+1D6+4) x 250.

[I –7]

LL V – DEADLY THREATS

LETHALITY LEVEL 5-MINUS [LL 5-]	
Example Non-Sentient Monsters:	➢ Brown Bear ➢ Constrictor Snake (Giant) ➢ Dragonfly (Huge) ➢ Leech (Enormous) ➢ Lion ➢ Monster Zombie (Minotaur) ➢ Slime (Ochre)
Example Sentient Monsters:	➢ Acid Dragon (Drake) ➢ Arcane Zombie ➢ Beastman (Psychic, Su) ➢ Frost Dragon (Drake) ➢ Level 4 NPC(s) with Above Average Abilities ➢ Lightning Dragon (Dragonette) ➢ Mephitic Imp (Steam) ➢ Satyr

Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 54% if below average number appearing ➢ 64% if average number appearing ➢ 74% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 400 to 1,100 (average 750). For random determination, use (1D8+3) x 100. ➢ **For average number appearing:** GPV 500 to 1,500 (average 1,000). For random determination, use (2D6+3) x 100. ➢ **For above average number appearing:** GPV 700 to 1,800 (average 1,250). For random determination, use (1D12+6) x 100.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 2,000 to 4,000 (average 3,000). For random determination, use 1D6; 1 = 2,000, 2 = 2,400, 3 = 2,800, 4 = 3,200, 5 = 3,600, 6 = 4,000. ➢ **For average number appearing:** GPV 2,500 to 4,500 (average 3,500). For random determination, use 1D6; 1 =

	2,500, 2 = 2,900, 3 = 3,300, 4 = 3,700, 5 = 4,100, 6 = 4,500. ➢ **For above average number appearing:** GPV 2,500 to 5,500 (average 4,000). For random determination, use (2D4+3) x 500.

LETHALITY LEVEL 5 (NORMAL) [LL 5]	
Example Non-Sentient Monsters:	➢ Acid Mantis ➢ Cockatrice ➢ Poisonous Snake (Giant) ➢ Scarecrow ➢ Subterranean Lizard (Giant) ➢ Venus Flytrap (Giant)
Example Sentient Monsters:	➢ Ant Man (Drone) ➢ Brain Eater ➢ Demonic Imp ➢ Doppelganger ➢ Evil Eye of Nyarlathotep ➢ Fire-Breathing Dragon (Dragonette) ➢ Level 4 NPC(s) with Magic Items ➢ Living Shadow ➢ Spider (Giant) ➢ Yeti
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing

	➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 500 to 1,500 (average 1,000). For random determination, use (2D6+3) x 100. ➢ **For average number appearing:** GPV 700 to 1,800 (average 1,250). For random determination, use (1D12+6) x 100. ➢ **For above average number appearing:** GPV 900 to 2,100 (average 1,500). For random determination, use (4D4+5) x 100.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 2,500 to 5,500 (average 4,000). For random determination, use (2D4+3) x 500. ➢ **For average number appearing:** GPV 3,000 to 7,000 (average 5,000). For random determination, use (1D4+1D6+4) x 500. ➢ **For above average number appearing:** GPV 3,000 to 9,000 (average 6,000). For random determination, use (2D4+1) x 1,000.

LETHALITY LEVEL 5-PLUS [LL 5+]	
Example Non-Sentient Monsters:	➢ Colour Out of Space ➢ Pterosaur (Giant) ➢ Scorpion (Huge)

Example Sentient Monsters:	➢ Brazen Dragon (Wyrm) ➢ Crocuta ➢ Dimensional Beast ➢ Forest Giant ➢ Hell Hound (Large) ➢ Level 5 NPC(s) with Average Abilities and Equipment ➢ Lightning Dragon (Drake) ➢ Minotaur ➢ Serpentine Water Elemental ➢ Trolghul ➢ Venomous Dragon (Drake) ➢ Wereboar ➢ Winter Wolf
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 700 to 1,800 (average 1,250). For random determination, use (1D12+6) x 100. ➢ **For average number appearing:** GPV 900 to 2,100 (average 1,500). For random determination, use (4D4+5) x 100.

	➢ **For above average number appearing:** GPV 1,000 to 2,500 (average 1,750). For random determination, use (1D4+1) x 500.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 4,000 to 9,000 (average 6,500). For random determination, use (1D6+3) x 1,000. ➢ **For average number appearing:** GPV 5,000 to 10,000 (average 7,500). For random determination, use (1D6+4) x 1,000. ➢ **For above average number appearing:** GPV 5,000 to 11,000 (average 8,000). For random determination, use (2D4+3) x 1,000.

[I –8]

LL VI – LESSER POWERS

LETHALITY LEVEL 6-MINUS [LL 6-]	
Example Non-Sentient Monsters:	➢ Bear (Polar) ➢ Crocodile (Giant) ➢ Horsefly (Giant) ➢ Shark (Huge) ➢ Spitting Snake (Giant) ➢ Tentacled Centipede
Example Sentient Monsters:	➢ Barrow Wight ➢ Fire-Breathing Dragon (Drake) ➢ Griffon ➢ Jackal Man ➢ Level 5 NPC(s) with Above Average Abilities

	➢ Nightmare ➢ Satyr (Piper) ➢ Serpent Man (Drakhaina) ➢ Tentacle Beast (Lesser)
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 900 to 2,100 (average 1,500). For random determination, use (4D4+5) x 100. ➢ **For average number appearing:** GPV 1,200 to 2,800 (average 2,000). For random determination, use (1D8+1D10+10) x 100. ➢ **For above average number appearing:** GPV 1,500 to 3,500 (average 2,500). For random determination, use (1D4+1D6+4) x 250.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 5,000 to 10,000 (average 7,500). For random determination, use (1D6+4) x 1,000.

	➢ **For average number appearing:** GPV 6,000 to 14,000 (average 10,000). For random determination, use (1D4+1D6+4) x 1,000. ➢ **For above average number appearing:** GPV 7,000 to 18,000 (average 12,500). For random determination, use (1D12+6) x 1,000.

LETHALITY LEVEL 6 (NORMAL) [LL 6]	
Example Non-Sentient Monsters:	➢ Acid Mantis (Huge) ➢ Ant Lion (Giant) ➢ Bumblebee (Giant) ➢ Fanged Fish (Giant) ➢ Scorpion (Giant) ➢ Slime (Emerald) ➢ Stag Beetle (Giant)
Example Sentient Monsters:	➢ Brazen Dragon (Great Wyrm) ➢ Brine Hag ➢ Elder Thing (Lesser) ➢ Leng Spider ➢ Level 5 NPC(s) with Magic Item(s) ➢ Lightning Dragon (Wyrm) ➢ Manticore ➢ Medusa ➢ Wind Treader ➢ Wraith
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if

	so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 2,000 to 4,000 (average 3,000). For random determination, use 1D6; 1 = 2,000, 2 = 2,400, 3 = 2,800, 4 = 3,200, 5 = 3,600, 6 = 4,000. ➢ **For average number appearing:** GPV 2,500 to 4,500 (average 3,500). For random determination, use 1D6; 1 = 2,500, 2 = 2,900, 3 = 3,300, 4 = 3,700, 5 = 4,100, 6 = 4,500. ➢ **For above average number appearing:** GPV 2,500 to 5,500 (average 4,000). For random determination, use (2D4+3) x 500.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 6,000 to 14,000 (average 10,000). For random determination, use (1D4+1D6+4) x 1,000. ➢ **For average number appearing:** GPV 7,000 to 18,000 (average 12,500). For random determination, use (1D12+6) x 1,000. ➢ **For above average number appearing:** GPV 9,000 to 21,000 (average 15,000). For random determination, use (4D4+5) x 1,000.

LETHALITY LEVEL 6-PLUS [LL 6+]	
Example Non-Sentient Monsters:	➢ Basilisk ➢ Bear (Cave) ➢ Dragonfly (Giant) ➢ Sabre-Toothed Tiger
Example Sentient Monsters:	➢ Catoblepas ➢ Djinni ➢ Fury ➢ Fire-Breathing Dragon (Wyrm) ➢ Fire Salamandra ➢ Hieracosphinx ➢ Hydra (Seven-Headed) ➢ Level 6 NPC(s) with Average Abilities and Equipment ➢ Medusa (Serpentine) ➢ Ogre Mage ➢ Rakshasa ➢ Troll ➢ Wyvern
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 2,500 to 5,500 (average 4,000). For random

	determination, use (2D4+3) x 500. ➢ **For average number appearing:** GPV 3,000 to 7,000 (average 5,000). For random determination, use (1D4+1D6+4) x 500. ➢ **For above average number appearing:** GPV 3,000 to 9,000 (average 6,000). For random determination, use (2D4+1) x 1,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 7,000 to 18,000 (average 12,500). For random determination, use (1D12+6) x 1,000. ➢ **For average number appearing:** GPV 9,000 to 21,000 (average 15,000). For random determination, use (4D4+5) x 1,000. ➢ **For above average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000.

[I –9]

LL VII – POWERS

LETHALITY LEVEL 7-MINUS [LL 7-]	
Example Non-Sentient Monsters:	➢ (Dinosaurs)
Example Sentient Monsters:	➢ Acid Dragon (Elder Wyrm) ➢ Brollachan ➢ Chimaera ➢ Criosphinx

	➢ Dream Eater ➢ Highland Giant ➢ Invisible Monster ➢ Lammasu ➢ Lesser Elemental ➢ Level 6 NPC(s) with Above Average Abilities ➢ Lightning Dragon (Great Wyrm) ➢ Malebranche Devil ➢ Octopus (Giant) ➢ Polypous One (Lesser) ➢ Shoggoth (Lesser) ➢ Succubus ➢ Tentacle Beast (Huge) ➢ Troll (Giant) ➢ Vulture Demon
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 4,000 to 9,000 (average 6,500). For random determination, use (1D6+3) x 1,000. ➢ **For average number appearing:** GPV 5,000 to 10,000 (average 7,500). For

	random determination, use (1D6+4) x 1,000. ➢ **For above average number appearing:** GPV 5,000 to 11,000 (average 8,000). For random determination, use (2D4+3) x 1,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 9,000 to 21,000 (average 15,000). For random determination, use (4D4+5) x 1,000. ➢ **For average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For above average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000.

LETHALITY LEVEL 7 (NORMAL) [LL 7]	
Example Non-Sentient Monsters:	➢ Elephant (technically sentient, but does not hoard treasure) ➢ Fire-Breathing Lizard (Giant) ➢ Gorgonian Bull ➢ Rhinoceros Beetle (Giant)
Example Sentient Monsters:	➢ Argent Dragon (Great Wyrm) ➢ Batrachian Demon ➢ Brood of Xoron ➢ Draconian Lion Beast ➢ Emerald Hag ➢ Feathered Serpent ➢ Gynosphinx ➢ Ifrit ➢ Lamia ➢ Level 6 NPC(s) with Magic Items ➢ Mummy

	➢ Rock Giant ➢ Skeletal Devil ➢ Two-Headed Giant
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 5,000 to 10,000 (average 7,500). For random determination, use (1D6+4) x 1,000. ➢ **For average number appearing:** GPV 6,000 to 14,000 (average 10,000). For random determination, use (1D4+1D6+4) x 1,000. ➢ **For above average number appearing:** GPV 7,000 to 18,000 (average 12,500). For random determination, use (1D12+6) x 1,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000.

	➢ **For average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For above average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000.

LETHALITY LEVEL 7-PLUS [LL 7+]	
Example Non-Sentient Monsters:	➢ (Dinosaurs) ➢ Mantis (Giant)
Example Sentient Monsters:	➢ Amber Behemoth ➢ Androsphinx ➢ Bandersnatch ➢ Banshee ➢ Beithir ➢ Draconian Basilisk ➢ Elemental ➢ Fire-Breathing Dragon (Great Wyrm) ➢ Fire Giant ➢ Frost Dragon (Ancient Wyrm) ➢ Frost Giant ➢ Hound Demon ➢ Level 7 NPC(s) with Average Abilities and Equipment ➢ Shedu ➢ Tentacle Beast (Eldritch) ➢ Venomous Naga ➢ Wraith of the Deep
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing

	➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 6,000 to 14,000 (average 10,000). For random determination, use (1D4+1D6+4) x 1,000. ➢ **For average number appearing:** GPV 7,000 to 18,000 (average 12,500). For random determination, use (1D12+6) x 1,000. ➢ **For above average number appearing:** GPV 9,000 to 21,000 (average 15,000). For random determination, use (4D4+5) x 1,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000. ➢ **For above average number appearing:** GPV 15,000 to 35,000 (average 25,000). For random determination, use (1D4+1D6+4) x 2,500.

[I –10]

LL VIII – GREATER POWERS

LETHALITY LEVEL 8-MINUS [LL 8-]	
Example Non-Sentient Monsters:	➢ Basilisk (Greater) ➢ Squid (Giant) ➢ Stegosaurus
Example Sentient Monsters:	➢ Acid Dragon (Ancient Wyrm) ➢ Bestial Demon ➢ Entangler ➢ Hydra (Eleven-Headed) ➢ Jub-Jub Bird ➢ Level 7 NPC(s) with Above Average Abilities ➢ Lightning Dragon (Elder Wyrm) ➢ Mountain Giant ➢ Serpentine Demoness ➢ Skeleton Lord
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)

Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 7,000 to 18,000 (average 12,500). For random determination, use (1D12+6) x 1,000. ➢ **For average number appearing:** GPV 9,000 to 21,000 (average 15,000). For random determination, use (4D4+5) x 1,000. ➢ **For above average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For average number appearing:** GPV 15,000 to 35,000 (average 25,000). For random determination, use (1D4+1D6+4) x 2,500. ➢ **For above average number appearing:** GPV 20,000 to 40,000 (average 30,000). For random determination, use 1D6; 1 = 20,000, 2 = 24,000, 3 = 28,000, 4 = 32,000, 5 = 36,000, 6 = 40,000.

LETHALITY LEVEL 8 (NORMAL) [LL 8]	
Example Non-Sentient Monsters:	➢ Allosaurus ➢ Juggernaut ➢ Triceratops
Example Sentient Monsters:	➢ Argent Dragon (Elder Wyrm) ➢ Bestial Cyclops ➢ Boreal Devil

	➢ Brollachan (Trapping Floor) ➢ Clay Golem ➢ Cloud Giant ➢ Evil Eye of Azathoth (Larval) ➢ Ghost ➢ Ifrit (Noble) ➢ Level 7 NPC(s) with Magic Items ➢ Sacred Naga
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 9,000 to 21,000 (average 15,000). For random determination, use (4D4+5) x 1,000. ➢ **For average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For above average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000.

Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For average number appearing:** GPV 20,000 to 40,000 (average 30,000). For random determination, use 1D6; 1 = 20,000, 2 = 24,000, 3 = 28,000, 4 = 32,000, 5 = 36,000, 6 = 40,000. ➢ **For above average number appearing:** GPV 25,000 to 55,000 (average 40,000). For random determination, use (2D4+3) x 5,000.

LETHALITY LEVEL 8-PLUS [LL 8+]	
Example Non-Sentient Monsters:	➢ Dhole ➢ (Dinosaurs)
Example Sentient Monsters:	➢ Afanc ➢ Draconian Turtle (Very Old) ➢ Evil Eye of Azathoth (Lesser) ➢ Fir Bholg Giant ➢ Hydra (Fourteen-Headed) ➢ Knight of Saigoth ➢ Lammasu (Greater) ➢ Level 8 NPC(s) with Average Abilities and Equipment ➢ Lightning Dragon (Ancient Wyrm) ➢ Polypous One (Greater) ➢ Pyre Demon ➢ Twisted Giant ➢ Vampire ➢ Will-o'-Wisp
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing

	➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For above average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 15,000 to 35,000 (average 25,000). For random determination, use (1D4+1D6+4) x 2,500. ➢ **For average number appearing:** GPV 25,000 to 45,000 (average 35,000). For random determination, use 1D6; 1 = 25,000, 2 = 29,000, 3 = 33,000, 4 = 37,000, 5 = 41,000, 6 = 45,000.

	➢ **For above average number appearing:** GPV 30,000 to 60,000 (average 45,000). For random determination, use (2D4+4) x 5,000.

[I –II]

LL IX – NEMESES & ARCHONS

LETHALITY LEVEL 9-MINUS [LL 9-]	
Example Non-Sentient Monsters:	➢ Diplodocus ➢ Megalodon ➢ Polar Worm (Ancient)
Example Sentient Monsters:	➢ Argent Dragon (Ancient Wyrm) ➢ Cave Giant ➢ Deva ➢ Evil Eye of Azathoth ➢ Fire-Breathing Dragon (Ancient Wyrm) ➢ Greater Elemental ➢ Hydra (Sixteen-Headed) ➢ Jabberwock ➢ Lammasu (Greater) ➢ Level 8 NPC(s) with Above Average Abilities ➢ Storm Giant ➢ Titan (Minor) ➢ Vampire Knight
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if

	so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For above average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 20,000 to 40,000 (average 30,000). For random determination, use 1D6; 1 = 20,000, 2 = 24,000, 3 = 28,000, 4 = 32,000, 5 = 36,000, 6 = 40,000. ➢ **For average number appearing:** GPV 25,000 to 55,000 (average 40,000). For random determination, use (2D4+3) x 5,000. ➢ **For above average number appearing:** GPV 30,000 to 70,000 (average 50,000). For random determination, use (1D4+1D6+4) x 5,000.

LETHALITY LEVEL 9 (NORMAL) [LL 9]	
Example Non-Sentient Monsters:	➢ Great Dhole ➢ Stone Golem ➢ Tyrannosaurus Rex
Example Sentient Monsters:	➢ Draconian Turtle (Ancient) ➢ Elemental Deva ➢ Evil Eye of Azathoth (Greater) ➢ Golden Dragon (Ancient) ➢ Greater Cyclops ➢ Hydra (Seventeen-Headed) ➢ Invisible Vampire ➢ Level 8 NPC(s) with Magic Items ➢ Time Elemental (Lesser) ➢ Titan (Lesser) ➢ Vampire Lord
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For average number appearing:** GPV 12,000 to

	28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For above average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 25,000 to 45,000 (average 35,000). For random determination, use 1D6; 1 = 25,000, 2 = 29,000, 3 = 33,000, 4 = 37,000, 5 = 41,000, 6 = 45,000. ➢ **For average number appearing:** GPV 30,000 to 60,000 (average 45,000). For random determination, use (2D4+4) x 5,000. ➢ **For above average number appearing:** GPV 30,000 to 80,000 (average 55,000). For random determination, use (1D6+2) x 10,000.

LETHALITY LEVEL 9-PLUS [LL 9+]	
Example Non-Sentient Monsters:	➢ Triceratops (Huge) ➢ Tyrannosaurus Rex (Large)
Example Sentient Monsters:	➢ Chasm Fiend ➢ Fire-Breathing Dragon (pair of Elder Wyrms with magical powers) ➢ Goblin Hound (Ancient) ➢ Level 9 NPC(s) with Average Abilities and Equipment ➢ Noble Elemental ➢ Skull Lich ➢ Titan (Greater) ➢ Vampiric Patriarch

	➢ Vampiric Wizard
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For above average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 25,000 to 55,000 (average 40,000). For random determination, use (2D4+3) x 5,000. ➢ **For average number appearing:** GPV 30,000 to 70,000 (average 50,000). For

	random determination, use (1D4+1D6+4) x 5,000. ➢ **For above average number appearing:** GPV 30,000 to 90,000 (average 60,000). For random determination, use (2D4+1) x 10,000.

[I –12]

LL X – DEATHLY NEMESES & ARCHONS

LETHALITY LEVEL 10 [LL 10]	
Example Non-Sentient Monsters:	➢ Bronze Golem ➢ (Dinosaurs) ➢ Iron Golem ➢ Rukh (Huge)
Example Sentient Monsters:	➢ Angel ➢ Deep One (Ancient) ➢ Evil Eye of Azathoth (Ancient) ➢ Fallen Angel ➢ Kraken ➢ Level 10 to 12 NPC(s) ➢ Lich ➢ Phoenix ➢ Shedu (Greater) ➢ Shoggoth (Greater) ➢ Son of Yog-Sothoth ➢ Thrall of Cthulhu (Ancient) ➢ Titan (Ancient)
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing

	➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 55% if below average number appearing ➢ 65% if average number appearing ➢ 75% if above average number appearing ➢ (+10% chance for NPCs)
Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For above average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	➢ **For below average number appearing:** GPV 30,000 to 70,000 (average 50,000). For random determination, use (1D4+1D6+4) x 5,000. ➢ **For average number appearing:** GPV 30,000 to 90,000 (average 60,000). For random determination, use (2D4+1) x 10,000. ➢ **For above average number appearing:** GPV 30,000 to 110,000 (average 70,000). For random determination, use (1D4+1D6+1) x 10,000.

[I –13]

LL XI – UNPARALLELED & PLANAR POWERS

LETHALITY LEVEL 11 [LL 11]	
Example Non-Sentient Monsters:	➢ Colossus ➢ (Dinosaurs)
Example Sentient Monsters:	➢ Archangel ➢ Arch-Devil ➢ Centipede Abomination ➢ Demigod ➢ Demon Lord ➢ Demon Queen ➢ Elemental Prince ➢ Fallen Archangel ➢ Gargantuan Ape ➢ Great Old One ➢ King in Yellow ➢ Level 13+ NPC(s) ➢ Lich (Ancient) ➢ Vampiric Arch-Cleric ➢ Vampiric Archmage
Chance for Incidental Treasure, Non-Sentient Monsters:	➢ 30% if below average number appearing ➢ 40% if average number appearing ➢ 50% if above average number appearing ➢ (Maximum chance, unless left as guardian beast(s) for a sentient monster's treasure; if so, use Sentient Monster rates below)
Chance for Guarded Treasure, Sentient Monsters:	➢ 100% ➢ (Unless imprisoned, recently gated, etc.; variables cannot be quantified)

Value of Incidental Treasure, Non-Sentient Monsters (GPV = Gold Piece Value):	➢ **For below average number appearing:** GPV 10,000 to 25,000 (average 17,500). For random determination, use (1D4+1) x 5,000. ➢ **For average number appearing:** GPV 12,000 to 28,000 (average 20,000). For random determination, use (1D8+1D10+10) x 1,000. ➢ **For above average number appearing:** GPV 15,000 to 30,000 (average 22,500). For random determination, use (1D4+2) x 5,000.
Value of Guarded Treasure, Sentient Monsters (GPV = Gold Piece Value:	100,000+ (depending on circumstances and number of guardians, followers, summoned minions, etc.)

(The Lethality Level 11 scale can be further extrapolated for epic campaigns; for example, a level 15 NPC will typically have a bit less treasure than a level 16 NPC will. But generally speaking, these opponents will rarely be slain and looted by Player Characters, and their substantial treasures should not be randomly generated as a general rule of thumb.)

[I –14]

TREASURE TROVE VALUE CONSIDERATIONS

General Notes on Monster Treasures

These treasure values are very rough averages, based on my experience as a Game Master over the years, a careful review of hundreds of published dungeon modules, and the knowledge that not every placed treasure will be won by the Player Characters. Nevertheless, I have learned that GMs have wildly different opinions on treasure and the amount that should be included in the campaign.

If these values appear too high to you, then try using a -1 lower bracket: For example, a Lethality Level 8 monster would then be guarding Lethality Level 7 treasure (if there is any treasure at all). Conversely, if the values seem too low, you can apply a +1 higher bracket; but I only recommend doing this if you are a stickler about level-attainment training costs and similarly expensive services.

The values given are for total treasure value, including coins, miscellaneous items, gems, jewelry, and the sale value of any magic items present (potions, scrolls, rings, wands, and so forth). Since each game has its own magic item values, you will need to decide how to allot such items yourself. I will address this further in Book III of this series … but in the meantime, you might find useful information in various 1E Gaxian resources (cough) of high repute.

If you need guidance in the number of treasure troves that should include magic items, I recommend a "doubled disadvantage roll" using the chance for treasure. For example, if you're putting treasure in a large lair of Lethality Level 6- monsters, there is a 75% chance that treasure is present. If there is treasure, roll 1D100 two further times. If both rolls are 01-75, then there are one or more magic items present. If only one roll is 01-75, then there is only one magic item, and it is only a minor consumable (typically a potion or a scroll). And if neither roll is 01-75, then there are no magic items in that trove. These guidelines are for a "high magic" game, reflecting the nature of early TSR dungeon modules. If this probability seems too high, or you are playing a "low magic" game, then you should apply a -15% modifier before rolling … to continue this example, only rolls 01-60 would indicate the presence of magic items and rolls of 61-00 would not.

Treasures should frequently be hidden, locked away, trapped, and/or destroyed during battle (especially by those pesky fireballs and lightning bolts). And of course, sentient monsters and NPCs will use any magic items they can during battle, depleting charges and drinking potions along the way. Treasure that is present when the monsters are initially encountered will not necessarily remain present after the smoke of battle clears.

And most importantly of all, don't make all treasures easy to transport! You can include a few gems and pieces of jewelry here and there, but nearly every treasure should include bulky items that are challenging to cart away: heavy statues, barrels of wine, copper pieces, silver pieces, suits of armor, and so forth. Frequently, the PCs will find a treasure and will only drag half of it away, leaving the rest behind as a matter of realistic practicality … and that is a good thing. This is not a videogame, and rewards are not immediate. They are deferred, earned through skill and challenging play.

Determining the Number Appearing Ratio

If only a few monsters appear, you can use the lower range; if an average number of monsters appears, you can use the average; and if a large group of monsters appears, you can use the higher range. For example, if your game says that there might be 2D6 goblins on a dungeon level (2 to 12, average 7), then you might want to give very little treasure for 2 or 3 goblins, below average treasure for 4 or 5 goblins, average treasure for 6 to 8 goblins, above average treasure for 9 or 10 goblins, or a lot of treasure for 11 or 12 goblins. Some Game Masters are "Rewardists," who prefer to have their treasures in proportion to the challenge of the monsters. Others (like myself) are "Naturalists," which means that you're simulating a fantasy world where things just aren't fair. You will need to decide for yourself which approach to take. A Rewardist might say that 7 goblins always have treasure of value Y, while a Naturalist would say that it's random within a given range between X and Z, where Y is the average. These guidelines should help you to hash out what works best for you.

If your game system (for whatever reason) does not include numbers of monsters appearing, then you will need to eyeball things based on the power of the monsters in proportion to the power of the Player Characters. If in your estimation the encounter is relatively "easy" or unlikely to result in PC fatalities, then use the below average bracket; if the encounter is "average" or relatively challenging, then use the average bracket; and if the encounter is "hard" or very dangerous, use the above average bracket.

I wish that I could be much more specific, but that eventuality will need to wait for a full OGL version of the Castle Oldskull gaming system, should that ever come to pass …

Trap- and Trick-Protected Hoards

These options are for treasures which are protected by a trap and/or trick, but there are no monsters present. (If there is a monster present, then these guidelines are superseded by the monster-guarded treasure system, per the tables given in the previous section.)

If the treasure is protected by a trap, then the treasure chance and amount are dependent on the trap's Lethality Level. For full details, refer to Castle Oldskull supplement BDT1, The Book of Dungeon Traps. If you do not own that book, here are a few guidelines which you can use to "eyeball" the appropriate figures for your own game system:

Lethality Level (LL)	Example Trap Types
1 (Normal)	➢ Dart Trap ➢ Spell Trigger, Burning Hands ➢ Stair-Slide to Empty Room, Descending One Level
2 (Normal)	➢ Arrow Trap ➢ Dart Trap, Double ➢ Gas Cloud, Sleep
3 (Normal)	➢ Acid Jet ➢ Fire Pit, Shallow ➢ Gas Cloud, Slowing
4 (Normal)	➢ Deadfall ➢ Pit, 10' Deep, Lidded, Locking ➢ Pit, 20' Deep, Hidden
5 (Normal)	➢ Cage, Falling, Iron ➢ Gas Cloud, Corroding ➢ Jaw Trap, Crushing
6 (Normal)	➢ Bridge, Collapsing, Wood, 60' Fall ➢ Pit with Spikes, 60' Deep, Open ➢ Slide to Pool, Descending Three Levels
7 (Normal)	➢ Ceiling, Collapsing ➢ Pit, 100' Deep, Open ➢ Rolling Boulder
8 to 10 (Normal)	➢ Acid Pool, Deep (LL 8) ➢ Enchanted Rune, Symbol of Discord (LL 9) ➢ Bridge, Illusionary, 200'+ Fall (LL 10)

Trap-protected treasures should not exceed treasure table LL 8, regardless of the trap's Lethality Level. In other words, traps of LL 8 to 10 all share the same (maximum) LL 8 treasure table, as given in prior Monster-Guarded Treasure Section VIII – Greater Powers. The treasure found should be equivalent to the range given for an average number of monsters appearing.

If the treasure is protected by a trick, then the treasure chance and amount are dependent on the adventuring party's average experience level. For example, if a party of 5 characters (levels 2, 2, 3, 3, and 4) defeat a trick and discover a treasure, then the treasure's Lethality Level is equal to (2 + 2 + 3 + 3 + 4 = 14, divided by 5 equals) 2.8, which corresponds to LL 2+. If the trick is potentially damaging or wounding, add 1; if the trick is deadly and almost certain to kill

someone, add 2. The maximum Lethality Level for a trick-protected treasure should be 8, unless monsters are present (or summoned).

Unguarded Treasure Hoards

If the treasure is unguarded, then the treasure chance and amount are dependent on the adventuring party's average experience level. For example, if a party of 4 characters (levels 6, 7, 8, and 9) discover an unguarded treasure in a secret room, then the treasure's Lethality Level is equal to (6 + 7 + 8 + 9 = 30, divided by 4 equals) 7.5, which corresponds to LL 7, reduced to maximum (6). The maximum Lethality Level for an unguarded treasure should be 6, unless monsters are present. The treasure amount should be equivalent to [1] the range given for a below average number of monsters appearing, if the treasure is easily obtained and in plain sight (e.g., with a newly-killed monster corpse); [2] for an average number appearing, if the treasure is hidden; or [3] for an above average number appearing, if the treasure is hard to obtain.

And to elaborate on that last point: An unguarded treasure does not need to be easy to reach! There is almost always a reason why the unguarded treasure has not been claimed before. Example circumstances for difficult-to-reach unguarded treasures include: gems visible beneath the ice of a 50'-deep frozen pool; treasures hidden inside a sarcophagus with a 2,000-pound lid; treasures hidden behind two secret doors; treasure seen beside a dragon skeleton, lying on the opposite side of a 200'-deep chasm; and so forth. Use your imagination. Even though the unguarded treasure is not "trapped" per se, striving for it can still result in adventurer deaths!



II
COINAGE

[II–1]
QUICK AND DIRTY:
INTERESTING COIN HOARDS

The most common type of non-magical treasure is coinage. In most old school FRPGs, there are five different denominations of coins: copper pieces (CP), silver pieces (SP), gold-and-silver electrum pieces (EP), gold pieces (GP), and platinum pieces (PP). These coin types are reflected in the Castle Oldskull treasure system, although the denominations differ a bit.

I have made three significant changes to the classic coinage system, which you can either adopt or modify for your campaign:

[1] Decimal-derived valuations. My preferred system is not realistic, but it is very quick and easy in play: I recommend that the primary value chain of copper, silver, and gold be decimal-derived. If you think of a gold piece as a hundred-dollar bill ($100), then the values of the other coins are as follows: electrum piece, one-half a gold piece ($50); silver piece, one-tenth of a gold piece ($10); copper piece, one-tenth of a silver piece ($1); and platinum piece, five times a gold piece ($500). You can fiddle with the values of silver and copper if you prefer, but I find that having the values of CP .01, SP .1, and GP 1 makes number crunching during game time much easier. The added variation of EP .5 and PP 5 keeps a fair amount of detail in the game without slowing the record-keeping down.

[2] Minor Coinage: Here you will find additional low-denomination coins, without labyrinthine detail. I have a large variety of bronze, brass, and iron coins in my game world, which makes things more interesting from a peasant's perspective. Adventurers deal in silver and gold, but normal men do their daily business with chalkoi, aes rude, bronze zees, pennigs, and Golgothan prutahs. Because I don't like to get bogged down in fractions of a cent during a game, I

assign all of these coins an "adventurer's perspective value" of .01 GP. In other words, according to the PCs, all of these piddling denominations are equivalent to a single copper piece. This allows you to fill out your treasure hoards with lots of interesting junk coinage, without troubling yourself too much over the exact valuations (basically worthless).

[3] My system also includes a wide variety of historically-based ancient, classical, and medieval coin types. In the tables hereafter, you will find lots of entries for grotes, tornesols, tetradrachmae, leopards, darics, and even more obscure real-world coins from the 1st to 15th Centuries. The countries of origin reflect the territories of the World of Oldskull, which is mythic medieval Earth: therefore "Teutonian" means German, "Tyrrhenian" means Italian, "Empyrean" means Roman, "Iberian" means Spanish or Portuguese, and so on.

I recommend that you never get too hung up on any one coin's weight (as opposed to bulk) or individual valuation. You can very easily have two very different silver coins, one large and one small, with the same value: Just assume that the large one has clipped edges and is made of poor-grade metal, while the small one is unclipped and minted from almost pure silver. Hey, it's a game. We're adding detail for interest and variety's sake, not to give ourselves a realism-instigated migraine!



To use my system, just decide on a treasure hoard which includes coins, and which needs to be spiced up a bit. For example, if you have a treasure that is merely "100 gold pieces," you can roll 1D100 twice on the Gold Piece Determination Table and turn that into "A clutch of 100 gold pieces, primarily Serenissean Ducats, with a scattering of bloodstained Syracusan Augustales." It's a quick way to add interest to a treasure, while also giving you a hint of where the treasure originally came from! (Those pesky adventurers tend to die in the strangest places, far away from home …)

[II–2]

MINOR COIN (GP 0.01) DETERMINATION TABLE

D100 Roll	Minor Coin Type
01 to 04	Achaean Assarions (old bronze coins)
05 to 08	Achaean Chalkoi (old bronze coins)
09 to 12	Achaean Nomoi (old brazen coins)
13 to 16	Aes Grave Assarii (old bronze coins)
17 to 20	Aes Rude Pieces (small, crude bronze ingot lumps)
21 to 24	Aes Signatum Ingots (small stamped bronze ingots)
25 to 28	Brass Bits (brazen city state coins)
29 to 32	Britannian Farthings (bronze coins)
33 to 36	Bronze Nummi (old bronze coins)
37 to 40	Bronze Zees (bronze city state coins)
41 to 44	Copper Commons (copper city state coins)
45 to 48	Copper Cons (copper coins)
49 to 52	Empyrean Dupondii (brass coins)
53 to 56	Empyrean Folles (bronze coins with trace silver)
57 to 60	Empyrean Nummi (old copper coins)
61 to 64	Empyrean Quadrantes (old bronze coins)
65 to 68	Empyrean Semes (old bronze coins)

69 to 72	Empyrean Unciae (old bronze coins)
73 to 76	Golgothan Prutahs (old copper coins)
77 to 80	Iron Drabs (stamped iron city state coins)
81 to 84	Magnus Pennigs (old copper coins)
85 to 88	Petraean Fulus (copper coins)
89 to 92	Syracusan Hemilitrons (copper city state coins)
93 to 96	Teutonian Pfennigs (copper coins)
97 to 00	Tyrrhenian Denaros (copper city state coins)

[II–3]

SILVER COIN (GP 0.1) DETERMINATION TABLE



D100 Roll	Silver Coin Type
01 or 02	Achaean Drachmae (old silver coins)
03 to 05	Achaean Oboli (old silver coins)
06 or 07	Achaean Staters (old silver coins)
08 to 10	Aquitainian Grotes (silver coins)
11 or 12	Aquitainian Tornesols (silver coins)
13 to 15	Armenian Drams (silver coins)
16 or 17	Britannian Groats (silver coins)
18 to 20	Britannian Sceattas (old silver coins)
21 or 22	Byzantine Basilikons (old silver coins)
23 to 25	Byzantine Doukatons (old silver coins)
26 or 27	Byzantine Millaresia (old silver coins)
28 to 30	Byzantine Politikons (old silver coins)
31 or 32	Byzantine Siliquae (old silver coins)
33 to 35	Byzantine Stavratons (old silver coins)
36 or 37	Caledonian Shillings (silver coins)
38 to 40	Cathayan Taels (exotic silver coins)
41 or 42	Celtic Potins (old silver coins)
43 to 45	Empyrean Argentii (old silver coins)
46 or 47	Empyrean Denarii (old silver coins)
48 to 50	Empyrean Miliarenses (old silver coins)
51 or 52	Empyrean Sestertii (old silver coins)
53 to 55	Golgothan Ma'ahs (old silver coins)
56 or 57	Golgothan Sheqels (old silver coins)
58 to 60	Golgothan Zuzzim (old silver coins)
61 or 62	Hexagrams (silver city state coins)
63 to 65	Iberian Reais (silver coins)
66 or 67	Indus Rupees (exotic silver coins)
68 to 70	Magnus Deniers (old silver coins)
71 or 72	Occidental Groschen (silver city state coins)
73 to 75	Perseid Dirhams (old silver coins)
76 or 77	Perseid Sigloi (old silver coins)

78 to 80	Serenissean Bagattios (silver city state coins)
81 or 82	Silver Ducats (silver coins)
83 to 85	Silver Nobles (silver city state coins)
86 or 87	Silver Pennies (silver coins)
88 to 90	Silver Shields (silver city state coins)
91 or 92	Silver Talents (old silver coins)
93 to 95	Syracusan Litrae (silver city state coins)
96 or 97	Syracusan Tornesi (silver city state coins)
98 to 00	Tyrrhenian Grossos (silver city state coins)

[II–4]

ELECTRUM COIN (GP 0.5) DETERMINATION TABLE

D100 Roll	Electrum (or Gold-and-Silver) Coin Type
01 to 05	Achaean Elektrons (old electrum coins)
06 to 11	Achaean Half-Staters (old electrum coins)
12 to 17	Achaean Tetradrachmae (old electrum coins)
18 to 23	Byzantine Asprons (old electrum coins)
24 to 29	Byzantine Tetarterons (old electrum coins)
30 to 35	Electrum Bezants (old electrum coins)
36 to 41	Electrum Crescents (electrum city state coins)
42 to 47	Electrum Ducats (electrum coins)
48 to 53	Electrum Fortunas ("Luckies") (electrum coins)
54 to 59	Electrum Knights (electrum city state coins)
60 to 65	Electrum Trachea (old electrum coins)
66 to 71	Empyrean Half-Aurei (old electrum coins)
72 to 77	Empyrean Tremisses (old electrum coins)
78 to 83	Lydian Hektes (old electrum coins)
84 to 89	Lydian Trites (old electrum coins)

90 to 95	Magnus Sous (old electrum coins)
96 to 00	Silvered Half-Guilders (electrum coins)

[II–5]

GOLD COIN (GP 1) DETERMINATION TABLE



D100 Roll	(Crude) Gold Coin Type
01 to 04	Achaean Staters (old gold coins)
05 to 08	Aquitainian Ecus d'Or (gold coins)

09 to 12	Aquitainian Francs (gold coins)
13 to 16	Britannian Grand Nobles (gold coins)
17 to 20	Britannian Leopards (gold coins)
21 to 24	Byzantine Grand Bezants (old gold coins)
25 to 28	Byzantine Histamenons (old gold coins)
29 to 32	Byzantine Hyperpyroi (old gold coins)
33 to 36	Byzantine Hyperpyrons (old gold coins)
37 to 40	Byzantine Michaelatons (old gold coins)
41 to 44	Byzantine Solidi (old gold coins)
45 to 49	Empyrean Aurei (old gold coins)
50 to 55	Gold Orbs (gold city state coins)
56 to 60	Gold Sovereigns (gold city state coins)
61 to 64	Iberian Escudos (gold coins)
65 to 68	Iberian Marabotins (gold coins)
69 to 72	Magnus Livres (gold coins)
73 to 77	Perseid Darics (old gold coins)
78 to 81	Petraean Dinars (old gold coins)
82 to 86	Serenissean Ducats (gold city state coins)
87 to 90	Syracusan Augustales (gold city state coins)
91 to 95	Teutonian Guilders (gold coins)
96 to 00	Tyrrhenian Florins (gold coins)

[II–6]

PLATINUM COIN (GP 5) DETERMINATION TABLE

D100 Roll	Platinum (or Fine Gold) Coin Type
01 to 06	Achaean Distaters (old platinum coins)
07 to 12	Achaean Lefkochryses (old platinum coins)
13 to 18	Achaean Minas (old platinum coins)

19 to 24	Britannian Imperials (platinum coins)
25 to 30	Elder Empyreans (old platinum coins)
31 to 36	Empyrean Dracones (old platinum coins)
37 to 42	Empyrean Imperators (old platinum coins)
43 to 48	Empyrean Platinas (old platinum coins)
49 to 55	Platinum Crucibles (old platinum coins)
56 to 61	Platinum Paladins (platinum city state coins)
62 to 67	Platinum Platae (platinum city state coins)
68 to 74	Platinum Plates (platinum coins)
75 to 80	Platinum Platines (platinum coins)
81 to 87	Platinum Regals (platinum coins)
88 to 94	Platinum Royals (platinum coins)
95 to 00	Teutonian Royal Guilders (platinum coins)

III
MISCELLANEOUS TREASURES

[III–1]
NOTES ON SELECTING MISCELLANEOUS TREASURES

Now that we've considered the generalities of treasure, it's time to get down to the primary topic of this tome: the many thousands of interesting non-magical treasures which are valuable, but not always obviously so.

The following tables are as complete as I can make them, as of 2017. I'm always adding more items … I can honestly say that this is at least Version 50 of my treasure system, and the V-number is probably higher than that. So you will find a great deal of variety here, as well as a great deal of redundancy with minor variations, as I've striven to be complete.

However, I should note that the treasure system is variety-oriented, not commonality-oriented. This is because I wanted to cram as much information as I could into as few tables as possible, and I wanted the system to encourage page-flipping and browsing selection over dice rolling (which can be onerous with a system this large). But this approach does create a few odd quirks that you should know about. For example, there is only one entry for silver arrows, while there are over 1,000 entries for different holy and unholy symbols. This creates a list-table that is as detailed and varied as possible, but it also implies that silver arrows are 1,000 times rarer than holy symbols! I've added D1000 notations if you insist on rolling dice to select random treasures, but honestly the system is built to encourage you to flip the pages and to pull what suits you in the moment without any need to roll.

How to Select Random Treasures

With that caveat out of the way, I would like to provide you with a bit of advice on how to use this table. Because most old school FRPGs do not have treasure generation systems which include miscellaneous non-magical items, my recommended method for placing these treasures is "coin swapping." That means that you roll up a random treasure, and you replace some of the coinage with miscellaneous items from this book, selected by your preference. The amount of detail you add is up to you. As a general guideline, I recommend only placing one to three miscellaneous treasures in any one hoard, unless you love making realistic treasures all over the place (much to the chagrin of your fast-paced players, no doubt).

All treasures are arranged in this book from low to high value, which means that the farther you flip back in the book, the more valuable the item will be. But the last couple hundreds of pages are devoted to a separate category of items, which is treasure maps.

[1] Single Selection: This is the easiest method. Let's say you roll up a random treasure of 100 gold pieces. You flip through the book, pick out a treasure that is worth less than 100 gold pieces, and add it in. So if you select this item: "Copper Holy Symbol, Hammer and Anvil Talisman (symbol of Durion, greater god of all dwarf kind in the Oldskull Mythos) (GPV 5)" Then the treasure becomes "95 gold pieces, and a copper holy symbol of Durion (GPV 5)."

[2] Double Selection: As above, but you select two different miscellaneous items.

[3] Triple Selection: As above, but you select three different miscellaneous items. Friendly warning: It can be really fun to choose 10-15 different items and put them in one place, until it's game time. Then the recital of the treasure tends to slow down play and become boring, which is the exact opposite effect that you were probably going for. The "three or less" rule is a good one to follow!

[4] Bundle Selection: This is a good option if you want to put in a lot of miscellaneous treasure in bulk, without too much design time. As an example from [1] above, you might make something like "50 gold pieces, and 10 copper holy symbols of Durion (GPV 5 each)."

[5] Random Selection: This involves rolling 1D1000 (3D10) and consulting a table. It's very fun and random, but time-consuming. (Hey, I do it on train commutes sometimes using a cell phone randomizer.) Just be mindful of the gold piece value of the item, as it might be higher than the treasure value you generated if you roll high! That can be a feature, rather than a bug, however.

For example, if you roll a 1,000 GPV statuette, you could reduce its value to 100 and call it good: "Obsidian statuette of some vile goblin goddess, fractured and partially shattered (GPV formerly 1,000, now 100)." Just watch out for clever players playing magic-users with Mend spells. You might want to reward their thinking, however, and let them repair such things to restore value.

[6] Gold Pointer Selection: This method involves pre-selecting a value, and then selecting a treasure of that value. Let's say that you've decided that you want a miscellaneous item that's worth 50 gold pieces. Just refer to the hyperlink menu in this book (next section), click the appropriate link, and jump right down to the 50 GPV area in the tables and go from there. This is a good fast technique, but I will warn you that if you overuse it you will tend toward using only a few items in this book (the ones closest to the hyperlink points) and you'll be cheating yourself out of a lot of potential variety.

To jump to a Gold Point Value section of the book, click on one of the following options:

GOLD POINT VALUE SELECTOR TABLE				
GPV <1	GPV 1	GPV 5	GPV 10	GPV 25
GPV 50	GPV 75	GPV 100	GPV 150	GPV 200
GPV 250	GPV 350	GPV 500	GPV 750	GPV 1,000
GPV 2,000	GPV 3,000	GPV 4,000	GPV 5,000	GPV 7,500
GPV 10,000	GPV 15,000	GPV 20,000	GPV 25,000	GPV 30,000
GPV 35,000	GPV 40,000	GPV 45,000	GPV 50,000	GPV 60,000

[7] Inspired Selection: With this method, you just select an item, and then you improve on it using your own imagination. I don't know the places and people in your game world, so only you can enhance my system to work perfectly in your campaign. As a few ideas, you can add to a treasure by detailing …

country of origin, racial craftsmanship (dwarven, elven, etc.), runic inscriptions, tell-tale materials (perhaps a spice only grown in one place), adventure hooks (such as the engraved name of a legendary lost adventurer), or the ever-popular magic aura, which makes the item radiate magic even though it has no magical properties.

[8] Play Value Selection: This is a time-consuming method that pays off very well. You read the book until you find a treasure that you 100% want to use in your next game, because it will drive your players nuts. For example, consider a flask of outrageously powerful monstrous acid. It's kept in a flask of rare crystal, with a label detailing its use. It's worth 2,000 gold pieces. If used as a grenade weapon, it will kill just about any low-level monsters … but then the party will be out 2,000 GPV when it's used as a weapon! Will your players throw it, or will they take it home? Will they argue over it? Will their opinions suddenly change if they're trapped in a dead end by a hungry badgerbear? Pick a fun item, and make sure the PCs find it. You'll probably need to help the situation along a bit by over-explaining the item, but you can do that easily ("Your henchman gasps in wonder, and says that he's heard tales of this acid, and that it …")

[9] Deferred Selection: This means that the bulk of the treasure is not really there, it's just hinted at and elsewhere. Refer to the Treasure Maps chapter (toward the end of this book) for more information.

[III–2]

ADDITIONAL SYSTEM NOTES

Gems & Jewelry

This system will appear in Castle Oldskull supplement OTT2, OLDSKULL TREASURE TROVE, Book II. For now, refer to your game's gem and jewelry determination tables.

Magic Items

This system will appear in Castle Oldskull supplement OTT2, OLDSKULL TREASURE TROVE, Book III. For now, refer to your game's magic item determination tables.

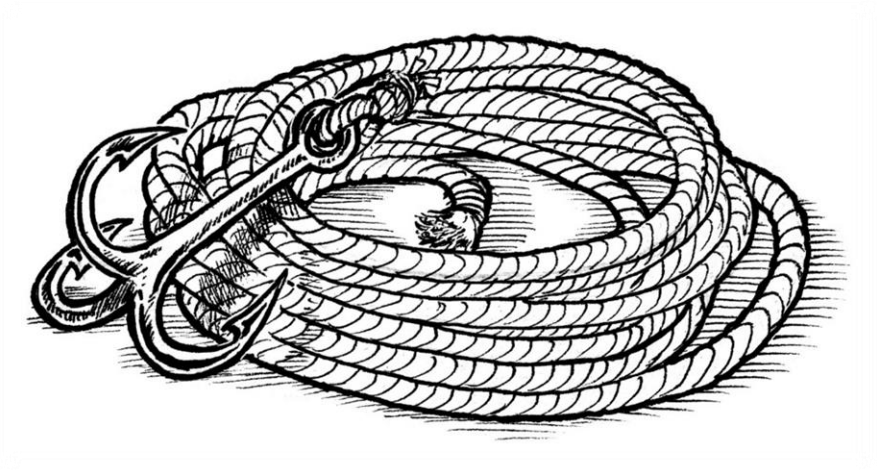
(Sorry about the massive system size, but Game Masters do love maximized options!)

(The treasure tables appear hereafter.)

[III–3]

MISCELLANEOUS TREASURE TABLE I:
TREASURES OF VALUE
0.05 TO 9 GOLD PIECES

RESULTS 001 TO 100	
GPV < 1	
D1000 Roll	**Miscellaneous Treasure**
001	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Cider (GPV 1 SP per gallon); .5 gallon (GPV 0.05)
002	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Small Beer (GPV 2 SP per gallon); .5 gallon (GPV 0.1)
003	Pewter Vessel (GPV .1)
004	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Cider (GPV 1 SP per gallon); 1 gallon (GPV 0.1)
005	Coil of Hemp Rope (50' in length) (GPV 0.2)



006	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); .5 gallon (GPV 0.2)
007	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); .5 gallon (GPV 0.2)
008	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Small Beer (GPV 2 SP per gallon); 1 gallon (GPV 0.2)
009	Bellows (GPV .25)
010	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Cider (GPV 1 SP per gallon); 2.5 gallons (GPV 0.25)
011	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Cider (GPV 1 SP per gallon); 4 gallons (GPV 0.4)
012	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Ale (GPV 8 SP per gallon); .5 gallon (GPV 0.4)
013	Long Coil of Hemp Rope (100' in length) (GPV 0.4)
014	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 1 gallon (GPV 0.4)
015	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 1 gallon (GPV 0.4)
016	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); .5 gallon (GPV 0.5)
017	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Small Beer (GPV 2 SP per gallon); 2.5 gallons (GPV 0.5)
018	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Cider (GPV 1 SP per gallon); 5 gallons (GPV 0.5)

019	Very Long Coil of Hemp Rope (150' in length) (GPV 0.6)
020	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Small Beer (GPV 2 SP per gallon); 4 gallons (GPV 0.8)
021	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Cider (GPV 1 SP per gallon); 8 gallons (GPV 0.8)
022	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Cider (GPV 1 SP per gallon); 8 gallons (GPV 0.8)
023	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Cider (GPV 1 SP per gallon); 8 gallons (GPV 0.8)
024	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Ale (GPV 8 SP per gallon); 1 gallon (GPV 0.8)
025	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Cider (GPV 1 SP per gallon); 9 gallons (GPV 0.9)
GPV 1	
026	2 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
027	Air Bladder (GPV 1)
028	Balance and Weights (GPV 1)
029	Crystal Beaker (GPV 1, alchemical and fragile)
030	Damaged Beaver Pelt (GPV 1)
031	Damaged Fox Pelt (GPV 1)
032	Damaged Mink Pelt (GPV 1)
033	Damaged Muskrat Pelt (GPV 1)
034	Faded Beaver Pelt (GPV 1)
035	Faded Muskrat Pelt (GPV 1)
036	Fine Muskrat Pelt (GPV 1)
037	Flask of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1)
038	Flask of Oil (GPV 1)
039	Flask of Powdered Kobold Horn (used to make Diminution Potions) (GPV 1)



040	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Mead (GPV 2 GP per gallon); .5 gallon (GPV 1)
041	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); .5 gallon (GPV 1)

042	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 2.5 gallons (GPV 1)
043	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 2.5 gallons (GPV 1)
044	Heavy Muskrat Pelt (GPV 1)
045	Iron Brazier (GPV 1)
046	Iron-Rimmed Wooden Buckler (+1 Armor Class, saves vs. damage as wood; can block 1 attack per melee round) (GPV 1)
047	Muskrat Pelt (GPV 1)
048	Ragged Beaver Pelt (GPV 1)
049	Ragged Muskrat Pelt (GPV 1)
050	Runic Copper Stirring Rod (GPV 1, alchemical and fragile)
051	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 1 gallon (GPV 1)
052	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Small Beer (GPV 2 SP per gallon); 5 gallons (GPV 1)
053	Set of 10 Pewter Vessels (GPV 1)
054	Small Copper Ingot (100 coin equivalent) (GPV 0.5)
055	Small Gold Nugget (GPV 1)
056	Spool of Silver Wire (GPV 1)
057	Stained Beaver Pelt (GPV 1)
058	Stained Muskrat Pelt (GPV 1)
059	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Cider (GPV 1 SP per gallon); 12 gallons (GPV 1.2)
060	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Cider (GPV 1 SP per gallon); 16 gallons (GPV 1.6)
061	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 4 gallons (GPV 1.6)
062	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 4 gallons (GPV 1.6)
063	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Small Beer (GPV 2 SP per gallon); 8 gallons (GPV 1.6)
064	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Small Beer (GPV 2 SP per gallon); 8 gallons (GPV 1.6)

065	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Small Beer (GPV 2 SP per gallon); 8 gallons (GPV 1.6)
066	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Cider (GPV 1 SP per gallon); 16 gallons (GPV 1.6)
067	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Cider (GPV 1 SP per gallon); 16 gallons (GPV 1.6)
068	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Small Beer (GPV 2 SP per gallon); 9 gallons (GPV 1.8)
069	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Cider (GPV 1 SP per gallon); 18 gallons (GPV 1.8)
070	2 Damaged Beaver Pelts (GPV 1 each)
071	2 Damaged Fox Pelts (GPV 1 each)
072	2 Damaged Mink Pelts (GPV 1 each)
073	2 Damaged Muskrat Pelts (GPV 1 each)
074	2 Faded Beaver Pelts (GPV 1 each)
075	2 Faded Muskrat Pelts (GPV 1 each)
076	2 Fine Muskrat Pelts (GPV 1 each)
077	2 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
078	2 Flasks of Oil (GPV 1 each)
079	2 Heavy Muskrat Pelts (GPV 1 each)
080	2 Muskrat Pelts (GPV 1 each)
081	2 Ragged Beaver Pelts (GPV 1 each)
082	2 Ragged Muskrat Pelts (GPV 1 each)
083	2 Small Gold Nuggets (GPV 1 each)
084	2 Stained Beaver Pelts (GPV 1 each)
085	2 Stained Muskrat Pelts (GPV 1 each)
086	3 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
087	4 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
088	Beaver Pelt (GPV 2)
089	Clepsydra (water Clock) (GPV 2, alchemical and relatively precise)
090	Concave Crystal Lens (GPV 2, alchemical and fragile)
091	Convex Crystal Lens (GPV 2, alchemical and fragile)
092	Copper Ingot (400 coin equivalent) (GPV 2)

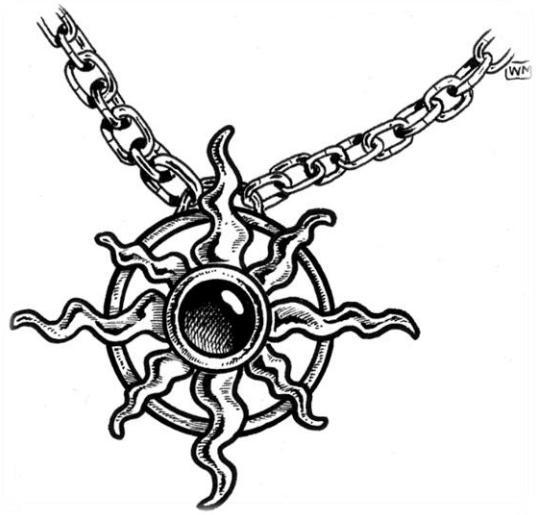
093	Crystal Cruet (GPV 2, alchemical and fragile)
094	Crystal Pipette (GPV 2, alchemical and fragile)
095	Damaged Ermine Pelt (GPV 2)
096	Damaged Marten Pelt (GPV 2)
097	Faded Fox Pelt (GPV 2)
098	Faded Mink Pelt (GPV 2)
099	Fine Beaver Pelt (GPV 2)
100	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Ale (GPV 4 GP per gallon); .5 gallon (GPV 2)
RESULTS 101 TO 200	
101	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); .5 gallon (GPV 2)
102	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Honey Mead (GPV 4 GP per gallon); .5 gallon (GPV 2)
103	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Ale (GPV 8 SP per gallon); 2.5 gallons (GPV 2)
104	Heavy Beaver Pelt (GPV 2)
105	Iron Holy Symbol, All-Seeing Hawk Wedja (symbol of Horus, lesser god of righteous vengeance in the Egyptian Mythos) (GPV 2)
106	Iron Holy Symbol, All-Seeing Iris Mamitu (symbol of Ki, greater goddess of nature in the Sumerian Mythos) (GPV 2)
107	Iron Holy Symbol, Ankh and Star Wedja (symbol of Isis, greater goddess of magic in the Egyptian Mythos) (GPV 2)
108	Iron Holy Symbol, Axe and Blade Periapt (symbol of Ulkros, greater good of dooms in the Nowhen Mythos) (GPV 2)
109	Iron Holy Symbol, Axe and Moon Mamitu (symbol of Nanna-Sin, lesser god of the moon in the Sumerian Mythos) (GPV 2)
110	Iron Holy Symbol, Bearded Man Taufr (symbol of Forseti, greater god of justice in the Norse Mythos) (GPV 2)
111	Iron Holy Symbol, Binding Cord Wedja (symbol of Anhur, lesser god of war in the Egyptian Mythos) (GPV 2)

112	Iron Holy Symbol, Bird Among Clouds Amulet (symbol of Aedha of the Fey, lesser goddess of sky and weather in the Elven and Oldskull Mythoi) (GPV 2)
113	Iron Holy Symbol, Black Bow Tabij (symbol of Rudra, greater god of beasts in the Indian Mythos) (GPV 2)
114	Iron Holy Symbol, Black Cat Sigil (symbol of Aelurus, lord of cats in the Oldskull Mythos) (GPV 2)
115	Iron Holy Symbol, Black Hourglass Signum (symbol of Sish the Destroyer, greater god of time, entropy and decay in the Pegana and Oldskull Mythoi) (GPV 2)
116	Iron Holy Symbol, Black Jackal Wedja (symbol of Anubis, lesser god of the dead in the Egyptian Mythos) (GPV 2)
117	Iron Holy Symbol, Black Pearl Hushenfu (symbol of Chao Kung Ming, demigod of war in the Chinese Mythos) (GPV 2)
118	Iron Holy Symbol, Black Wheel Signum (symbol of Trogool the Thing, greater god of inescapable magic and inevitability in the Pegana and Oldskull Mythoi) (GPV 2)
119	Iron Holy Symbol, Blue Diamond Mamitu (symbol of Nin-Hursag, lesser goddess of the earth in the Sumerian Mythos) (GPV 2)
120	Iron Holy Symbol, Blue Eye Taufr (symbol of Odin, greater god of the heavens in the Norse Mythos) (GPV 2)
121	Iron Holy Symbol, Blue Rod Amulet (symbol of Ishtar, greater goddess of love and war in the Babylonian Mythos) (GPV 2)



122	Iron Holy Symbol, Bow and Moon Telesma (symbol of Artemis, lesser goddess of the hunt in the Greek Mythos) (GPV 2)
123	Iron Holy Symbol, Bowed Gargoyle Signum (symbol of Nodens, lesser god of the celestial abyss and protection in the Celtic, Cthulhu, and Oldskull Mythoi) (GPV 2)
124	Iron Holy Symbol, Broken Staff Signum (symbol of Jabim, demigod of broken things and scavenging in the Pegana and Oldskull Mythoi) (GPV 2)
125	Iron Holy Symbol, Bulging Pouch Periapt (symbol of Eterishaal, demigod of stealth in the Nowhen Mythos) (GPV 2)
126	Iron Holy Symbol, Burning Fire Tabij (symbol of Agni, greater god of fire in the Indian Mythos) (GPV 2)
127	Iron Holy Symbol, Burning Flame Signum (symbol of Gribaun, demigod of flame and burning in the Pegana and Oldskull Mythoi) (GPV 2)
128	Iron Holy Symbol, Cackling Goose Wedja (symbol of Geb, greater god of the earth in the Egyptian Mythos) (GPV 2)
129	Iron Holy Symbol, Cane Staff Omamori (symbol of Ebisu, lesser god of labor in the Japanese Mythos) (GPV 2)
130	Iron Holy Symbol, Cauldron Orra (symbol of Dagda, greater god of rulership in the Celtic Mythos) (GPV 2)
131	Iron Holy Symbol, Celestial Bull Wedja (symbol of Ptah, greater god of creation in the Egyptian Mythos) (GPV 2)
132	Iron Holy Symbol, Chained Man Signum (symbol of Dorozhand, greater god of fate and destiny in the Pegana and Oldskull Mythoi) (GPV 2)
133	Iron Holy Symbol, Chest of Apples Taufr (symbol of Idun, lesser goddess of spring in the Norse Mythos) (GPV 2)
134	Iron Holy Symbol, Clawed Cat Signum (symbol of Ulthar, lesser god of cats and righteous vengeance in the Cthulhu and Oldskull Mythoi) (GPV 2)
135	Iron Holy Symbol, Closed Eye Signum (symbol of Yoharneth-Lahai, lesser god of dreams and daydreams in the Pegana and Oldskull Mythoi) (GPV 2)
136	Iron Holy Symbol, Closed Eyes Amuletti (symbol of Untamo, lesser god of sleep in the Finnish Mythos) (GPV 2)
137	Iron Holy Symbol, Cloud and Wave Signum (symbol of Slid by the Sea, greater god of oceans and storms in the Pegana and Oldskull Mythoi) (GPV 2)

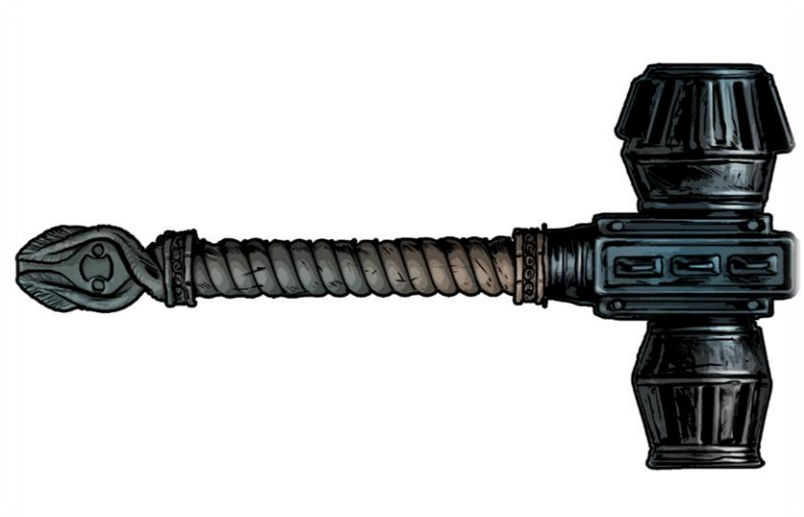
138	Iron Holy Symbol, Cloud Totem (symbol of Hotoru, lesser god of the wind in the Native American Mythos) (GPV 2)
139	Iron Holy Symbol, Clouded Sun Amulet (symbol of Anu, greater god of the sky in the Babylonian Mythos) (GPV 2)



140	Iron Holy Symbol, Clutched Stalactite Fetish (symbol of Olmberg Oldskull, lesser god of stone giants in the Oldskull Mythos) (GPV 2)
141	Iron Holy Symbol, Coin Triad Omamori (symbol of Daikoku, lesser god of wealth in the Japanese Mythos) (GPV 2)
142	Iron Holy Symbol, Conjoined Sphere Signum (symbol of Mana-Yood-Sushai, the creator god in the Pegana and Oldskull Mythoi) (GPV 2)
143	Iron Holy Symbol, Covered Mouth Signum (symbol of Hish, lesser god of silence in the Pegana and Oldskull Mythoi) (GPV 2)
144	Iron Holy Symbol, Coyote Totem (symbol of the Coyote Spirit, lesser god of lore in the Native American Mythos) (GPV 2)
145	Iron Holy Symbol, Crimson Hand Talisman (symbol of Itzamna, greater god of healing in the Central American Mythos) (GPV 2)
146	Iron Holy Symbol, Crimson Pentagram Telesma (symbol of Tyche, lesser goddess of fortune in the Greek Mythos) (GPV 2)
147	Iron Holy Symbol, Crimson Sword Omamori (symbol of Oh-Kuni-Nushi, demigod of heroes in the Japanese Mythos) (GPV 2)

148	Iron Holy Symbol, Crossed Battle Axes Amulet (symbol of Brokkr of the Silver Beard, greater god of warfare in the Dwarven and Oldskull Mythoi) (GPV 2)
149	Iron Holy Symbol, Crossed Sistrums Signum (symbol of Limpang-Tung, lesser god of revelry and roguery in the Pegana and Oldskull Mythoi) (GPV 2)
150	Iron Holy Symbol, Crossed Spears Orra (symbol of Morrigan, lesser goddess of war in the Celtic Mythos) (GPV 2)
151	Iron Holy Symbol, Crowned Oak Talisman (symbol of Erelane Elethil, lesser god of wood elves in the Oldskull Mythos) (GPV 2)
152	Iron Holy Symbol, Dancing Monkey Talisman (symbol of Xochipilli, lesser god of chance in the Central American Mythos) (GPV 2)
153	Iron Holy Symbol, Dancing Silhouette Signum (symbol of Treboge, demigod of shadows in the Pegana and Oldskull Mythoi) (GPV 2)
154	Iron Holy Symbol, Divine Thyrsus Telesma (symbol of Dionysus, lesser god of revelry in the Greek Mythos) (GPV 2)
155	Iron Holy Symbol, Dusty Ziggurat Signum (symbol of Zumbiboo, demigod of dust in the Pegana and Oldskull Mythoi) (GPV 2)
156	Iron Holy Symbol, Encircled Heart Amulet (symbol of Genovefa of the Eternal Pool, lesser goddess of love in the Elven and Oldskull Mythoi) (GPV 2)
157	Iron Holy Symbol, Evergreen Amuletti (symbol of Mielikki, lesser goddess of nature in the Finnish Mythos) (GPV 2)
158	Iron Holy Symbol, Fanged Lioness Wedja (symbol of Tefnut, lesser goddess of storms in the Egyptian Mythos) (GPV 2)
159	Iron Holy Symbol, Fanning Peacock Telesma (symbol of Heres, greater goddess of women in the Greek Mythos) (GPV 2)
160	Iron Holy Symbol, Feathered Serpent Talisman (symbol of Quetzalcoatl, greater god of the air in the Central American Mythos) (GPV 2)
161	Iron Holy Symbol, Fiery Axe Amulet (symbol of Girru, lesser god of fire in the Babylonian Mythos) (GPV 2)
162	Iron Holy Symbol, Fiery Maiden Orra (symbol of Brigit, lesser goddess of fire in the Celtic Mythos) (GPV 2)
163	Iron Holy Symbol, Fistful of Thunderbolts Telesma (symbol of Zeus, greater god of the heavens in the Greek Mythos) (GPV 2)

164	Iron Holy Symbol, Flaming Sword Amuletti (symbol of Ukko, greater god of the heavens in the Finnish Mythos) (GPV 2)
165	Iron Holy Symbol, Full Moon Tabij (symbol of Varuna, greater god of order in the Indian Mythos) (GPV 2)
166	Iron Holy Symbol, Gem and Mountain Amulet (symbol of Durinn Lorestone, greater god of buried wealth and secrets in the Dwarven and Oldskull Mythoi) (GPV 2)
167	Iron Holy Symbol, Glowing Rectangle Periapt (symbol of Ooreth, demigod of wizardry in the Nowhen Mythos) (GPV 2)
168	Iron Holy Symbol, Goddess and Child Hushenfu (symbol of Kuan Yin, greater goddess of mercy in the Chinese Mythos) (GPV 2)
169	Iron Holy Symbol, Gold Nugget Talisman (symbol of Gorius Glimmerstone, greater god of all gnome kind in the Oldskull Mythos) (GPV 2)
170	Iron Holy Symbol, Grasped Sunbolt Hushenfu (symbol of Shang-Ti, greater god of the heavens in the Chinese Mythos) (GPV 2)
171	Iron Holy Symbol, Gray Mountain Signum (symbol of Crom, greater god of daring and heroes in the Hyborian and Oldskull Mythoi) (GPV 2)
172	Iron Holy Symbol, Great Beetle Wedja (symbol of Apshai, demigod of insects in the Egyptian Mythos) (GPV 2)
173	Iron Holy Symbol, Great Hammer Taufr (symbol of Thor, greater god of thunder in the Norse Mythos) (GPV 2)



174	Iron Holy Symbol, Great Longbow Taufr (symbol of Uller, lesser god of hunting in the Norse Mythos) (GPV 2)
175	Iron Holy Symbol, Great Oak Orra (symbol of Silvanus, greater god of the forest in the Celtic Mythos) (GPV 2)
176	Iron Holy Symbol, Great Trident Telesma (symbol of Poseidon, greater god of the seas in the Greek Mythos) (GPV 2)
177	Iron Holy Symbol, Guardian's Horn Taufr (symbol of Heimdall, greater god of the realm gates in the Norse Mythos) (GPV 2)
178	Iron Holy Symbol, Hammer and Anvil Talisman (symbol of Durion, greater god of all dwarf kind in the Oldskull Mythos) (GPV 2)
179	Iron Holy Symbol, Hammer and Anvil Telesma (symbol of Hephaestus, lesser god of artifice in the Greek Mythos) (GPV 2)
180	Iron Holy Symbol, Hawkman Wedja (symbol of Seker, lesser god of light in the Egyptian Mythos) (GPV 2)
181	Iron Holy Symbol, Hill and Shield Talisman (symbol of Rosamunda, greater goddess of all Halfling kind in the Oldskull Mythos) (GPV 2)
182	Iron Holy Symbol, Horned Lunar Disc Wedja (symbol of Nephthys, lesser goddess of wealth in the Egyptian Mythos) (GPV 2)
183	Iron Holy Symbol, Horse Totem (symbol of Hastseltsi, lesser god of racing in the Native American Mythos) (GPV 2)
184	Iron Holy Symbol, Icy Greatsword Taufr (symbol of Frey, greater god of the sun and the light elves in the Norse Mythos) (GPV 2)
185	Iron Holy Symbol, Icy Mountain Taufr (symbol of Magni, god of strength in the Norse Mythos) (GPV 2)
186	Iron Holy Symbol, Immaculate Seashell Telesma (symbol of Aphrodite, greater goddess of love in the Greek Mythos) (GPV 2)
187	Iron Holy Symbol, Iron Boot Taufr (symbol of Vidar, lesser god of strength in the Norse Mythos) (GPV 2)
188	Iron Holy Symbol, Jeweled Chalice Taufr (symbol of Balder, greater god of charisma in the Norse Mythos) (GPV 2)
189	Iron Holy Symbol, Joined Rings Amulet (symbol of Brunna Truehearth, greater goddess of homes and protection in the Dwarven and Oldskull Mythoi) (GPV 2)
190	Iron Holy Symbol, Kneeling Sage Signum (symbol of Hoodrazai, greater god of secrets and sorrow in the Pegana and Oldskull Mythoi) (GPV 2)

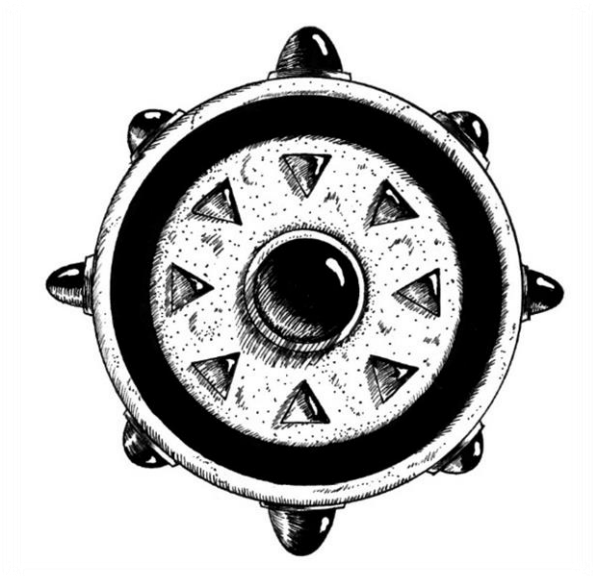
191	Iron Holy Symbol, Leaping Dolphin Talisman (symbol of Raesharis, lesser god of aquatic elves in the Oldskull Mythos) (GPV 2)
192	Iron Holy Symbol, Leaping Fish Talisman (symbol of Chalchiuhtlicue, lesser goddess of water in the Central American Mythos) (GPV 2)
193	Iron Holy Symbol, Lightning Bolt Hushenfu (symbol of Fei Lien and Feng Po, demigods of the wind in the Chinese Mythos) (GPV 2)
194	Iron Holy Symbol, Lightning Bolt Totem (symbol of Heng the Thunder Spirit, lesser god of storms in the Native American Mythos) (GPV 2)
195	Iron Holy Symbol, Lizard Egg Fetish (symbol of Srethriss, lesser god of lizard men in the Oldskull Mythos) (GPV 2)
196	Iron Holy Symbol, Long Arrow Amulet (symbol of Suibhne Many-Feather, lesser god of archery in the Elven and Oldskull Mythoi) (GPV 2)
197	Iron Holy Symbol, Looped Cross Amuletti (symbol of Ilmatar, lesser goddess of motherhood in the Finnish Mythos) (GPV 2)
198	Iron Holy Symbol, Lotus and Mace Tabij (symbol of Vishnu, greater god of mercy in the Indian Mythos) (GPV 2)
199	Iron Holy Symbol, Lotus Flower Tabij (symbol of Lakshmi, lesser goddess of fortune in the Indian Mythos) (GPV 2)
200	Iron Holy Symbol, Lunar Ibis Wedja (symbol of Thoth, greater god of knowledge in the Egyptian Mythos) (GPV 2)
RESULTS 201 TO 300	
201	Iron Holy Symbol, Mace and Thunderbolt Omamori (symbol of Raiden, greater god of thunder in the Japanese Mythos) (GPV 2)
202	Iron Holy Symbol, Man of Clay Signum (symbol of Kib the Sculptor, greater god of beasts and primitive men in the Pegana and Oldskull Mythoi) (GPV 2)
203	Iron Holy Symbol, Mare's Head Telesma (symbol of Demeter, lesser goddess of the harvest in the Greek Mythos) (GPV 2)
204	Iron Holy Symbol, Moon Disc Omamori (symbol of Tsukiyomi, greater god of the moon in the Japanese Mythos) (GPV 2)

205	Iron Holy Symbol, Mountain Ibex Mamitu (symbol of Enki, greater god of the waters in the Sumerian Mythos) (GPV 2)
206	Iron Holy Symbol, Oak and Mistletoe Orra (symbol of Diancecht, lesser god of healing in the Celtic Mythos) (GPV 2)
207	Iron Holy Symbol, Octagonal Mirror Omamori (symbol of Amaterasu, greater goddess of the sun in the Japanese Mythos) (GPV 2)
208	Iron Holy Symbol, Open Book Hushenfu (symbol of Chung Kuel, greater god of truth in the Chinese Mythos) (GPV 2)
209	Iron Holy Symbol, Open Hand Orra (symbol of Nuada, greater god of war in the Celtic Mythos) (GPV 2)
210	Iron Holy Symbol, Ostrich Feather Wedja (symbol of Shu, lesser god of the sky in the Egyptian Mythos) (GPV 2)
211	Iron Holy Symbol, Paired Hands Orra (symbol of Lugh, greater god of battle prowess in the Celtic Mythos) (GPV 2)
212	Iron Holy Symbol, Pinwheel Rod Tabij (symbol of Tvashtri, demigod of artifice in the Indian Mythos) (GPV 2)
213	Iron Holy Symbol, Quarter Moon Talisman (symbol of Aeterelon Tharelian, greater god of all elf kind in the Oldskull Mythos) (GPV 2)
214	Iron Holy Symbol, Radiant Fire Pit Signum (symbol of Habaniah, demigoddess of hearth and home in the Pegana and Oldskull Mythoi) (GPV 2)
215	Iron Holy Symbol, Radiant Ouroboros Sigil (symbol of the Ouroboros, king of all good dragons in the Oldskull Mythos) (GPV 2)
216	Iron Holy Symbol, Radiant Sunburst Mamitu (symbol of Utu, greater god of the sun in the Sumerian Mythos) (GPV 2)
217	Iron Holy Symbol, Radiant Sword Taufr (symbol of Tyr, god of righteous war in the Norse Mythos) (GPV 2)
218	Iron Holy Symbol, Raised Blade Taufr (symbol of Sif, lesser goddess of battle prowess in the Norse Mythos) (GPV 2)
219	Iron Holy Symbol, Raven Totem (symbol of the Raven Spirit, greater god of creation in the Native American Mythos) (GPV 2)
220	Iron Holy Symbol, Ribboned Helm Hushenfu (symbol of Yen-Wang-Yeh, greater god of the dead in the Chinese Mythos) (GPV 2)



221	Iron Holy Symbol, Rippling Water Amuletti (symbol of Ahto, greater god of the sea in the Finnish Mythos) (GPV 2)
222	Iron Holy Symbol, Rising Phoenix Signum (symbol of Mitra, lesser god of mercy and protection in the Hyborian and Oldskull Mythoi) (GPV 2)
223	Iron Holy Symbol, Rising Sun Tabij (symbol of Ushas, lesser goddess of the dawn in the Indian Mythos) (GPV 2)
224	Iron Holy Symbol, Runic Coin Amulet (symbol of Veigr Goldmane, greater god of wealth in the Dwarven and Oldskull Mythoi) (GPV 2)
225	Iron Holy Symbol, Running Man Signum (symbol of Roon the Going, lesser god of celerity and movement in the Pegana and Oldskull Mythoi) (GPV 2)
226	Iron Holy Symbol, Sagely Owl Telesma (symbol of Athena, greater goddess of wisdom in the Greek Mythos) (GPV 2)
227	Iron Holy Symbol, Sand Serpent Totem (symbol of the Snake-Man, greater god of reptiles in the Native American Mythos) (GPV 2)

228	Iron Holy Symbol, Scarlet Bird Hushenfu (symbol of Chih Sung-Tzu, greater god of rain in the Chinese Mythos) (GPV 2)
229	Iron Holy Symbol, Setting Sun Amulet (symbol of Luigsech the Unfading, lesser god of longevity in the Elven and Oldskull Mythoi) (GPV 2)
230	Iron Holy Symbol, Shining Pillar Sigil (symbol of Unum the Prime, great spirit of Nirvana in the Oldskull Mythos) (GPV 2)
231	Iron Holy Symbol, Sitting Dog Signum (symbol of Hobith, demigod of dogs in the Pegana and Oldskull Mythoi) (GPV 2)
232	Iron Holy Symbol, Sleeping Cat Signum (symbol of Pitsu, demigod of cats in the Pegana and Oldskull Mythoi) (GPV 2)
233	Iron Holy Symbol, Sleeping Maiden Signum (symbol of Hypnos, lesser god of sleep in the Greek, Cthulhu, and Oldskull Mythoi) (GPV 2)
234	Iron Holy Symbol, Slender Lyre Telesma (symbol of Apollo, greater god of the arts in the Greek Mythos) (GPV 2)
235	Iron Holy Symbol, Smoke Cloud Signum (symbol of Kilooloogung, demigod of smoke in the Pegana and Oldskull Mythoi) (GPV 2)
236	Iron Holy Symbol, Soaring Falcon Taufr (symbol of Freya, greater goddess of love in the Norse Mythos) (GPV 2)
237	Iron Holy Symbol, Solar Disc Wedja (symbol of Ra, greater god of the sun in the Egyptian Mythos) (GPV 2)



238	Iron Holy Symbol, Spiral Seashell Talisman (symbol of Nereus, lesser god of merfolk in the Greek and Oldskull Mythoi) (GPV 2)
239	Iron Holy Symbol, Sprouting Acorn Talisman (symbol of Taeanas, lesser god of centaurs and satyrs in the Oldskull Mythos) (GPV 2)
240	Iron Holy Symbol, Stone Drum Signum (symbol of Skarl the Drummer, lesser good of mesmerism and dance in the Pegana and Oldskull Mythoi) (GPV 2)
241	Iron Holy Symbol, Storm Net Amulet (symbol of Marduk, greater god of cities and storms in the Babylonian Mythos) (GPV 2)
242	Iron Holy Symbol, Stout Harp Taufr (symbol of Bragi, lesser god of storytelling in the Norse Mythos) (GPV 2)
243	Iron Holy Symbol, Striking Katana Omamori (symbol of Susanowo, greater god of storms in the Japanese Mythos) (GPV 2)
244	Iron Holy Symbol, Sun and Mountain Orra (symbol of Dunatis, lesser god of mountains in the Celtic Mythos) (GPV 2)
245	Iron Holy Symbol, Sun Bearer Talisman (symbol of Camaxtli, greater god of fate in the Central American Mythos) (GPV 2)
246	Iron Holy Symbol, Sun Disc Tabij (symbol of Surya, greater god of the sun in the Indian Mythos) (GPV 2)
247	Iron Holy Symbol, Sword and Flame Periapt (symbol of the Crimson God, lesser god of war in the Nowhen Mythos) (GPV 2)
248	Iron Holy Symbol, Sword and Hammer Orra (symbol of Goibhnie, lesser god of artifice in the Celtic Mythos) (GPV 2)
249	Iron Holy Symbol, Sword and Hammer Taufr (symbol of Modi, lesser god of valor in the Norse Mythos) (GPV 2)
250	Iron Holy Symbol, Sword and Thunderbolt Hushenfu (symbol of Wen Chung, demigod of thunder in the Chinese Mythos) (GPV 2)
251	Iron Holy Symbol, Tailed Dwarf Wedja (symbol of Bes, lesser god of luck in the Egyptian Mythos) (GPV 2)
252	Iron Holy Symbol, Taloned Eagle Talisman (symbol of Huitzilopochtli, lesser god of war in the Central American Mythos) (GPV 2)
253	Iron Holy Symbol, Three Waves Hushenfu (symbol of Shan Hai Ching, greater god of the sea in the Chinese Mythos) (GPV 2)
254	Iron Holy Symbol, Throwing Dagger Omamori (symbol of Hachiman, demigod of war in the Japanese Mythos) (GPV 2)
255	Iron Holy Symbol, Thunder Axe Mamitu (symbol of Enlil, greater god of the heavens in the Sumerian Mythos) (GPV 2)

256	Iron Holy Symbol, Thunderbolt Cloud Amulet (symbol of Ramman, lesser god of storms in the Babylonian Mythos) (GPV 2)
257	Iron Holy Symbol, Tormented Man Periapt (symbol of Raesek, demigod of perseverance in the Nowhen Mythos) (GPV 2)
258	Iron Holy Symbol, Tri-Forked Lightning Bolt Taufr (symbol of the Norns, spirits of fate in the Norse Mythos) (GPV 2)
259	Iron Holy Symbol, Twin-Bladed Axe Omamori (symbol of Ama-Tsu-Mara, lesser god of artifice in the Japanese Mythos) (GPV 2)
260	Iron Holy Symbol, Unfurled Scroll Orra (symbol of Oghma, greater god of knowledge in the Celtic Mythos) (GPV 2)
261	Iron Holy Symbol, Upright Peacock Tabij (symbol of Karttikeya, demigod of war in the Indian Mythos) (GPV 2)
262	Iron Holy Symbol, Upright Syrinx Telesma (symbol of Pan, lesser god of nature in the Greek Mythos) (GPV 2)
263	Iron Holy Symbol, Waiting Cat Wedja (symbol of Bast, lesser goddess of cats in the Egyptian Mythos) (GPV 2)
264	Iron Holy Symbol, Wave-Rayed Star Amulet (symbol of Eogan the Fickle, lesser god of mischief in the Elven and Oldskull Mythoi) (GPV 2)
265	Iron Holy Symbol, White Cat Taufr (symbol of Frigga, greater goddess of the sky in the Norse Mythos) (GPV 2)
266	Iron Holy Symbol, White Crown Wedja (symbol of Osiris, greater god of resurrection in the Egyptian Mythos) (GPV 2)
267	Iron Holy Symbol, White Diamond Omamori (symbol of Kishijoten, lesser goddess of luck in the Japanese Mythos) (GPV 2)
268	Iron Holy Symbol, White Elephant Tabij (symbol of Indra, greater god of the heavens in the Indian Mythos) (GPV 2)
269	Iron Holy Symbol, White Wave Orra (symbol of Manannan Mac Lir, greater god of the sea in the Celtic Mythos) (GPV 2)
270	Iron Holy Symbol, Wild Wave Taufr (symbol of Aegir, lesser god of storms in the Norse Mythos) (GPV 2)
271	Iron Holy Symbol, Winged Caduceus Telesma (symbol of Hermes, lesser god of rogues in the Greek Mythos) (GPV 2)
272	Iron Holy Symbol, Winged Chariot Hushenfu (symbol of Huan-Ti, lesser god of war in the Chinese Mythos) (GPV 2)
273	Iron Holy Symbol, Winged Maiden Telesma (symbol of Nike, lesser goddess of victory in the Greek Mythos) (GPV 2)

274	Iron Unholy Symbol, Acid-Dripping Sword Sigil (symbol of Zraal'et, demon prince of temptation in the Oldskull Mythos) (GPV 2)
275	Iron Unholy Symbol, Arrow Lotus Hushenfu (symbol of Tou Mu, lesser goddess of the north star in the Chinese Mythos) (GPV 2)
276	Iron Unholy Symbol, Beslimed Eye Sigil (symbol of Shoggoth'lex, demon lord of slimes in the Oldskull Mythos) (GPV 2)
277	Iron Unholy Symbol, Black Pearl Fetish (symbol of Mother Hydra, lesser goddess of the Deep Ones in the Cthulhu Mythos) (GPV 2)
278	Iron Unholy Symbol, Black Ram Telesma (symbol of Hades, greater god of the underworld in the Greek Mythos) (GPV 2)
279	Iron Unholy Symbol, Black Star Orra (symbol of Arawn, greater god of the dead in the Celtic Mythos) (GPV 2)
280	Iron Unholy Symbol, Blood-Dripping Axe Fetish (symbol of Ohlgroyalech, lesser god of goblins and hobgoblins in the Oldskull Mythos) (GPV 2)



281	Iron Unholy Symbol, Blood-Dripping Coin Sigil (symbol of Mammon, arch-devil of greed in the Oldskull Mythos) (GPV 2)
282	Iron Unholy Symbol, Burning Bowl Amuletti (symbol of Kiputytto, lesser goddess of sickness in the Finnish Mythos) (GPV 2)
283	Iron Unholy Symbol, Clawed Bird Periapt (symbol of Atiria, lesser goddess of devouring birds in the Nowhen Mythos) (GPV 2)
284	Iron Unholy Symbol, Clawed Hand Fetish (symbol of Vuldruul the Obliterator, lesser god of ogres and trolls in the Oldskull Mythos) (GPV 2)
285	Iron Unholy Symbol, Clawed Skull Signum (symbol of Mung, Lord of All Deaths, greater god of death in the Pegana and Oldskull Mythoi) (GPV 2)
286	Iron Unholy Symbol, Cloud and Thunderbolt Hushenfu (symbol of Lei Kung, greater god of thunder in the Chinese Mythos) (GPV 2)
287	Iron Unholy Symbol, Cloven Hoof Sigil (symbol of the Dis Pater, arch-devil of furies and torment in the Oldskull Mythos) (GPV 2)
288	Iron Unholy Symbol, Clutched Club Amuletti (symbol of Tuoni, greater god of the underworld in the Finnish Mythos) (GPV 2)
289	Iron Unholy Symbol, Clutched Dagger Amuletti (symbol of Loviatar, demigoddess of pain in the Finnish Mythos) (GPV 2)
290	Iron Unholy Symbol, Coiled Cobra Wedja (symbol of Set, greater god of evil in the Egyptian Mythos) (GPV 2)
291	Iron Unholy Symbol, Coiled Serpents Signum (symbol of Yig, lesser god of serpents and the underworld in the Cthulhu and Oldskull Mythoi) (GPV 2)
292	Iron Unholy Symbol, Crimson Mace Amulet (symbol of Druaga, lesser god of devils in the Babylonian Mythos) (GPV 2)
293	Iron Unholy Symbol, Crowned Skull Sigil (symbol of Koschei the Deathless, demon lord of frigid eternity in the Oldskull Mythos) (GPV 2)
294	Iron Unholy Symbol, Cyclopean Eye Fetish (symbol of Doruum-Sha, greater god of all orc kind in the Oldskull Mythos) (GPV 2)
295	Iron Unholy Symbol, Death Dog Talisman (symbol of Mictlantecuhtli, greater god of death in the Central American Mythos) (GPV 2)
296	Iron Unholy Symbol, Decapitated Head Amuletti (symbol of Tuonetar, greater goddess of the underworld in the Finnish Mythos) (GPV 2)

297	Iron Unholy Symbol, Diamond Eye Periapt (symbol of Grumloch, lesser god of the earth's treasures in the Nowhen Mythos) (GPV 2)
298	Iron Unholy Symbol, Ebon Spearman Amulet (symbol of Nergal, lesser god of the underworld in the Babylonian Mythos) (GPV 2)
299	Iron Unholy Symbol, Fanged Baboon Heads Sigil (symbol of Ulthrogorgon, demon prince of wrath in the Oldskull Mythos) (GPV 2)
300	Iron Unholy Symbol, Fanged Bat Talisman (symbol of Camazotz, greater god of bats and evil in the Central American Mythos) (GPV 2)
RESULTS 301 TO 400	
301	Iron Unholy Symbol, Fanged Spider Talisman (symbol of Shraetha, demon queen of the dark elves in the Oldskull Mythos) (GPV 2)
302	Iron Unholy Symbol, Fiery Demon Talisman (symbol of Huhueteotl, greater god of fire in the Central American Mythos) (GPV 2)
303	Iron Unholy Symbol, Five-Headed Dragon Sigil (symbol of Thalassa, queen of all evil dragons in the Oldskull Mythos) (GPV 2)
304	Iron Unholy Symbol, Flaming Greatsword (symbol of Surtr, lesser god of fire giants in the Norse Mythos) (GPV 2)
305	Iron Unholy Symbol, Forked Lightning Bolt Amuletti (symbol of Hiisi, greater god of evil in the Finnish Mythos) (GPV 2)
306	Iron Unholy Symbol, Forked Tongue Sigil (symbol of Mephistopheles, arch-devil of falsehood in the Oldskull Mythos) (GPV 2)
307	Iron Unholy Symbol, Gnome Skull Fetish (symbol of Khorkhortuul, lesser god of kobolds and gremlins in the Oldskull Mythos) (GPV 2)
308	Iron Unholy Symbol, Green Longbow Hushenfu (symbol of Chih-Chiang Fyu-Ya, demigod of archers in the Chinese Mythos) (GPV 2)
309	Iron Unholy Symbol, Horned Fly Sigil (symbol of Baal-Zebub, arch-devil of lies and decay in the Oldskull Mythos) (GPV 2)

310	Iron Unholy Symbol, Howling Wolf Signum (symbol of Wohoon, lesser god of unknown noises and fear in the Pegana and Oldskull Mythoi) (GPV 2)
311	Iron Unholy Symbol, Ice Spear Totem (symbol of Shakak, greater god of winter in the Native American Mythos) (GPV 2)
312	Iron Unholy Symbol, Icy Battle Axe Taufr (symbol of Thrym, lesser god of frost giants in the Norse Mythos) (GPV 2)
313	Iron Unholy Symbol, Infernal Bracelet Hushenfu (symbol of No Cha, demigod of thieves in the Chinese Mythos) (GPV 2)
314	Iron Unholy Symbol, Infernal Staff Mamitu (symbol of Inanna, greater goddess of love and war in the Sumerian Mythos) (GPV 2)
315	Iron Unholy Symbol, Inverted Pentacle Sigil (symbol of Baphometh, demon lord of forbidden knowledge in the Oldskull Mythos) (GPV 2)
316	Iron Unholy Symbol, Jeweled Dagger Amulet (symbol of Aurvangr, Lord of Greed, greater god of covetousness in the Dwarven and Oldskull Mythoi) (GPV 2)
317	Iron Unholy Symbol, Knotted Club Fetish (symbol of Blunderbore, lesser god of hill giants in the Oldskull Mythos) (GPV 2)
318	Iron Unholy Symbol, Leering Demon Face Sigil (symbol of Moloch, arch-devil of sacrifices in the Oldskull Mythos) (GPV 2)
319	Iron Unholy Symbol, Leering Reptile Fetish (symbol of Zaloshaar, lesser god of troglodytes in the Oldskull Mythos) (GPV 2)
320	Iron Unholy Symbol, Leering Skull Periapt (symbol of the Mortis, greater god of death in the Nowhen Mythos) (GPV 2)



321	Iron Unholy Symbol, Mist of Eyes Periapt (symbol of the Hatred, lesser god of hate in the Nowhen Mythos) (GPV 2)
322	Iron Unholy Symbol, Morning Star Fetish (symbol of Grugluch, lesser god of bugbears in the Oldskull Mythos) (GPV 2)
323	Iron Unholy Symbol, Pouncing Ocelot Talisman (symbol of Tlazolteotl, lesser goddess of vice in the Central American Mythos) (GPV 2)
324	Iron Unholy Symbol, Rat's Eyes Periapt (symbol of Kriskrich, lesser god of rats in the Nowhen Mythos) (GPV 2)
325	Iron Unholy Symbol, Robed Maiden Tabij (symbol of Ratri, demigoddess of thieves in the Indian Mythos) (GPV 2)
326	Iron Unholy Symbol, Rotted Ram's Head Sigil (symbol of Bubonicus, daemon lord of plagues in the Oldskull Mythos) (GPV 2)
327	Iron Unholy Symbol, Rotting Mushroom Sigil (symbol of Tz'gyrru, demon queen of fungi in the Oldskull Mythos) (GPV 2)
328	Iron Unholy Symbol, Ruby Sceptre Sigil (symbol of Ashmodai, arch-devil of rulership in the Oldskull Mythos) (GPV 2)
329	Iron Unholy Symbol, Scarlet Mace Tabij (symbol of Yama, demigod of death in the Indian Mythos) (GPV 2)
330	Iron Unholy Symbol, Screaming Skull Tabij (symbol of Kali, lesser goddess of destruction in the Indian Mythos) (GPV 2)
331	Iron Unholy Symbol, Setting Moon Telesma (symbol of Hecate, lesser goddess of magic in the Greek Mythos) (GPV 2)
332	Iron Unholy Symbol, Shadow Maiden Taufr (symbol of Hel, greater goddess of death in the Norse Mythos) (GPV 2)
333	Iron Unholy Symbol, Shadow Sphere Amulet (symbol of Anshar, lesser god of darkness in the Babylonian Mythos) (GPV 2)
334	Iron Unholy Symbol, Shark Head Fetish (symbol of Thragola'a, lesser god of sea devils in the Oldskull Mythos) (GPV 2)
335	Iron Unholy Symbol, Skull Obolus Telesma (symbol of Charon, daemon lord of the nether rivers in the Greek and Oldskull Mythoi) (GPV 2)
336	Iron Unholy Symbol, Skull Wand Sigil (symbol of Kholthruss, demon prince of the undead in the Oldskull Mythos) (GPV 2)
337	Iron Unholy Symbol, Smoke Jaguar Talisman (symbol of Tezcatlipoca, greater god of the sun in the Central American Mythos) (GPV 2)

338	Iron Unholy Symbol, Spear and Shield Totem (symbol of Tobadzistsini, lesser god of war in the Native American Mythos) (GPV 2)
339	Iron Unholy Symbol, Spider and Opal Periapt (symbol of the Spider God, demigod of spiders in the Nowhen Mythos) (GPV 2)
340	Iron Unholy Symbol, Staff-Bearing Skeleton Periapt (symbol of the Roaming Gods, the great undead ancestors in the Nowhen Mythos) (GPV 2)
341	Iron Unholy Symbol, Three-Headed Demon Hushenfu (symbol of Lu Yueh, lesser god of plagues in the Chinese Mythos) (GPV 2)
342	Iron Unholy Symbol, Three-Headed Flail Sigil (symbol of Haenog'ghul, demon lord of gnoles and ghouls in the Oldskull Mythos) (GPV 2)
343	Iron Unholy Symbol, Three-Pointed Star Periapt (symbol of the Gods of Trouble, lesser gods of woe in the Nowhen Mythos) (GPV 2)
344	Iron Unholy Symbol, Torch Totem (symbol of Hastsezini, lesser god of fire in the Native American Mythos) (GPV 2)
345	Iron Unholy Symbol, Tusked Deer Talisman (symbol of Tlaloc, greater god of rain in the Central American Mythos) (GPV 2)
346	Iron Unholy Symbol, Twisting Flame Taufr (symbol of Loki, greater god of mischief in the Norse Mythos) (GPV 2)
347	Iron Unholy Symbol, Two-Pronged Fork Sigil (symbol of Belial, arch-devil of pain in the Oldskull Mythos) (GPV 2)
348	Iron Unholy Symbol, War Spear Telesma (symbol of Ares, greater god of war in the Greek Mythos) (GPV 2)
349	Iron Unholy Symbol, Water Lizard Signum (symbol of Bokrug, lesser god of amphibians and intolerance in the Cthulhu and Oldskull Mythoi) (GPV 2)
350	Iron Unholy Symbol, Wild Beast Sigil (symbol of Geryone, arch-devil of labyrinths and minotaurs in the Oldskull Mythos) (GPV 2)
351	Iron Unholy Symbol, Winged Ape Sigil (symbol of Ruz-Dol'Muu, demon prince of deception in the Oldskull Mythos) (GPV 2)
352	Iron Unholy Symbol, Winged Demon Sigil (symbol of Pazuzu, demon prince of storms in the Oldskull Mythos) (GPV 2)
353	Iron Unholy Symbol, Withered Oak Bough Amuletti (symbol of Surma, demigod of death in the Finnish Mythos) (GPV 2)
354	Ragged Ermine Pelt (GPV 2)

355	Ragged Fox Pelt (GPV 2)
356	Ragged Marten Pelt (GPV 2)
357	Ragged Mink Pelt (GPV 2)
358	Scraps of Raw Silk (GPV 2)
359	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Mead (GPV 2 GP per gallon); 1 gallon (GPV 2)
360	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 1 gallon (GPV 2)
361	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 5 gallons (GPV 2)
362	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 5 gallons (GPV 2)
363	Small (3' x 6', 2 square yards), Crude Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 2)
364	Small Iron-Rimmed Wooden Shield (+1 Armor Class, saves vs. damage as wood; can block 2 attacks per melee round) (GPV 2)
365	Small Pouch of Spagnum Moss (healing herbs, each dose has a 25% chance to double normal healing rate for one full day's rest, 1 use per day) (1 dose) (GPV 2)
366	Stained Fox Pelt (GPV 2)
367	Stained Mink Pelt (GPV 2)
368	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Cider (GPV 1 SP per gallon); 21 gallons (GPV 2.1)
369	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Small Beer (GPV 2 SP per gallon); 12 gallons (GPV 2.4)
370	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Cider (GPV 1 SP per gallon); 24 gallons (GPV 2.4)
371	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 2.5 gallons (GPV 2.5)
372	3 Damaged Beaver Pelts (GPV 1 each)
373	3 Damaged Fox Pelts (GPV 1 each)
374	3 Damaged Mink Pelts (GPV 1 each)
375	3 Damaged Muskrat Pelts (GPV 1 each)
376	3 Faded Beaver Pelts (GPV 1 each)

377	3 Faded Muskrat Pelts (GPV 1 each)
378	3 Fine Muskrat Pelts (GPV 1 each)
379	3 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
380	3 Flasks of Oil (GPV 1 each)
381	3 Heavy Muskrat Pelts (GPV 1 each)
382	3 Muskrat Pelts (GPV 1 each)
383	3 Ragged Beaver Pelts (GPV 1 each)
384	3 Ragged Muskrat Pelts (GPV 1 each)
385	3 Small Gold Nuggets (GPV 1 each)
386	3 Stained Beaver Pelts (GPV 1 each)
387	3 Stained Muskrat Pelts (GPV 1 each)
388	5 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
389	6 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
390	Bronze Brazier (GPV 3)
391	Damaged Sable Pelt (GPV 3)
392	Damaged Seal Pelt (GPV 3)
393	Faded Ermine Pelt (GPV 3)
394	Faded Marten Pelt (GPV 3)
395	Fine Fox Pelt (GPV 3)
396	Fine Mink Pelt (GPV 3)
397	Fox Pelt (GPV 3)
398	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Mead (GPV 6 GP per gallon); .5 gallon (GPV 3)
399	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Golden Wine (GPV 6 GP per gallon); .5 gallon (GPV 3)
400	Heavy Fox Pelt (GPV 3)
RESULTS 401 TO 500	
401	Heavy Mink Pelt (GPV 3)
402	Lock of Dryad's Hair (used to make Love Potions) (GPV 3)
403	Mink Pelt (GPV 3)
404	Ragged Sable Pelt (GPV 3)

405	Ragged Seal Pelt (GPV 3)
406	Small (gnome- or halfling-sized) Padded Armor (GPV 3)
407	Small Pouch of Aaron's Rod (healing herbs, 1 dose restores 1D4 hit points, effect duration only 2 hours, then damage returns) (1 dose) (GPV 3)
408	Stained Ermine Pelt (GPV 3)
409	Stained Marten Pelt (GPV 3)
410	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Cider (GPV 1 SP per gallon); 31.5 gallons (GPV 3.15)
411	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Small Beer (GPV 2 SP per gallon); 16 gallons (GPV 3.2)
412	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Ale (GPV 8 SP per gallon); 4 gallons (GPV 3.2)
413	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 8 gallons (GPV 3.2)
414	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 8 gallons (GPV 3.2)
415	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 8 gallons (GPV 3.2)
416	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 8 gallons (GPV 3.2)
417	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Cider (GPV 1 SP per gallon); 32 gallons (GPV 3.2)
418	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 8 gallons (GPV 3.2)
419	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 8 gallons (GPV 3.2)
420	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Small Beer (GPV 2 SP per gallon); 16 gallons (GPV 3.2)
421	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Small Beer (GPV 2 SP per gallon); 16 gallons (GPV 3.2)



422	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 9 gallons (GPV 3.6)
423	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 9 gallons (GPV 3.6)
424	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Small Beer (GPV 2 SP per gallon); 18 gallons (GPV 3.6)
425	2 Beaver Pelts (GPV 2 each)
426	2 Copper Ingots (400 coin equivalent each) (GPV 2)
427	2 Damaged Ermine Pelts (GPV 2 each)
428	2 Damaged Marten Pelts (GPV 2 each)
429	2 Faded Fox Pelts (GPV 2 each)
430	2 Faded Mink Pelts (GPV 2 each)
431	2 Fine Beaver Pelts (GPV 2 each)
432	2 Heavy Beaver Pelts (GPV 2 each)
433	2 Ragged Ermine Pelts (GPV 2 each)
434	2 Ragged Fox Pelts (GPV 2 each)
435	2 Ragged Marten Pelts (GPV 2 each)
436	2 Ragged Mink Pelts (GPV 2 each)
437	2 Stained Fox Pelts (GPV 2 each)
438	2 Stained Mink Pelts (GPV 2 each)

439	4 Damaged Beaver Pelts (GPV 1 each)
440	4 Damaged Fox Pelts (GPV 1 each)
441	4 Damaged Mink Pelts (GPV 1 each)
442	4 Damaged Muskrat Pelts (GPV 1 each)
443	4 Faded Beaver Pelts (GPV 1 each)
444	4 Faded Muskrat Pelts (GPV 1 each)
445	4 Fine Muskrat Pelts (GPV 1 each)
446	4 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
447	4 Flasks of Oil (GPV 1 each)
448	4 Heavy Muskrat Pelts (GPV 1 each)
449	4 Muskrat Pelts (GPV 1 each)
450	4 Ragged Beaver Pelts (GPV 1 each)
451	4 Ragged Muskrat Pelts (GPV 1 each)
452	4 Small Gold Nuggets (GPV 1 each)
453	4 Stained Beaver Pelts (GPV 1 each)
454	4 Stained Muskrat Pelts (GPV 1 each)
455	7 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
456	8 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
457	Crystal Burette (GPV 4, alchemical and fragile)
458	Dwarf-Sized Padded Armor (GPV 4)
459	Elf-Sized Padded Armor (GPV 4)
460	Ermine Pelt (GPV 4)
461	Faded Sable Pelt (GPV 4)
462	Faded Seal Pelt (GPV 4)
463	Fine Ermine Pelt (GPV 4)
464	Fine Marten Pelt (GPV 4)
465	Flask of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4)
466	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 4 gallons (GPV 4)
467	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of White Wine (GPV 8 GP per gallon); .5 gallon (GPV 4)
468	Heavy Ermine Pelt (GPV 4)

469	Heavy Marten Pelt (GPV 4)
470	Human-Sized Padded Armor (GPV 4)
471	Ivory Hornbill Casque (GPV 4)
472	Large (half-ogre sized) Padded Armor (GPV 4)
473	Marten Pelt (GPV 4)
474	Narrow (3' x 12', 4 square yards), Crude Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 4)
475	Pouch of Spagnum Moss (healing herbs, each dose has a 25% chance to double normal healing rate for one full day's rest, 1 use per day) (2 doses) (GPV 2 per dose)
476	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 1 gallon (GPV 4)
477	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 1 gallon (GPV 4)
478	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 1 gallon (GPV 4)
479	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Ale (GPV 8 SP per gallon); 5 gallons (GPV 4)
480	Small (3' x 6', 2 square yards), Damaged Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 4)
481	Small (gnome- or halfling-sized) Leather Armor (GPV 4)



482	Small (gnome- or halfling-sized) Padded Armor (GPV 4)
483	Small Pouch of Garlic Poultice (healing herbs, each does has a 50% chance to double normal healing rate for one full day's rest, 1 use per day) (1 dose) (GPV 4)
484	Stained Sable Pelt (GPV 4)
485	Stained Seal Pelt (GPV 4)
486	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Cider (GPV 1 SP per gallon); 42 gallons (GPV 4.2)
487	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Small Beer (GPV 2 SP per gallon); 21 gallons (GPV 4.2)
488	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Cider (GPV 1 SP per gallon); 42 gallons (GPV 4.2)
489	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 12 gallons (GPV 4.8)
490	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 12 gallons (GPV 4.8)
491	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Small Beer (GPV 2 SP per gallon); 24 gallons (GPV 4.8)
GPV 5	
492	10 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
493	5 Damaged Beaver Pelts (GPV 1 each)
494	5 Damaged Fox Pelts (GPV 1 each)
495	5 Damaged Mink Pelts (GPV 1 each)
496	5 Damaged Muskrat Pelts (GPV 1 each)
497	5 Faded Beaver Pelts (GPV 1 each)
498	5 Faded Muskrat Pelts (GPV 1 each)
499	5 Fine Muskrat Pelts (GPV 1 each)
500	5 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
RESULTS 501 TO 600	

501	5 Flasks of Oil (GPV 1 each)
502	5 Heavy Muskrat Pelts (GPV 1 each)
503	5 Muskrat Pelts (GPV 1 each)
504	5 Ragged Beaver Pelts (GPV 1 each)
505	5 Ragged Muskrat Pelts (GPV 1 each)
506	5 Small Gold Nuggets (GPV 1 each)
507	5 Stained Beaver Pelts (GPV 1 each)
508	5 Stained Muskrat Pelts (GPV 1 each)
509	9 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
510	Acid Flask of Giant Flytrap Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful) (GPV 5)
511	Acid Flask of Giant Sundew Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful) (GPV 5)
512	Alchemically Preserved Bird Brain (used to make Animal Control Potions) (GPV 5)
513	Alchemically Preserved Fish Brain (used to make Animal Control Potions) (GPV 5)
514	Alchemically Preserved Reptile Brain (used to make Animal Control Potions) (GPV 5)
515	Copper Holy Symbol, All-Seeing Hawk Wedja (symbol of Horus, lesser god of righteous vengeance in the Egyptian Mythos) (GPV 5)
516	Copper Holy Symbol, All-Seeing Iris Mamitu (symbol of Ki, greater goddess of nature in the Sumerian Mythos) (GPV 5)
517	Copper Holy Symbol, Ankh and Star Wedja (symbol of Isis, greater goddess of magic in the Egyptian Mythos) (GPV 5)
518	Copper Holy Symbol, Axe and Blade Periapt (symbol of Ulkros, greater good of dooms in the Nowhen Mythos) (GPV 5)
519	Copper Holy Symbol, Axe and Moon Mamitu (symbol of Nanna-Sin, lesser god of the moon in the Sumerian Mythos) (GPV 5)

520	Copper Holy Symbol, Bearded Man Taufr (symbol of Forseti, greater god of justice in the Norse Mythos) (GPV 5)
521	Copper Holy Symbol, Binding Cord Wedja (symbol of Anhur, lesser god of war in the Egyptian Mythos) (GPV 5)
522	Copper Holy Symbol, Bird Among Clouds Amulet (symbol of Aedha of the Fey, lesser goddess of sky and weather in the Elven and Oldskull Mythoi) (GPV 5)
523	Copper Holy Symbol, Black Bow Tabij (symbol of Rudra, greater god of beasts in the Indian Mythos) (GPV 5)
524	Copper Holy Symbol, Black Cat Sigil (symbol of Aelurus, lord of cats in the Oldskull Mythos) (GPV 5)
525	Copper Holy Symbol, Black Hourglass Signum (symbol of Sish the Destroyer, greater god of time, entropy and decay in the Pegana and Oldskull Mythoi) (GPV 5)
526	Copper Holy Symbol, Black Jackal Wedja (symbol of Anubis, lesser god of the dead in the Egyptian Mythos) (GPV 5)
527	Copper Holy Symbol, Black Pearl Hushenfu (symbol of Chao Kung Ming, demigod of war in the Chinese Mythos) (GPV 5)
528	Copper Holy Symbol, Black Wheel Signum (symbol of Trogool the Thing, greater god of inescapable magic and inevitability in the Pegana and Oldskull Mythoi) (GPV 5)
529	Copper Holy Symbol, Blue Diamond Mamitu (symbol of Nin-Hursag, lesser goddess of the earth in the Sumerian Mythos) (GPV 5)
530	Copper Holy Symbol, Blue Eye Taufr (symbol of Odin, greater god of the heavens in the Norse Mythos) (GPV 5)
531	Copper Holy Symbol, Blue Rod Amulet (symbol of Ishtar, greater goddess of love and war in the Babylonian Mythos) (GPV 5)
532	Copper Holy Symbol, Bow and Moon Telesma (symbol of Artemis, lesser goddess of the hunt in the Greek Mythos) (GPV 5)
533	Copper Holy Symbol, Bowed Gargoyle Signum (symbol of Nodens, lesser god of the celestial abyss and protection in the Celtic, Cthulhu, and Oldskull Mythoi) (GPV 5)
534	Copper Holy Symbol, Broken Staff Signum (symbol of Jabim, demigod of broken things and scavenging in the Pegana and Oldskull Mythoi) (GPV 5)
535	Copper Holy Symbol, Bulging Pouch Periapt (symbol of Eterishaal, demigod of stealth in the Nowhen Mythos) (GPV 5)

536	Copper Holy Symbol, Burning Fire Tabij (symbol of Agni, greater god of fire in the Indian Mythos) (GPV 5)
537	Copper Holy Symbol, Burning Flame Signum (symbol of Gribaun, demigod of flame and burning in the Pegana and Oldskull Mythoi) (GPV 5)
538	Copper Holy Symbol, Cackling Goose Wedja (symbol of Geb, greater god of the earth in the Egyptian Mythos) (GPV 5)
539	Copper Holy Symbol, Cane Staff Omamori (symbol of Ebisu, lesser god of labor in the Japanese Mythos) (GPV 5)
540	Copper Holy Symbol, Cauldron Orra (symbol of Dagda, greater god of rulership in the Celtic Mythos) (GPV 5)
541	Copper Holy Symbol, Celestial Bull Wedja (symbol of Ptah, greater god of creation in the Egyptian Mythos) (GPV 5)
542	Copper Holy Symbol, Chained Man Signum (symbol of Dorozhand, greater god of fate and destiny in the Pegana and Oldskull Mythoi) (GPV 5)
543	Copper Holy Symbol, Chest of Apples Taufr (symbol of Idun, lesser goddess of spring in the Norse Mythos) (GPV 5)
544	Copper Holy Symbol, Clawed Cat Signum (symbol of Ulthar, lesser god of cats and righteous vengeance in the Cthulhu and Oldskull Mythoi) (GPV 5)

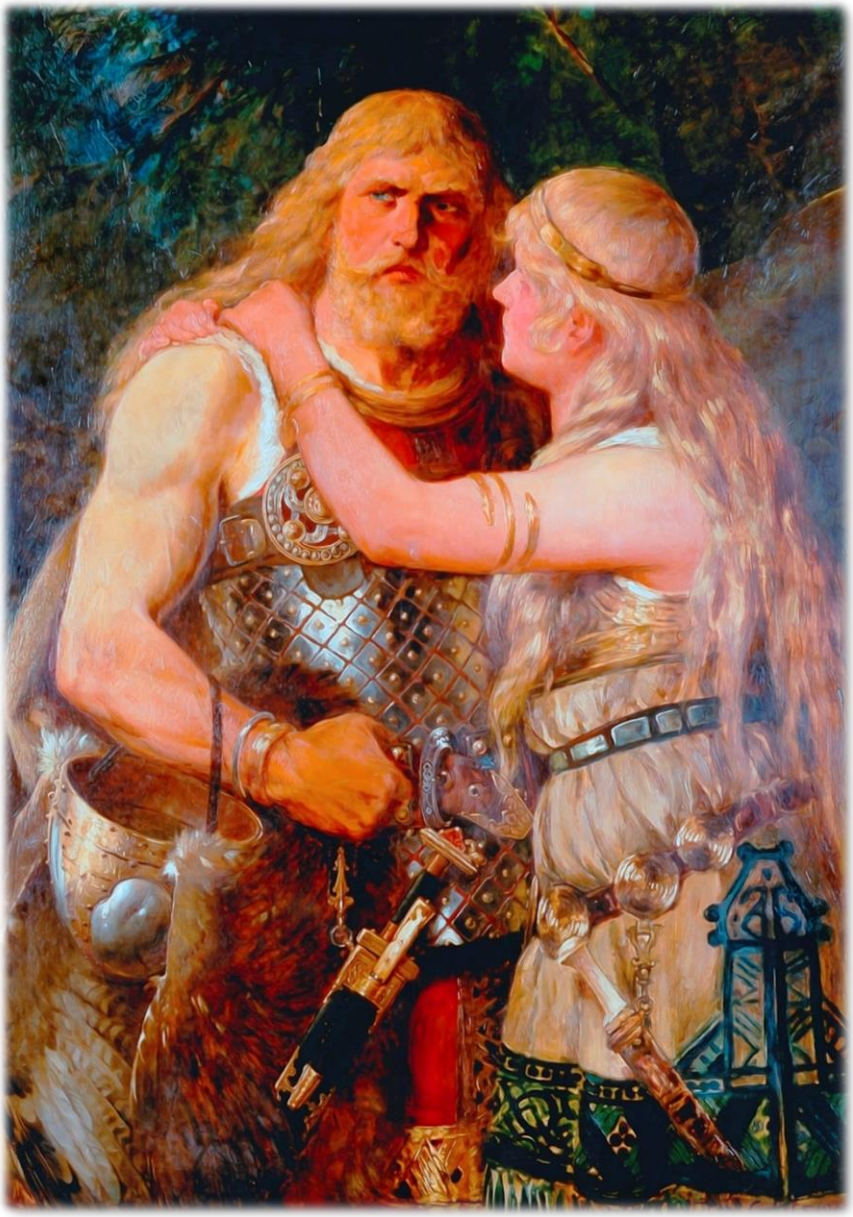


545	Copper Holy Symbol, Closed Eye Signum (symbol of Yoharneth-Lahai, lesser god of dreams and daydreams in the Pegana and Oldskull Mythoi) (GPV 5)
546	Copper Holy Symbol, Closed Eyes Amuletti (symbol of Untamo, lesser god of sleep in the Finnish Mythos) (GPV 5)
547	Copper Holy Symbol, Cloud and Wave Signum (symbol of Slid by the Sea, greater god of oceans and storms in the Pegana and Oldskull Mythoi) (GPV 5)
548	Copper Holy Symbol, Cloud Totem (symbol of Hotoru, lesser god of the wind in the Native American Mythos) (GPV 5)
549	Copper Holy Symbol, Clouded Sun Amulet (symbol of Anu, greater god of the sky in the Babylonian Mythos) (GPV 5)
550	Copper Holy Symbol, Clutched Stalactite Fetish (symbol of Olmberg Oldskull, lesser god of stone giants in the Oldskull Mythos) (GPV 5)
551	Copper Holy Symbol, Coin Triad Omamori (symbol of Daikoku, lesser god of wealth in the Japanese Mythos) (GPV 5)
552	Copper Holy Symbol, Conjoined Sphere Signum (symbol of Mana-Yood-Sushai, the creator god in the Pegana and Oldskull Mythoi) (GPV 5)
553	Copper Holy Symbol, Covered Mouth Signum (symbol of Hish, lesser god of silence in the Pegana and Oldskull Mythoi) (GPV 5)
554	Copper Holy Symbol, Coyote Totem (symbol of the Coyote Spirit, lesser god of lore in the Native American Mythos) (GPV 5)
555	Copper Holy Symbol, Crimson Hand Talisman (symbol of Itzamna, greater god of healing in the Central American Mythos) (GPV 5)
556	Copper Holy Symbol, Crimson Pentagram Telesma (symbol of Tyche, lesser goddess of fortune in the Greek Mythos) (GPV 5)
557	Copper Holy Symbol, Crimson Sword Omamori (symbol of Oh-Kuni-Nushi, demigod of heroes in the Japanese Mythos) (GPV 5)
558	Copper Holy Symbol, Crossed Battle Axes Amulet (symbol of Brokkr of the Silver Beard, greater god of warfare in the Dwarven and Oldskull Mythoi) (GPV 5)
559	Copper Holy Symbol, Crossed Sistrums Signum (symbol of Limpang-Tung, lesser god of revelry and roguery in the Pegana and Oldskull Mythoi) (GPV 5)
560	Copper Holy Symbol, Crossed Spears Orra (symbol of Morrigan, lesser goddess of war in the Celtic Mythos) (GPV 5)

561	Copper Holy Symbol, Crowned Oak Talisman (symbol of Erelane Elethil, lesser god of wood elves in the Oldskull Mythos) (GPV 5)
562	Copper Holy Symbol, Dancing Monkey Talisman (symbol of Xochipilli, lesser god of chance in the Central American Mythos) (GPV 5)
563	Copper Holy Symbol, Dancing Silhouette Signum (symbol of Treboge, demigod of shadows in the Pegana and Oldskull Mythoi) (GPV 5)
564	Copper Holy Symbol, Divine Thyrsus Telesma (symbol of Dionysus, lesser god of revelry in the Greek Mythos) (GPV 5)
565	Copper Holy Symbol, Dusty Ziggurat Signum (symbol of Zumbiboo, demigod of dust in the Pegana and Oldskull Mythoi) (GPV 5)
566	Copper Holy Symbol, Encircled Heart Amulet (symbol of Genovefa of the Eternal Pool, lesser goddess of love in the Elven and Oldskull Mythoi) (GPV 5)
567	Copper Holy Symbol, Evergreen Amuletti (symbol of Mielikki, lesser goddess of nature in the Finnish Mythos) (GPV 5)
568	Copper Holy Symbol, Fanged Lioness Wedja (symbol of Tefnut, lesser goddess of storms in the Egyptian Mythos) (GPV 5)
569	Copper Holy Symbol, Fanning Peacock Telesma (symbol of Heres, greater goddess of women in the Greek Mythos) (GPV 5)
570	Copper Holy Symbol, Feathered Serpent Talisman (symbol of Quetzalcoatl, greater god of the air in the Central American Mythos) (GPV 5)
571	Copper Holy Symbol, Fiery Axe Amulet (symbol of Girru, lesser god of fire in the Babylonian Mythos) (GPV 5)
572	Copper Holy Symbol, Fiery Maiden Orra (symbol of Brigit, lesser goddess of fire in the Celtic Mythos) (GPV 5)
573	Copper Holy Symbol, Fistful of Thunderbolts Telesma (symbol of Zeus, greater god of the heavens in the Greek Mythos) (GPV 5)
574	Copper Holy Symbol, Flaming Sword Amuletti (symbol of Ukko, greater god of the heavens in the Finnish Mythos) (GPV 5)
575	Copper Holy Symbol, Full Moon Tabij (symbol of Varuna, greater god of order in the Indian Mythos) (GPV 5)
576	Copper Holy Symbol, Gem and Mountain Amulet (symbol of Durinn Lorestone, greater god of buried wealth and secrets in the Dwarven and Oldskull Mythoi) (GPV 5)

577	Copper Holy Symbol, Glowing Rectangle Periapt (symbol of Ooreth, demigod of wizardry in the Nowhen Mythos) (GPV 5)
578	Copper Holy Symbol, Goddess and Child Hushenfu (symbol of Kuan Yin, greater goddess of mercy in the Chinese Mythos) (GPV 5)
579	Copper Holy Symbol, Gold Nugget Talisman (symbol of Gorius Glimmerstone, greater god of all gnome kind in the Oldskull Mythos) (GPV 5)
580	Copper Holy Symbol, Grasped Sunbolt Hushenfu (symbol of Shang-Ti, greater god of the heavens in the Chinese Mythos) (GPV 5)
581	Copper Holy Symbol, Gray Mountain Signum (symbol of Crom, greater god of daring and heroes in the Hyborian and Oldskull Mythoi) (GPV 5)
582	Copper Holy Symbol, Great Beetle Wedja (symbol of Apshai, demigod of insects in the Egyptian Mythos) (GPV 5)
583	Copper Holy Symbol, Great Hammer Taufr (symbol of Thor, greater god of thunder in the Norse Mythos) (GPV 5)
584	Copper Holy Symbol, Great Longbow Taufr (symbol of Uller, lesser god of hunting in the Norse Mythos) (GPV 5)
585	Copper Holy Symbol, Great Oak Orra (symbol of Silvanus, greater god of the forest in the Celtic Mythos) (GPV 5)
586	Copper Holy Symbol, Great Trident Telesma (symbol of Poseidon, greater god of the seas in the Greek Mythos) (GPV 5)
587	Copper Holy Symbol, Guardian's Horn Taufr (symbol of Heimdall, greater god of the realm gates in the Norse Mythos) (GPV 5)
588	Copper Holy Symbol, Hammer and Anvil Talisman (symbol of Durion, greater god of all dwarf kind in the Oldskull Mythos) (GPV 5)
589	Copper Holy Symbol, Hammer and Anvil Telesma (symbol of Hephaestus, lesser god of artifice in the Greek Mythos) (GPV 5)
590	Copper Holy Symbol, Hawkman Wedja (symbol of Seker, lesser god of light in the Egyptian Mythos) (GPV 5)
591	Copper Holy Symbol, Hill and Shield Talisman (symbol of Rosamunda, greater goddess of all Halfling kind in the Oldskull Mythos) (GPV 5)
592	Copper Holy Symbol, Horned Lunar Disc Wedja (symbol of Nephthys, lesser goddess of wealth in the Egyptian Mythos) (GPV 5)

593	Copper Holy Symbol, Horse Totem (symbol of Hastseltsi, lesser god of racing in the Native American Mythos) (GPV 5)
594	Copper Holy Symbol, Icy Greatsword Taufr (symbol of Frey, greater god of the sun and the light elves in the Norse Mythos) (GPV 5)
595	Copper Holy Symbol, Icy Mountain Taufr (symbol of Magni, god of strength in the Norse Mythos) (GPV 5)



596	Copper Holy Symbol, Immaculate Seashell Telesma (symbol of Aphrodite, greater goddess of love in the Greek Mythos) (GPV 5)
597	Copper Holy Symbol, Iron Boot Taufr (symbol of Vidar, lesser god of strength in the Norse Mythos) (GPV 5)
598	Copper Holy Symbol, Jeweled Chalice Taufr (symbol of Balder, greater god of charisma in the Norse Mythos) (GPV 5)
599	Copper Holy Symbol, Joined Rings Amulet (symbol of Brunna Truehearth, greater goddess of homes and protection in the Dwarven and Oldskull Mythoi) (GPV 5)
600	Copper Holy Symbol, Kneeling Sage Signum (symbol of Hoodrazai, greater god of secrets and sorrow in the Pegana and Oldskull Mythoi) (GPV 5)
RESULTS 601 TO 700	
601	Copper Holy Symbol, Leaping Dolphin Talisman (symbol of Raesharis, lesser god of aquatic elves in the Oldskull Mythos) (GPV 5)
602	Copper Holy Symbol, Leaping Fish Talisman (symbol of Chalchiuhtlicue, lesser goddess of water in the Central American Mythos) (GPV 5)
603	Copper Holy Symbol, Lightning Bolt Hushenfu (symbol of Fei Lien and Feng Po, demigods of the wind in the Chinese Mythos) (GPV 5)
604	Copper Holy Symbol, Lightning Bolt Totem (symbol of Heng the Thunder Spirit, lesser god of storms in the Native American Mythos) (GPV 5)
605	Copper Holy Symbol, Lizard Egg Fetish (symbol of Srethriss, lesser god of lizard men in the Oldskull Mythos) (GPV 5)
606	Copper Holy Symbol, Long Arrow Amulet (symbol of Suibhne Many-Feather, lesser god of archery in the Elven and Oldskull Mythoi) (GPV 5)
607	Copper Holy Symbol, Looped Cross Amuletti (symbol of Ilmatar, lesser goddess of motherhood in the Finnish Mythos) (GPV 5)
608	Copper Holy Symbol, Lotus and Mace Tabij (symbol of Vishnu, greater god of mercy in the Indian Mythos) (GPV 5)
609	Copper Holy Symbol, Lotus Flower Tabij (symbol of Lakshmi, lesser goddess of fortune in the Indian Mythos) (GPV 5)

610	Copper Holy Symbol, Lunar Ibis Wedja (symbol of Thoth, greater god of knowledge in the Egyptian Mythos) (GPV 5)
611	Copper Holy Symbol, Mace and Thunderbolt Omamori (symbol of Raiden, greater god of thunder in the Japanese Mythos) (GPV 5)
612	Copper Holy Symbol, Man of Clay Signum (symbol of Kib the Sculptor, greater god of beasts and primitive men in the Pegana and Oldskull Mythoi) (GPV 5)
613	Copper Holy Symbol, Mare's Head Telesma (symbol of Demeter, lesser goddess of the harvest in the Greek Mythos) (GPV 5)
614	Copper Holy Symbol, Moon Disc Omamori (symbol of Tsukiyomi, greater god of the moon in the Japanese Mythos) (GPV 5)
615	Copper Holy Symbol, Mountain Ibex Mamitu (symbol of Enki, greater god of the waters in the Sumerian Mythos) (GPV 5)
616	Copper Holy Symbol, Oak and Mistletoe Orra (symbol of Diancecht, lesser god of healing in the Celtic Mythos) (GPV 5)
617	Copper Holy Symbol, Octagonal Mirror Omamori (symbol of Amaterasu, greater goddess of the sun in the Japanese Mythos) (GPV 5)
618	Copper Holy Symbol, Open Book Hushenfu (symbol of Chung Kuel, greater god of truth in the Chinese Mythos) (GPV 5)
619	Copper Holy Symbol, Open Hand Orra (symbol of Nuada, greater god of war in the Celtic Mythos) (GPV 5)
620	Copper Holy Symbol, Ostrich Feather Wedja (symbol of Shu, lesser god of the sky in the Egyptian Mythos) (GPV 5)
621	Copper Holy Symbol, Paired Hands Orra (symbol of Lugh, greater god of battle prowess in the Celtic Mythos) (GPV 5)
622	Copper Holy Symbol, Pinwheel Rod Tabij (symbol of Tvashtri, demigod of artifice in the Indian Mythos) (GPV 5)
623	Copper Holy Symbol, Quarter Moon Talisman (symbol of Aeterelon Tharelian, greater god of all elf kind in the Oldskull Mythos) (GPV 5)
624	Copper Holy Symbol, Radiant Fire Pit Signum (symbol of Habaniah, demigoddess of hearth and home in the Pegana and Oldskull Mythoi) (GPV 5)
625	Copper Holy Symbol, Radiant Ouroboros Sigil (symbol of the Ouroboros, king of all good dragons in the Oldskull Mythos) (GPV 5)
626	Copper Holy Symbol, Radiant Sunburst Mamitu (symbol of Utu, greater god of the sun in the Sumerian Mythos) (GPV 5)

627	Copper Holy Symbol, Radiant Sword Taufr (symbol of Tyr, god of righteous war in the Norse Mythos) (GPV 5)
628	Copper Holy Symbol, Raised Blade Taufr (symbol of Sif, lesser goddess of battle prowess in the Norse Mythos) (GPV 5)
629	Copper Holy Symbol, Raven Totem (symbol of the Raven Spirit, greater god of creation in the Native American Mythos) (GPV 5)
630	Copper Holy Symbol, Ribboned Helm Hushenfu (symbol of Yen-Wang-Yeh, greater god of the dead in the Chinese Mythos) (GPV 5)
631	Copper Holy Symbol, Rippling Water Amuletti (symbol of Ahto, greater god of the sea in the Finnish Mythos) (GPV 5)
632	Copper Holy Symbol, Rising Phoenix Signum (symbol of Mitra, lesser god of mercy and protection in the Hyborian and Oldskull Mythoi) (GPV 5)
633	Copper Holy Symbol, Rising Sun Tabij (symbol of Ushas, lesser goddess of the dawn in the Indian Mythos) (GPV 5)
634	Copper Holy Symbol, Runic Coin Amulet (symbol of Veigr Goldmane, greater god of wealth in the Dwarven and Oldskull Mythoi) (GPV 5)
635	Copper Holy Symbol, Running Man Signum (symbol of Roon the Going, lesser god of celerity and movement in the Pegana and Oldskull Mythoi) (GPV 5)



636	Copper Holy Symbol, Sagely Owl Telesma (symbol of Athena, greater goddess of wisdom in the Greek Mythos) (GPV 5)
637	Copper Holy Symbol, Sand Serpent Totem (symbol of the Snake-Man, greater god of reptiles in the Native American Mythos) (GPV 5)
638	Copper Holy Symbol, Scarlet Bird Hushenfu (symbol of Chih Sung-Tzu, greater god of rain in the Chinese Mythos) (GPV 5)
639	Copper Holy Symbol, Setting Sun Amulet (symbol of Luigsech the Unfading, lesser god of longevity in the Elven and Oldskull Mythoi) (GPV 5)
640	Copper Holy Symbol, Shining Pillar Sigil (symbol of Unum the Prime, great spirit of Nirvana in the Oldskull Mythos) (GPV 5)
641	Copper Holy Symbol, Sitting Dog Signum (symbol of Hobith, demigod of dogs in the Pegana and Oldskull Mythoi) (GPV 5)
642	Copper Holy Symbol, Sleeping Cat Signum (symbol of Pitsu, demigod of cats in the Pegana and Oldskull Mythoi) (GPV 5)
643	Copper Holy Symbol, Sleeping Maiden Signum (symbol of Hypnos, lesser god of sleep in the Greek, Cthulhu, and Oldskull Mythoi) (GPV 5)
644	Copper Holy Symbol, Slender Lyre Telesma (symbol of Apollo, greater god of the arts in the Greek Mythos) (GPV 5)
645	Copper Holy Symbol, Smoke Cloud Signum (symbol of Kilooloogung, demigod of smoke in the Pegana and Oldskull Mythoi) (GPV 5)
646	Copper Holy Symbol, Soaring Falcon Taufr (symbol of Freya, greater goddess of love in the Norse Mythos) (GPV 5)
647	Copper Holy Symbol, Solar Disc Wedja (symbol of Ra, greater god of the sun in the Egyptian Mythos) (GPV 5)
648	Copper Holy Symbol, Spiral Seashell Talisman (symbol of Nereus, lesser god of merfolk in the Greek and Oldskull Mythoi) (GPV 5)
649	Copper Holy Symbol, Sprouting Acorn Talisman (symbol of Taeanas, lesser god of centaurs and satyrs in the Oldskull Mythos) (GPV 5)
650	Copper Holy Symbol, Stone Drum Signum (symbol of Skarl the Drummer, lesser good of mesmerism and dance in the Pegana and Oldskull Mythoi) (GPV 5)
651	Copper Holy Symbol, Storm Net Amulet (symbol of Marduk, greater god of cities and storms in the Babylonian Mythos) (GPV 5)

652	Copper Holy Symbol, Stout Harp Taufr (symbol of Bragi, lesser god of storytelling in the Norse Mythos) (GPV 5)
653	Copper Holy Symbol, Striking Katana Omamori (symbol of Susanowo, greater god of storms in the Japanese Mythos) (GPV 5)
654	Copper Holy Symbol, Sun and Mountain Orra (symbol of Dunatis, lesser god of mountains in the Celtic Mythos) (GPV 5)
655	Copper Holy Symbol, Sun Bearer Talisman (symbol of Camaxtli, greater god of fate in the Central American Mythos) (GPV 5)
656	Copper Holy Symbol, Sun Disc Tabij (symbol of Surya, greater god of the sun in the Indian Mythos) (GPV 5)
657	Copper Holy Symbol, Sword and Flame Periapt (symbol of the Crimson God, lesser god of war in the Nowhen Mythos) (GPV 5)
658	Copper Holy Symbol, Sword and Hammer Orra (symbol of Goibhnie, lesser god of artifice in the Celtic Mythos) (GPV 5)
659	Copper Holy Symbol, Sword and Hammer Taufr (symbol of Modi, lesser god of valor in the Norse Mythos) (GPV 5)
660	Copper Holy Symbol, Sword and Thunderbolt Hushenfu (symbol of Wen Chung, demigod of thunder in the Chinese Mythos) (GPV 5)
661	Copper Holy Symbol, Tailed Dwarf Wedja (symbol of Bes, lesser god of luck in the Egyptian Mythos) (GPV 5)
662	Copper Holy Symbol, Taloned Eagle Talisman (symbol of Huitzilopochtli, lesser god of war in the Central American Mythos) (GPV 5)
663	Copper Holy Symbol, Three Waves Hushenfu (symbol of Shan Hai Ching, greater god of the sea in the Chinese Mythos) (GPV 5)
664	Copper Holy Symbol, Throwing Dagger Omamori (symbol of Hachiman, demigod of war in the Japanese Mythos) (GPV 5)
665	Copper Holy Symbol, Thunder Axe Mamitu (symbol of Enlil, greater god of the heavens in the Sumerian Mythos) (GPV 5)
666	Copper Holy Symbol, Thunderbolt Cloud Amulet (symbol of Ramman, lesser god of storms in the Babylonian Mythos) (GPV 5)
667	Copper Holy Symbol, Tormented Man Periapt (symbol of Raesek, demigod of perseverance in the Nowhen Mythos) (GPV 5)
668	Copper Holy Symbol, Tri-Forked Lightning Bolt Taufr (symbol of the Norns, spirits of fate in the Norse Mythos) (GPV 5)
669	Copper Holy Symbol, Twin-Bladed Axe Omamori (symbol of Ama-Tsu-Mara, lesser god of artifice in the Japanese Mythos) (GPV 5)

670	Copper Holy Symbol, Unfurled Scroll Orra (symbol of Oghma, greater god of knowledge in the Celtic Mythos) (GPV 5)
671	Copper Holy Symbol, Upright Peacock Tabij (symbol of Karttikeya, demigod of war in the Indian Mythos) (GPV 5)
672	Copper Holy Symbol, Upright Syrinx Telesma (symbol of Pan, lesser god of nature in the Greek Mythos) (GPV 5)
673	Copper Holy Symbol, Waiting Cat Wedja (symbol of Bast, lesser goddess of cats in the Egyptian Mythos) (GPV 5)
674	Copper Holy Symbol, Wave-Rayed Star Amulet (symbol of Eogan the Fickle, lesser god of mischief in the Elven and Oldskull Mythoi) (GPV 5)
675	Copper Holy Symbol, White Cat Taufr (symbol of Frigga, greater goddess of the sky in the Norse Mythos) (GPV 5)
676	Copper Holy Symbol, White Crown Wedja (symbol of Osiris, greater god of resurrection in the Egyptian Mythos) (GPV 5)
677	Copper Holy Symbol, White Diamond Omamori (symbol of Kishijoten, lesser goddess of luck in the Japanese Mythos) (GPV 5)
678	Copper Holy Symbol, White Elephant Tabij (symbol of Indra, greater god of the heavens in the Indian Mythos) (GPV 5)
679	Copper Holy Symbol, White Wave Orra (symbol of Manannan Mac Lir, greater god of the sea in the Celtic Mythos) (GPV 5)
670	Copper Holy Symbol, Wild Wave Taufr (symbol of Aegir, lesser god of storms in the Norse Mythos) (GPV 5)
671	Copper Holy Symbol, Winged Caduceus Telesma (symbol of Hermes, lesser god of rogues in the Greek Mythos) (GPV 5)
672	Copper Holy Symbol, Winged Chariot Hushenfu (symbol of Huan-Ti, lesser god of war in the Chinese Mythos) (GPV 5)
673	Copper Holy Symbol, Winged Maiden Telesma (symbol of Nike, lesser goddess of victory in the Greek Mythos) (GPV 5)
674	Copper Unholy Symbol, Acid-Dripping Sword Sigil (symbol of Zraal'et, demon prince of temptation in the Oldskull Mythos) (GPV 5)



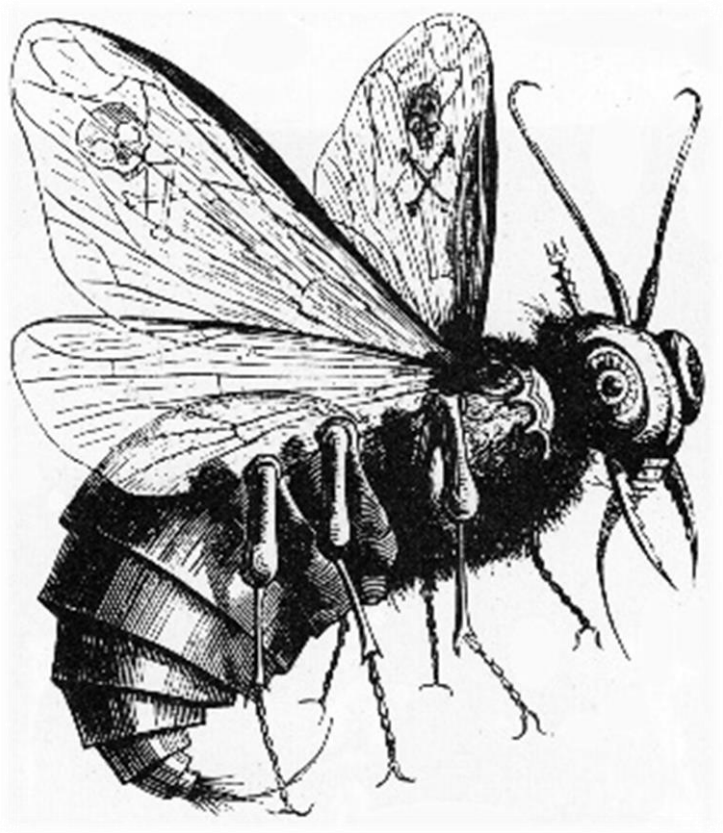
675	Copper Unholy Symbol, Arrow Lotus Hushenfu (symbol of Tou Mu, lesser goddess of the north star in the Chinese Mythos) (GPV 5)
676	Copper Unholy Symbol, Beslimed Eye Sigil (symbol of Shoggoth'lex, demon lord of slimes in the Oldskull Mythos) (GPV 5)
677	Copper Unholy Symbol, Black Pearl Fetish (symbol of Mother Hydra, lesser goddess of the Deep Ones in the Cthulhu Mythos) (GPV 5)
678	Copper Unholy Symbol, Black Ram Telesma (symbol of Hades, greater god of the underworld in the Greek Mythos) (GPV 5)
679	Copper Unholy Symbol, Black Star Orra (symbol of Arawn, greater god of the dead in the Celtic Mythos) (GPV 5)
680	Copper Unholy Symbol, Blood-Dripping Axe Fetish (symbol of Ohlgroyalech, lesser god of goblins and hobgoblins in the Oldskull Mythos) (GPV 5)
681	Copper Unholy Symbol, Blood-Dripping Coin Sigil (symbol of Mammon, arch-devil of greed in the Oldskull Mythos) (GPV 5)



682	Copper Unholy Symbol, Burning Bowl Amuletti (symbol of Kiputytto, lesser goddess of sickness in the Finnish Mythos) (GPV 5)
683	Copper Unholy Symbol, Clawed Bird Periapt (symbol of Atiria, lesser goddess of devouring birds in the Nowhen Mythos) (GPV 5)
684	Copper Unholy Symbol, Clawed Hand Fetish (symbol of Vuldruul the Obliterator, lesser god of ogres and trolls in the Oldskull Mythos) (GPV 5)
685	Copper Unholy Symbol, Clawed Skull Signum (symbol of Mung, Lord of All Deaths, greater god of death in the Pegana and Oldskull Mythoi) (GPV 5)
686	Copper Unholy Symbol, Cloud and Thunderbolt Hushenfu (symbol of Lei Kung, greater god of thunder in the Chinese Mythos) (GPV 5)
687	Copper Unholy Symbol, Cloven Hoof Sigil (symbol of the Dis Pater, arch-devil of furies and torment in the Oldskull Mythos) (GPV 5)
688	Copper Unholy Symbol, Clutched Club Amuletti (symbol of Tuoni, greater god of the underworld in the Finnish Mythos) (GPV 5)
689	Copper Unholy Symbol, Clutched Dagger Amuletti (symbol of Loviatar, demigoddess of pain in the Finnish Mythos) (GPV 5)
690	Copper Unholy Symbol, Coiled Cobra Wedja (symbol of Set, greater god of evil in the Egyptian Mythos) (GPV 5)
691	Copper Holy Symbol, Leaping Dolphin Talisman (symbol of Raesharis, lesser god of aquatic elves in the Oldskull Mythos) (GPV 5)
692	Copper Holy Symbol, Leaping Fish Talisman (symbol of Chalchiuhtlicue, lesser goddess of water in the Central American Mythos) (GPV 5)
693	Copper Holy Symbol, Lightning Bolt Hushenfu (symbol of Fei Lien and Feng Po, demigods of the wind in the Chinese Mythos) (GPV 5)
694	Copper Holy Symbol, Lightning Bolt Totem (symbol of Heng the Thunder Spirit, lesser god of storms in the Native American Mythos) (GPV 5)
695	Copper Holy Symbol, Lizard Egg Fetish (symbol of Srethriss, lesser god of lizard men in the Oldskull Mythos) (GPV 5)

696	Copper Holy Symbol, Long Arrow Amulet (symbol of Suibhne Many-Feather, lesser god of archery in the Elven and Oldskull Mythoi) (GPV 5)
697	Copper Holy Symbol, Looped Cross Amuletti (symbol of Ilmatar, lesser goddess of motherhood in the Finnish Mythos) (GPV 5)
698	Copper Holy Symbol, Lotus and Mace Tabij (symbol of Vishnu, greater god of mercy in the Indian Mythos) (GPV 5)
699	Copper Holy Symbol, Lotus Flower Tabij (symbol of Lakshmi, lesser goddess of fortune in the Indian Mythos) (GPV 5)
700	Copper Holy Symbol, Lunar Ibis Wedja (symbol of Thoth, greater god of knowledge in the Egyptian Mythos) (GPV 5)
RESULTS 701 TO 800	
701	Copper Unholy Symbol, Coiled Serpents Signum (symbol of Yig, lesser god of serpents and the underworld in the Cthulhu and Oldskull Mythoi) (GPV 5)
702	Copper Unholy Symbol, Crimson Mace Amulet (symbol of Druaga, lesser god of devils in the Babylonian Mythos) (GPV 5)
703	Copper Unholy Symbol, Crowned Skull Sigil (symbol of Koschei the Deathless, demon lord of frigid eternity in the Oldskull Mythos) (GPV 5)
704	Copper Unholy Symbol, Cyclopean Eye Fetish (symbol of Doruum-Sha, greater god of all orc kind in the Oldskull Mythos) (GPV 5)
705	Copper Unholy Symbol, Death Dog Talisman (symbol of Mictlantecuhtli, greater god of death in the Central American Mythos) (GPV 5)
706	Copper Unholy Symbol, Decapitated Head Amuletti (symbol of Tuonetar, greater goddess of the underworld in the Finnish Mythos) (GPV 5)
707	Copper Unholy Symbol, Diamond Eye Periapt (symbol of Grumloch, lesser god of the earth's treasures in the Nowhen Mythos) (GPV 5)
708	Copper Unholy Symbol, Ebon Spearman Amulet (symbol of Nergal, lesser god of the underworld in the Babylonian Mythos) (GPV 5)

709	Copper Unholy Symbol, Fanged Baboon Heads Sigil (symbol of Ulthrogorgon, demon prince of wrath in the Oldskull Mythos) (GPV 5)
710	Copper Unholy Symbol, Fanged Bat Talisman (symbol of Camazotz, greater god of bats and evil in the Central American Mythos) (GPV 5)
711	Copper Unholy Symbol, Fanged Spider Talisman (symbol of Shraetha, demon queen of the dark elves in the Oldskull Mythos) (GPV 5)
712	Copper Unholy Symbol, Fiery Demon Talisman (symbol of Huhueteotl, greater god of fire in the Central American Mythos) (GPV 5)
713	Copper Unholy Symbol, Five-Headed Dragon Sigil (symbol of Thalassa, queen of all evil dragons in the Oldskull Mythos) (GPV 5)
714	Copper Unholy Symbol, Flaming Greatsword (symbol of Surtr, lesser god of fire giants in the Norse Mythos) (GPV 5)
715	Copper Unholy Symbol, Forked Lightning Bolt Amuletti (symbol of Hiisi, greater god of evil in the Finnish Mythos) (GPV 5)
716	Copper Unholy Symbol, Forked Tongue Sigil (symbol of Mephistopheles, arch-devil of falsehood in the Oldskull Mythos) (GPV 5)
717	Copper Unholy Symbol, Gnome Skull Fetish (symbol of Khorkhortuul, lesser god of kobolds and gremlins in the Oldskull Mythos) (GPV 5)
718	Copper Unholy Symbol, Green Longbow Hushenfu (symbol of Chih-Chiang Fyu-Ya, demigod of archers in the Chinese Mythos) (GPV 5)
719	Copper Unholy Symbol, Horned Fly Sigil (symbol of Baal-Zebub, arch-devil of lies and decay in the Oldskull Mythos) (GPV 5)



720	Copper Unholy Symbol, Howling Wolf Signum (symbol of Wohoon, lesser god of unknown noises and fear in the Pegana and Oldskull Mythoi) (GPV 5)
721	Copper Unholy Symbol, Ice Spear Totem (symbol of Shakak, greater god of winter in the Native American Mythos) (GPV 5)
722	Copper Unholy Symbol, Icy Battle Axe Taufr (symbol of Thrym, lesser god of frost giants in the Norse Mythos) (GPV 5)
723	Copper Unholy Symbol, Infernal Bracelet Hushenfu (symbol of No Cha, demigod of thieves in the Chinese Mythos) (GPV 5)
724	Copper Unholy Symbol, Infernal Staff Mamitu (symbol of Inanna, greater goddess of love and war in the Sumerian Mythos) (GPV 5)
725	Copper Unholy Symbol, Inverted Pentacle Sigil (symbol of Baphometh, demon lord of forbidden knowledge in the Oldskull Mythos) (GPV 5)



726	Copper Unholy Symbol, Jeweled Dagger Amulet (symbol of Aurvangr, Lord of Greed, greater god of covetousness in the Dwarven and Oldskull Mythoi) (GPV 5)
727	Copper Unholy Symbol, Knotted Club Fetish (symbol of Blunderbore, lesser god of hill giants in the Oldskull Mythos) (GPV 5)
728	Copper Unholy Symbol, Leering Demon Face Sigil (symbol of Moloch, arch-devil of sacrifices in the Oldskull Mythos) (GPV 5)
729	Copper Unholy Symbol, Leering Reptile Fetish (symbol of Zaloshaar, lesser god of troglodytes in the Oldskull Mythos) (GPV 5)
730	Copper Unholy Symbol, Leering Skull Periapt (symbol of the Mortis, greater god of death in the Nowhen Mythos) (GPV 5)

731	Copper Unholy Symbol, Mist of Eyes Periapt (symbol of the Hatred, lesser god of hate in the Nowhen Mythos) (GPV 5)
732	Copper Unholy Symbol, Morning Star Fetish (symbol of Grugluch, lesser god of bugbears in the Oldskull Mythos) (GPV 5)
733	Copper Unholy Symbol, Pouncing Ocelot Talisman (symbol of Tlazolteotl, lesser goddess of vice in the Central American Mythos) (GPV 5)
734	Copper Unholy Symbol, Rat's Eyes Periapt (symbol of Kriskrich, lesser god of rats in the Nowhen Mythos) (GPV 5)



735	Copper Unholy Symbol, Robed Maiden Tabij (symbol of Ratri, demigoddess of thieves in the Indian Mythos) (GPV 5)
736	Copper Unholy Symbol, Rotted Ram's Head Sigil (symbol of Bubonicus, daemon lord of plagues in the Oldskull Mythos) (GPV 5)
737	Copper Unholy Symbol, Rotting Mushroom Sigil (symbol of Tz'gyrru, demon queen of fungi in the Oldskull Mythos) (GPV 5)
738	Copper Unholy Symbol, Ruby Sceptre Sigil (symbol of Ashmodai, arch-devil of rulership in the Oldskull Mythos) (GPV 5)
739	Copper Unholy Symbol, Scarlet Mace Tabij (symbol of Yama, demigod of death in the Indian Mythos) (GPV 5)
740	Copper Unholy Symbol, Screaming Skull Tabij (symbol of Kali, lesser goddess of destruction in the Indian Mythos) (GPV 5)
741	Copper Unholy Symbol, Setting Moon Telesma (symbol of Hecate, lesser goddess of magic in the Greek Mythos) (GPV 5)
742	Copper Unholy Symbol, Shadow Maiden Taufr (symbol of Hel, greater goddess of death in the Norse Mythos) (GPV 5)
743	Copper Unholy Symbol, Shadow Sphere Amulet (symbol of Anshar, lesser god of darkness in the Babylonian Mythos) (GPV 5)
744	Copper Unholy Symbol, Shark Head Fetish (symbol of Thragola'a, lesser god of sea devils in the Oldskull Mythos) (GPV 5)
745	Copper Unholy Symbol, Skull Obolus Telesma (symbol of Charon, daemon lord of the nether rivers in the Greek and Oldskull Mythoi) (GPV 5)
746	Copper Unholy Symbol, Skull Wand Sigil (symbol of Kholthruss, demon prince of the undead in the Oldskull Mythos) (GPV 5)
747	Copper Unholy Symbol, Smoke Jaguar Talisman (symbol of Tezcatlipoca, greater god of the sun in the Central American Mythos) (GPV 5)
748	Copper Unholy Symbol, Spear and Shield Totem (symbol of Tobadzistsini, lesser god of war in the Native American Mythos) (GPV 5)
749	Copper Unholy Symbol, Spider and Opal Periapt (symbol of the Spider God, demigod of spiders in the Nowhen Mythos) (GPV 5)
750	Copper Unholy Symbol, Staff-Bearing Skeleton Periapt (symbol of the Roaming Gods, the great undead ancestors in the Nowhen Mythos) (GPV 5)
751	Copper Unholy Symbol, Three-Headed Demon Hushenfu (symbol of Lu Yueh, lesser god of plagues in the Chinese Mythos) (GPV 5)

752	Copper Unholy Symbol, Three-Headed Flail Sigil (symbol of Haenog'ghul, demon lord of gnoles and ghouls in the Oldskull Mythos) (GPV 5)
753	Copper Unholy Symbol, Three-Pointed Star Periapt (symbol of the Gods of Trouble, lesser gods of woe in the Nowhen Mythos) (GPV 5)
754	Copper Unholy Symbol, Torch Totem (symbol of Hastsezini, lesser god of fire in the Native American Mythos) (GPV 5)
755	Copper Unholy Symbol, Tusked Deer Talisman (symbol of Tlaloc, greater god of rain in the Central American Mythos) (GPV 5)
756	Copper Unholy Symbol, Twisting Flame Taufr (symbol of Loki, greater god of mischief in the Norse Mythos) (GPV 5)
757	Copper Unholy Symbol, Two-Pronged Fork Sigil (symbol of Belial, arch-devil of pain in the Oldskull Mythos) (GPV 5)
758	Copper Unholy Symbol, War Spear Telesma (symbol of Ares, greater god of war in the Greek Mythos) (GPV 5)
759	Copper Unholy Symbol, Water Lizard Signum (symbol of Bokrug, lesser god of amphibians and intolerance in the Cthulhu and Oldskull Mythoi) (GPV 5)
760	Copper Unholy Symbol, Wild Beast Sigil (symbol of Geryone, arch-devil of labyrinths and minotaurs in the Oldskull Mythos) (GPV 5)
761	Copper Unholy Symbol, Winged Ape Sigil (symbol of Ruz-Dol'Muu, demon prince of deception in the Oldskull Mythos) (GPV 5)
762	Copper Unholy Symbol, Winged Demon Sigil (symbol of Pazuzu, demon prince of storms in the Oldskull Mythos) (GPV 5)
763	Copper Unholy Symbol, Withered Oak Bough Amuletti (symbol of Surma, demigod of death in the Finnish Mythos) (GPV 5)
764	Crude Scrimshaw Carving (carved by a mariner from whale baleen) (GPV 5)
765	Crystal Prism (GPV 5, alchemical and fragile)
776	Dwarf-Sized Leather Armor (GPV 5)
777	Elf-Sized Leather Armor (GPV 5)
778	Flask of Alchemically Preserved Elf Blood (used to make Longevity Potions) (GPV 5)
779	Flask of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5)

780	Flask of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5)
781	Flask of Red Dye (common, made from rose madder and similar plants) (GPV 5)
782	Flask of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5)
783	Flask of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5)
784	Flask of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5)
785	Flask of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5)



786	Gold Nugget (GPV 5)
787	Great Copper Dwarven Forge Ingot (1,000 coin equivalent) (GPV 5)
788	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); .5 gallon (GPV 5)
789	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Mead (GPV 2 GP per gallon); 2.5 gallons (GPV 5)

790	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 2.5 gallons (GPV 5)
791	Heavy Sable Pelt (GPV 5)
792	Heavy Seal Pelt (GPV 5)
793	Hourglass (GPV 5, fragile)
794	Human-Sized Leather Armor (GPV 5)
795	Ivory Warthog Tusk (GPV 5)
796	Large (half-ogre sized) Leather Armor (GPV 5)
797	Painted Heraldic Banner (GPV 5)
798	Painted Wooden War Mask (GPV 5)
799	Sable Pelt (GPV 5)
800	Seal Pelt (GPV 5)
RESULTS 801 TO 900	
801	2 Fine Fox Pelts (GPV 3 each)
802	2 Fine Mink Pelts (GPV 3 each)
803	2 Fox Pelts (GPV 3 each)
804	2 Heavy Fox Pelts (GPV 3 each)
805	2 Heavy Mink Pelts (GPV 3 each)
806	2 Mink Pelts (GPV 3 each)
807	2 Ragged Sable Pelts (GPV 3 each)
808	2 Ragged Seal Pelts (GPV 3 each)
809	2 Stained Ermine Pelts (GPV 3 each)
810	2 Stained Marten Pelts (GPV 3 each)
811	3 Beaver Pelts (GPV 2 each)
812	3 Copper Ingots (400 coin equivalent each) (GPV 2)
813	3 Damaged Ermine Pelts (GPV 2 each)
814	3 Damaged Marten Pelts (GPV 2 each)
815	3 Faded Fox Pelts (GPV 2 each)
816	3 Faded Mink Pelts (GPV 2 each)
817	3 Fine Beaver Pelts (GPV 2 each)
818	3 Heavy Beaver Pelts (GPV 2 each)

819	3 Ragged Ermine Pelts (GPV 2 each)
820	3 Ragged Fox Pelts (GPV 2 each)
821	3 Ragged Marten Pelts (GPV 2 each)
822	3 Ragged Mink Pelts (GPV 2 each)
823	3 Stained Fox Pelts (GPV 2 each)
824	3 Stained Mink Pelts (GPV 2 each)
825	6 Damaged Beaver Pelts (GPV 1 each)
826	6 Damaged Fox Pelts (GPV 1 each)
827	6 Damaged Mink Pelts (GPV 1 each)
828	6 Damaged Muskrat Pelts (GPV 1 each)
829	6 Faded Beaver Pelts (GPV 1 each)
830	6 Faded Muskrat Pelts (GPV 1 each)
831	6 Fine Muskrat Pelts (GPV 1 each)
832	6 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
833	6 Flasks of Oil (GPV 1 each)
834	6 Heavy Muskrat Pelts (GPV 1 each)
835	6 Muskrat Pelts (GPV 1 each)
836	6 Ragged Beaver Pelts (GPV 1 each)
837	6 Ragged Muskrat Pelts (GPV 1 each)
838	6 Small Gold Nuggets (GPV 1 each)
839	6 Stained Beaver Pelts (GPV 1 each)
840	6 Stained Muskrat Pelts (GPV 1 each)
841	Belt Pouch of Spagnum Moss (healing herbs, each dose has a 25% chance to double normal healing rate for one full day's rest, 1 use per day) (3 doses) (GPV 2 per dose)
842	Damaged Muskrat-Trimmed Fur Garment (GPV 6)
843	Fine Sable Pelt (GPV 6)
844	Fine Seal Pelt (GPV 6)
845	Flask of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6)
846	Large (half-ogre sized) Padded Armor (GPV 6)
847	Pouch of Aaron's Rod (healing herbs, 1 dose restores 1D4 hit points, effect duration only 2 hours, then damage returns) (2 doses) (GPV 3 per dose)

848	Runic Silver Stirring Rod (GPV 6, alchemical and fragile)
849	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 1 gallon (GPV 6)
850	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 1 gallon (GPV 6)
851	Small (3' x 6', 2 square yards), Emblematic Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 6)
852	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Small Beer (GPV 2 SP per gallon); 31.5 gallons (GPV 6.3)
853	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Cider (GPV 1 SP per gallon); 63 gallons (GPV 6.3)
854	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Cider (GPV 1 SP per gallon); 63 gallons (GPV 6.3)
855	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 16 gallons (GPV 6.4)
856	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 16 gallons (GPV 6.4)
857	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Ale (GPV 8 SP per gallon); 8 gallons (GPV 6.4)
858	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Ale (GPV 8 SP per gallon); 8 gallons (GPV 6.4)
859	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Small Beer (GPV 2 SP per gallon); 32 gallons (GPV 6.4)
860	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Ale (GPV 8 SP per gallon); 8 gallons (GPV 6.4)
861	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 16 gallons (GPV 6.4)
862	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 16 gallons (GPV 6.4)
863	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 16 gallons (GPV 6.4)

864	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 16 gallons (GPV 6.4)
865	13 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
866	14 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
867	7 Damaged Beaver Pelts (GPV 1 each)
868	7 Damaged Fox Pelts (GPV 1 each)
869	7 Damaged Mink Pelts (GPV 1 each)
870	7 Damaged Muskrat Pelts (GPV 1 each)
871	7 Faded Beaver Pelts (GPV 1 each)
872	7 Faded Muskrat Pelts (GPV 1 each)
873	7 Fine Muskrat Pelts (GPV 1 each)
874	7 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
875	7 Flasks of Oil (GPV 1 each)
876	7 Heavy Muskrat Pelts (GPV 1 each)
877	7 Muskrat Pelts (GPV 1 each)
878	7 Ragged Beaver Pelts (GPV 1 each)
879	7 Ragged Muskrat Pelts (GPV 1 each)
880	7 Small Gold Nuggets (GPV 1 each)
881	7 Stained Beaver Pelts (GPV 1 each)
882	7 Stained Muskrat Pelts (GPV 1 each)
883	Dwarf-Sized, Gnome-Crafted Padded Armor (GPV 7) (encumbrance and weight reduced by 25%)
884	Iron-Rimmed Wooden Shield (+1 Armor Class, saves vs. damage as wood; can block 3 attacks per melee round) (GPV 7)
885	Ragged Muskrat-Trimmed Fur Garment (GPV 7)
886	Small (gnome- or halfling-sized), Gnome-Crafted Padded Armor (GPV 7) (encumbrance and weight reduced by 25%)
887	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Ale (GPV 8 SP per gallon); 9 gallons (GPV 7.2)
888	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 18 gallons (GPV 7.2)

889	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 18 gallons (GPV 7.2)
890	15 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
891	16 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
892	2 Ermine Pelts (GPV 4 each)
893	2 Faded Sable Pelts (GPV 4 each)
894	2 Faded Seal Pelts (GPV 4 each)
895	2 Fine Ermine Pelts (GPV 4 each)
896	2 Fine Marten Pelts (GPV 4 each)
897	2 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
898	2 Heavy Ermine Pelts (GPV 4 each)
899	2 Heavy Marten Pelts (GPV 4 each)
900	2 Ivory Hornbill Casques (GPV 4 each)
RESULTS 901 TO 1,000	
901	2 Marten Pelts (GPV 4 each)
902	2 Sets of Dwarf-Sized Padded Armor (GPV 4 each)
903	2 Sets of Elf-Sized Padded Armor (GPV 4 each)
904	2 Sets of Human-Sized Padded Armor (GPV 4 each)
905	2 Sets of Large (half-ogre sized) Padded Armor (GPV 4 each)
906	2 Sets of Small (gnome- or halfling-sized) Padded Armor (GPV 4 each)
907	2 Stained Sable Pelts (GPV 4 each)
908	2 Stained Seal Pelts (GPV 4 each)
909	4 Beaver Pelts (GPV 2 each)
910	4 Copper Ingots (400 coin equivalent each) (GPV 2)
911	4 Damaged Ermine Pelts (GPV 2 each)
912	4 Damaged Marten Pelts (GPV 2 each)
913	4 Faded Fox Pelts (GPV 2 each)
914	4 Faded Mink Pelts (GPV 2 each)
915	4 Fine Beaver Pelts (GPV 2 each)

916	4 Heavy Beaver Pelts (GPV 2 each)
917	4 Ragged Ermine Pelts (GPV 2 each)
918	4 Ragged Fox Pelts (GPV 2 each)
919	4 Ragged Marten Pelts (GPV 2 each)
920	4 Ragged Mink Pelts (GPV 2 each)
921	4 Stained Fox Pelts (GPV 2 each)
922	4 Stained Mink Pelts (GPV 2 each)
923	8 Damaged Beaver Pelts (GPV 1 each)
924	8 Damaged Fox Pelts (GPV 1 each)
925	8 Damaged Mink Pelts (GPV 1 each)
926	8 Damaged Muskrat Pelts (GPV 1 each)
927	8 Faded Beaver Pelts (GPV 1 each)
928	8 Faded Muskrat Pelts (GPV 1 each)
929	8 Fine Muskrat Pelts (GPV 1 each)
930	8 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
931	8 Flasks of Oil (GPV 1 each)
932	8 Heavy Muskrat Pelts (GPV 1 each)
933	8 Muskrat Pelts (GPV 1 each)
934	8 Ragged Beaver Pelts (GPV 1 each)
935	8 Ragged Muskrat Pelts (GPV 1 each)
936	8 Small Gold Nuggets (GPV 1 each)
937	8 Stained Beaver Pelts (GPV 1 each)
938	8 Stained Muskrat Pelts (GPV 1 each)
939	Elf-Sized, Gnome-Crafted Padded Armor (GPV 8) (encumbrance and weight reduced by 25%)
940	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Mead (GPV 2 GP per gallon); 4 gallons (GPV 8)
941	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 4 gallons (GPV 8)
942	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Brandy (GPV 16 GP per gallon); .5 gallon (GPV 8)
943	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); .5 gallon (GPV 8)

944	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 8 gallons (GPV 8)
945	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 8 gallons (GPV 8)
946	Human-Sized, Gnome-Crafted Padded Armor (GPV 8) (encumbrance and weight reduced by 25%)
947	Iron-Rimmed and Spiked Wooden Buckler (+1 Armor Class, saves vs. damage as wood; can block 1 attack per melee round, or attack for 1D4 piercing damage) (GPV 8)
948	Ivory Giant Boar Tusk (GPV 8)
949	Large (half-ogre sized) Leather Armor with Executioner's Hood (GPV 8)



950	Long (6' x 12', 8 square yards), Crude Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 8)

951	Narrow (3’ x 12’, 4 square yards), Damaged Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 8)
952	Pouch of Garlic Poultice (healing herbs, each does has a 50% chance to double normal healing rate for one full day's rest, 1 use per day) (2 doses) (GPV 4 per dose)
953	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 8 gallons (GPV 8)
954	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of White Wine (GPV 8 GP per gallon); 1 gallon (GPV 8)
955	Small (3’ x 6’, 2 square yards), Crude Woven Wool Tapestry (or brocade, rug, etc.) (GPV 8)
956	Small (3’ x 6’, 2 square yards), Fine Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 8)
957	Small (gnome- or halfling-sized), Elven-Crafted Leather Armor (GPV 8) (encumbrance and weight reduced by 25%)
958	Small Pouch of Adder's-Tongue (healing herbs, each dose doubles normal healing rate for one full day's rest) (1 dose) (GPV 8)
959	Stained Muskrat-Trimmed Fur Garment (GPV 8)
960	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Small Beer (GPV 2 SP per gallon); 42 gallons (GPV 8.4)
961	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 21 gallons (GPV 8.4)
962	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 21 gallons (GPV 8.4)
963	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Cider (GPV 1 SP per gallon); 84 gallons (GPV 8.4)
964	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Small Beer (GPV 2 SP per gallon); 42 gallons (GPV 8.4)
965	17 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
966	18 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
967	3 Damaged Sable Pelts (GPV 3 each)
968	3 Damaged Seal Pelts (GPV 3 each)
969	3 Faded Ermine Pelts (GPV 3 each)
970	3 Faded Marten Pelts (GPV 3 each)
971	3 Fine Fox Pelts (GPV 3 each)
972	3 Fine Mink Pelts (GPV 3 each)

973	3 Fox Pelts (GPV 3 each)
974	3 Heavy Fox Pelts (GPV 3 each)
975	3 Heavy Mink Pelts (GPV 3 each)
976	3 Mink Pelts (GPV 3 each)
977	3 Ragged Sable Pelts (GPV 3 each)
978	3 Ragged Seal Pelts (GPV 3 each)
979	3 Stained Ermine Pelts (GPV 3 each)
980	3 Stained Marten Pelts (GPV 3 each)
981	9 Damaged Beaver Pelts (GPV 1 each)
982	9 Damaged Fox Pelts (GPV 1 each)
983	9 Damaged Mink Pelts (GPV 1 each)
984	9 Damaged Muskrat Pelts (GPV 1 each)
985	9 Faded Beaver Pelts (GPV 1 each)
986	9 Faded Muskrat Pelts (GPV 1 each)
987	9 Fine Muskrat Pelts (GPV 1 each)
988	9 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
989	9 Flasks of Oil (GPV 1 each)
990	9 Heavy Muskrat Pelts (GPV 1 each)
991	9 Muskrat Pelts (GPV 1 each)
992	9 Ragged Beaver Pelts (GPV 1 each)
993	9 Ragged Muskrat Pelts (GPV 1 each)
994	9 Small Gold Nuggets (GPV 1 each)
995	9 Stained Beaver Pelts (GPV 1 each)
996	9 Stained Muskrat Pelts (GPV 1 each)
997	Belt Pouch of Aaron's Rod (healing herbs, 1 dose restores 1D4 hit points, effect duration only 2 hours, then damage returns) (3 doses) (GPV 3 per dose)
998	Dwarf-Sized, Elven-Crafted Leather Armor (GPV 9) (encumbrance and weight reduced by 25%)
999	Faded Muskrat-Trimmed Fur Garment (GPV 9)
000	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 9 gallons (GPV 9)

[III–4]

MISCELLANEOUS TREASURE TABLE II: TREASURES OF VALUE 9.6 TO 45 GOLD PIECES

RESULTS 001 TO 100	
D1000 Roll	**Miscellaneous Treasure**
001	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Ale (GPV 8 SP per gallon); 12 gallons (GPV 9.6)
002	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 24 gallons (GPV 9.6)
003	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 24 gallons (GPV 9.6)
GPV 10	
004	10 Damaged Beaver Pelts (GPV 1 each)
005	10 Damaged Fox Pelts (GPV 1 each)
006	10 Damaged Mink Pelts (GPV 1 each)
007	10 Damaged Muskrat Pelts (GPV 1 each)
008	10 Faded Beaver Pelts (GPV 1 each)
009	10 Faded Muskrat Pelts (GPV 1 each)
010	10 Fine Muskrat Pelts (GPV 1 each)
011	10 Flasks of Black Carbon Ink (abundant; made from ink, lampblack, and charcoal) (GPV 1 each)
012	10 Flasks of Oil (GPV 1 each)
013	10 Heavy Muskrat Pelts (GPV 1 each)
014	10 Muskrat Pelts (GPV 1 each)

015	10 Ragged Beaver Pelts (GPV 1 each)
016	10 Ragged Muskrat Pelts (GPV 1 each)
017	10 Small Gold Nuggets (GPV 1 each)
018	10 Stained Beaver Pelts (GPV 1 each)
019	10 Stained Muskrat Pelts (GPV 1 each)
020	19 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
021	2 Acid Flasks of Giant Flytrap Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful per flask) (GPV 5 per flask)
022	2 Acid Flasks of Giant Sundew Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful per flask) (GPV 5 per flask)
023	2 Crude Scrimshaw Carvings (carved by a mariner from whale baleen) (GPV 5 each)
024	2 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
025	2 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
026	2 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
027	2 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
028	2 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
029	2 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
030	2 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
031	2 Gold Nuggets (GPV 5 each)
032	2 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
033	2 Heavy Sable Pelts (GPV 5 each)

034	2 Heavy Seal Pelts (GPV 5 each)
035	2 Ivory Warthog Tusks (GPV 5 each)
036	2 Sable Pelts (GPV 5 each)
037	2 Seal Pelts (GPV 5 each)
038	2 Sets of Dwarf-Sized Leather Armor (GPV 5 each)
039	2 Sets of Elf-Sized Leather Armor (GPV 5 each)
040	2 Sets of Human-Sized Leather Armor (GPV 5 each)
041	2 Sets of Large (half-ogre sized) Leather Armor (GPV 5 each)
042	2 Sets of Small (gnome- or halfling-sized) Leather Armor (GPV 5 each)
043	2 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
044	20 Small Copper Ingots (100 coin equivalent each) (GPV 0.5 each)
045	5 Beaver Pelts (GPV 2 each)
046	5 Copper Ingots (400 coin equivalent each) (GPV 2)
047	5 Damaged Ermine Pelts (GPV 2 each)
048	5 Damaged Marten Pelts (GPV 2 each)
049	5 Faded Fox Pelts (GPV 2 each)
050	5 Faded Mink Pelts (GPV 2 each)
051	5 Fine Beaver Pelts (GPV 2 each)
052	5 Heavy Beaver Pelts (GPV 2 each)
053	5 Ragged Ermine Pelts (GPV 2 each)
054	5 Ragged Fox Pelts (GPV 2 each)
055	5 Ragged Marten Pelts (GPV 2 each)
056	5 Ragged Mink Pelts (GPV 2 each)
057	5 Small Monster-Fur Pelts (type(s) appropriate to setting) (GPV 2 each)
058	5 Stained Fox Pelts (GPV 2 each)
059	5 Stained Mink Pelts (GPV 2 each)
060	Alchemically Preserved Animal Brain (used to make Animal Control Potions) (GPV 10)
061	Alembic (GPV 10, alchemical and fragile)
062	Book of Amphibians (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry) (GPV 10)

063	Book of Arachnids (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry) (GPV 10)
064	Book of Architecture and Engineering (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry) (GPV 10)
065	Book of Art and Music (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry) (GPV 10)
066	Book of Astrology and Numerology (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
067	Book of Astronomy (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
068	Book of Avians (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
069	Book of Bushes and Shrubs (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
070	Book of Cephalopods and Echinoderms (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
071	Book of Chemistry (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
072	Book of Crustaceans and Mollusks (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
073	Book of Cryptography (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
074	Book of Demography (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
075	Book of Divination (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)

076	Book of Dweomercraeft (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)



077	Book of Flowers (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
078	Book of Fungi (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
079	Book of Geography (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
080	Book of Geology and Mineralogy (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)

081	Book of Grasses and Grains (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
082	Book of Heraldry, Signs, and Sigils (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
083	Book of Herbs (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
084	Book of History (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
085	Book of Human and Demi-Human Biology (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
086	Book of Ichthyoids (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
087	Book of Insects (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
088	Book of Languages (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
089	Book of Law and Customs (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
090	Book of Legends and Folklore (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
091	Book of Mammals (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
092	Book of Marsupials (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
093	Book of Mathematics (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)

094	Book of Medicine (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
095	Book of Metaphysics (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
096	Book of Meteorology and Climatology (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
097	Book of Mosses and Ferns (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
098	Book of Oceanography (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
099	Book of Philosophy and Ethics (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
100	Book of Physics (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
RESULTS 101 TO 200	
101	Book of Politics and Genealogy (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
102	Book of Psychology (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
103	Book of Reptiles (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
104	Book of Sociology (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
105	Book of the Astral, Elemental, and Ethereal Planes (conveys some useful general information, but not significant enough for a

	useful in-game skill; the book's value is primarily in its artistry (GPV 10)
106	Book of the Outer Planes (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
107	Book of Theology and Myth (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
108	Book of Topography and Cartography (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
109	Book of Trees (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
110	Book of Weeds (conveys some useful general information, but not significant enough for a useful in-game skill; the book's value is primarily in its artistry (GPV 10)
111	Cloth of Silver and Velvet Garment (GPV 10)
112	Crude Scrimshaw Carving (carved by a mariner from a walrus tusk) (GPV 10)
113	Crystal Stirring Rod (GPV 10, alchemical and fragile)
114	Elf-Sized, Elven-Crafted Leather Armor (GPV 10) (encumbrance and weight reduced by 25%)
115	Fine Scrimshaw Carving (carved by a mariner from whale baleen) (GPV 10)
116	Flask of Shrieking Fungus Spores (used to make Plant Control Potions) (GPV 10)
117	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); .5 gallon (GPV 10)
118	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 2.5 gallons (GPV 10)
119	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 2.5 gallons (GPV 10)
120	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 2.5 gallons (GPV 10)

121	Half-Satchel of Spagnum Moss (healing herbs, each dose has a 25% chance to double normal healing rate for one full day's rest, 1 use per day) (5 doses) (GPV 2 per dose)
122	Human-Sized, Elven-Crafted Leather Armor (GPV 10) (encumbrance and weight reduced by 25%)
123	Ivory Hippopotamus Tooth (GPV 10)
124	Large Gold Nugget (GPV 10)
125	Lock of Succubus Hair (used to make Polymorph Potions) (GPV 10)
126	Muskrat-Trimmed Fur Garment (GPV 10)
127	Phial of Rose Water Perfume (or Unguent) (GPV 10 per ounce) (1 ounce)
128	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 1 gallon (GPV 10)
129	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Mead (GPV 2 GP per gallon); 5 gallons (GPV 10)
130	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 5 gallons (GPV 10)
131	Silver-Tipped Javelin (GPV 10)
132	Small Iron-Rimmed and Spiked Wooden Shield (+1 Armor Class, saves vs. damage as wood; can block 2 attacks per melee round, or attack for 1D4+1 piercing damage) (GPV 10)
133	Small Pouch of Comfrey (healing herbs, 1 dose restores 1D4 hit points if the damage was suffered less than 2 minutes ago, 1 use per 24 hours) (1 dose) (GPV 10)



134	Small Steel Shield (GPV 10) (+1 Armor Class, saves vs. damage as metal; can block 2 attacks per melee round) (GPV 10)
135	Small Unframed Painting (GPV 10)
136	11 Damaged Beaver Pelts (GPV 1 each)
137	11 Damaged Fox Pelts (GPV 1 each)
138	11 Damaged Mink Pelts (GPV 1 each)
139	11 Damaged Muskrat Pelts (GPV 1 each)
140	11 Faded Beaver Pelts (GPV 1 each)
141	11 Faded Muskrat Pelts (GPV 1 each)
142	11 Fine Muskrat Pelts (GPV 1 each)
143	11 Heavy Muskrat Pelts (GPV 1 each)
144	11 Muskrat Pelts (GPV 1 each)
145	11 Ragged Beaver Pelts (GPV 1 each)
146	11 Ragged Muskrat Pelts (GPV 1 each)
147	11 Stained Beaver Pelts (GPV 1 each)
148	11 Stained Muskrat Pelts (GPV 1 each)
149	Heavy Muskrat-Trimmed Fur Garment (GPV 11)
150	12 Damaged Beaver Pelts (GPV 1 each)

151	12 Damaged Fox Pelts (GPV 1 each)
152	12 Damaged Mink Pelts (GPV 1 each)
153	12 Damaged Muskrat Pelts (GPV 1 each)
154	12 Faded Beaver Pelts (GPV 1 each)
155	12 Faded Muskrat Pelts (GPV 1 each)
156	12 Fine Muskrat Pelts (GPV 1 each)
157	12 Heavy Muskrat Pelts (GPV 1 each)
158	12 Muskrat Pelts (GPV 1 each)
159	12 Ragged Beaver Pelts (GPV 1 each)
160	12 Ragged Muskrat Pelts (GPV 1 each)
161	12 Stained Beaver Pelts (GPV 1 each)
162	12 Stained Muskrat Pelts (GPV 1 each)
163	2 Fine Sable Pelts (GPV 6 each)
164	2 Fine Seal Pelts (GPV 6 each)
165	2 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
166	3 Ermine Pelts (GPV 4 each)
167	3 Faded Sable Pelts (GPV 4 each)
168	3 Faded Seal Pelts (GPV 4 each)
169	3 Fine Ermine Pelts (GPV 4 each)
170	3 Fine Marten Pelts (GPV 4 each)
171	3 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
172	3 Heavy Ermine Pelts (GPV 4 each)
173	3 Heavy Marten Pelts (GPV 4 each)
174	3 Ivory Hornbill Casques (GPV 4 each)
175	3 Marten Pelts (GPV 4 each)
176	3 Sets of Dwarf-Sized Padded Armor (GPV 4 each)
177	3 Sets of Elf-Sized Padded Armor (GPV 4 each)
178	3 Sets of Human-Sized Padded Armor (GPV 4 each)
179	3 Sets of Large (half-ogre sized) Padded Armor (GPV 4 each)
180	3 Sets of Small (gnome- or halfling-sized) Padded Armor (GPV 4 each)
181	3 Stained Sable Pelts (GPV 4 each)

182	3 Stained Seal Pelts (GPV 4 each)
183	4 Damaged Sable Pelts (GPV 3 each)
184	4 Damaged Seal Pelts (GPV 3 each)
185	4 Faded Ermine Pelts (GPV 3 each)
186	4 Faded Marten Pelts (GPV 3 each)
187	4 Fine Fox Pelts (GPV 3 each)
188	4 Fine Mink Pelts (GPV 3 each)
189	4 Fox Pelts (GPV 3 each)
190	4 Heavy Fox Pelts (GPV 3 each)
191	4 Heavy Mink Pelts (GPV 3 each)
192	4 Mink Pelts (GPV 3 each)
193	4 Ragged Sable Pelts (GPV 3 each)
194	4 Ragged Seal Pelts (GPV 3 each)
195	4 Stained Ermine Pelts (GPV 3 each)
196	4 Stained Marten Pelts (GPV 3 each)
197	6 Beaver Pelts (GPV 2 each)
198	6 Copper Ingots (400 coin equivalent each) (GPV 2)
199	6 Damaged Ermine Pelts (GPV 2 each)
200	6 Damaged Marten Pelts (GPV 2 each)
RESULTS 201 TO 300	
201	6 Faded Fox Pelts (GPV 2 each)
202	6 Faded Mink Pelts (GPV 2 each)
203	6 Fine Beaver Pelts (GPV 2 each)
204	6 Heavy Beaver Pelts (GPV 2 each)
205	6 Ragged Ermine Pelts (GPV 2 each)
206	6 Ragged Fox Pelts (GPV 2 each)
207	6 Ragged Marten Pelts (GPV 2 each)
208	6 Ragged Mink Pelts (GPV 2 each)
209	6 Stained Fox Pelts (GPV 2 each)
210	6 Stained Mink Pelts (GPV 2 each)

211	Belt Pouch of Garlic Poultice (healing herbs, each does has a 50% chance to double normal healing rate for one full day's rest, 1 use per day) (3 doses) (GPV 4 per dose)
212	Damaged Beaver-Trimmed Fur Garment (GPV 12)
213	Fine Muskrat-Trimmed Fur Garment (GPV 12)
214	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 12 gallons (GPV 12)
215	Large (9' x 12', 12 square yards), Crude Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 12)
216	Large (half-ogre sized), Gnome-Crafted Padded Armor (GPV 12) (encumbrance and weight reduced by 25%)
217	Narrow (3' x 12', 4 square yards), Emblematic Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 12)
218	Phial of Citrus Blossom Perfume (or Unguent) (GPV 12 per ounce) (1 ounce)
219	Small (gnome- or halfling-sized) Studded Leather Armor (GPV 12)
220	Small Pouch of Marsh-Mallow Poultice (healing herbs, 1 dose restores 1D3 hit points, only works on burn damage, 1 use per day) (1 dose) (GPV 12)
221	Masterwork Dart of the Godfather of Assassins (non-magical, +1 damage) (GPV 12.5)



222	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Cider (GPV 1 SP per gallon); 126 gallons (GPV 12.6)
223	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 31.5 gallons (GPV 12.6)
224	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 31.5 gallons (GPV 12.6)
225	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Small Beer (GPV 2 SP per gallon); 63 gallons (GPV 12.6)
226	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Small Beer (GPV 2 SP per gallon); 63 gallons (GPV 12.6)
227	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Cider (GPV 1 SP per gallon); 126 gallons (GPV 12.6)
228	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Ale (GPV 8 SP per gallon); 16 gallons (GPV 12.8)
229	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 32 gallons (GPV 12.8)
230	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 32 gallons (GPV 12.8)
231	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Ale (GPV 8 SP per gallon); 16 gallons (GPV 12.8)
232	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Ale (GPV 8 SP per gallon); 16 gallons (GPV 12.8)
233	7 Beaver Pelts (GPV 2 each)
234	7 Copper Ingots (400 coin equivalent each) (GPV 2)
235	7 Damaged Ermine Pelts (GPV 2 each)
236	7 Damaged Marten Pelts (GPV 2 each)
237	7 Faded Fox Pelts (GPV 2 each)
238	7 Faded Mink Pelts (GPV 2 each)
239	7 Fine Beaver Pelts (GPV 2 each)
240	7 Heavy Beaver Pelts (GPV 2 each)
241	7 Ragged Ermine Pelts (GPV 2 each)

242	7 Ragged Fox Pelts (GPV 2 each)
243	7 Ragged Marten Pelts (GPV 2 each)
244	7 Ragged Mink Pelts (GPV 2 each)
245	7 Stained Fox Pelts (GPV 2 each)
246	7 Stained Mink Pelts (GPV 2 each)
247	Dwarf-Sized Studded Leather Armor (GPV 14)
248	Phial of Chamomile Perfume (or Unguent) (GPV 14 per ounce) (1 ounce)
249	Ragged Beaver-Trimmed Fur Garment (GPV 14)
250	Small (3' x 6', 2 square yards), Crude Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 14)
251	Small (3' x 6', 2 square yards), Ornate Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 14)
252	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Ale (GPV 8 SP per gallon); 18 gallons (GPV 14.4)
253	3 Acid Flasks of Giant Flytrap Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful per flask) (GPV 5 per flask)
254	3 Acid Flasks of Giant Sundew Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful per flask) (GPV 5 per flask)
255	3 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
256	3 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
257	3 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
258	3 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
259	3 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)

260	3 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
261	3 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
262	3 Gold Nuggets (GPV 5 each)
263	3 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
264	3 Heavy Sable Pelts (GPV 5 each)
265	3 Heavy Seal Pelts (GPV 5 each)
266	3 Ivory Warthog Tusks (GPV 5 each)
267	3 Sable Pelts (GPV 5 each)
268	3 Seal Pelts (GPV 5 each)
269	3 Sets of Dwarf-Sized Leather Armor (GPV 5 each)
270	3 Sets of Elf-Sized Leather Armor (GPV 5 each)
271	3 Sets of Human-Sized Leather Armor (GPV 5 each)
272	3 Sets of Large (half-ogre sized) Leather Armor (GPV 5 each)
273	3 Sets of Small (gnome- or halfling-sized) Leather Armor (GPV 5 each)
274	3 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
275	5 Damaged Sable Pelts (GPV 3 each)
276	5 Damaged Seal Pelts (GPV 3 each)
277	5 Faded Ermine Pelts (GPV 3 each)
278	5 Faded Marten Pelts (GPV 3 each)
279	5 Fine Fox Pelts (GPV 3 each)
280	5 Fine Mink Pelts (GPV 3 each)
281	5 Fox Pelts (GPV 3 each)
282	5 Heavy Fox Pelts (GPV 3 each)
283	5 Heavy Mink Pelts (GPV 3 each)
284	5 Mink Pelts (GPV 3 each)
285	5 Ragged Sable Pelts (GPV 3 each)
286	5 Ragged Seal Pelts (GPV 3 each)
287	5 Stained Ermine Pelts (GPV 3 each)
288	5 Stained Marten Pelts (GPV 3 each)
289	Case of 20 Silver-Tipped Light Crossbow Bolts (GPV 15)

290	Crude Scrimshaw Carving (carved by a mariner from aquatic monster teeth) (GPV 15)
291	Damaged Seal-Trimmed Fur Garment (GPV 15)
292	Dwarf-Sized Studded Leather Armor (GPV 15)
293	Elf-Sized Studded Leather Armor (GPV 15)
294	Flask of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15)
295	Flask of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15)
296	Flask of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15)
297	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 2.5 gallons (GPV 15)
298	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 2.5 gallons (GPV 15)
299	Half-Satchel of Aaron's Rod (healing herbs, 1 dose restores 1D4 hit points, effect duration only 2 hours, then damage returns) (5 doses) (GPV 3 per dose)
300	Hand Axe of Silvered Steel (weaker edge, -1 damage) (GPV 15)



RESULTS 301 TO 400	
301	Human-Sized Studded Leather Armor (GPV 15)
302	Iron-Rimmed and Spiked Wooden Shield (+1 Armor Class, saves vs. damage as wood; can block 3 attacks per melee round, or attack for 1D6 piercing damage) (GPV 15)
303	Ivory Killer Whale Tooth (GPV 15)
304	Large (half-ogre sized) Studded Leather Armor (GPV 15)
305	Large (half-ogre sized), Elven-Crafted Leather Armor (GPV 15) (encumbrance and weight reduced by 25%)
306	Large Iron-Rimmed Wooden Shield (+1 Armor Class vs. melee, +2 Armor Class vs. missiles, saves vs. damage as wood; can block 4 attacks per melee round) (GPV 15)



307	Silver-Tipped Spear (GPV 15)
308	Small (gnome- or halfling-sized) Studded Leather Armor (GPV 15)
309	Small Pouch of Braelinch Pipeweed (GPV 15)
310	Small Pouch of Henbane (healing herbs, 1 dose restores 1D2 hit points, 1 use per day) (1 dose) (GPV 15)
311	Small Pouch of Juniper Berry Juice (healing herb elixir, 1 dose restores 1D4 hit points, but only if the recipience was at -1 or fewer hit points, 1 use per day) (1 dose) (GPV 15)
312	Small Pouch of Saint John's Wort Poultice (healing herbs, 1 dose restores 1D3 hit points if the damage was suffered less than 2 minutes ago, 2 uses per day) (1 dose) (GPV 15)
313	Spiked Steel Buckler (+1 Armor Class, saves vs. damage as metal; can block 1 attack per melee round, or attack for 1D4 piercing damage) (GPV 15)
314	Throwing Axe of Silvered Steel (weaker edge, -1 damage) (GPV 15)
315	2 Ivory Giant Boar Tusks (GPV 8 each)
316	4 Ermine Pelts (GPV 4 each)
317	4 Faded Sable Pelts (GPV 4 each)
318	4 Faded Seal Pelts (GPV 4 each)
319	4 Fine Ermine Pelts (GPV 4 each)
320	4 Fine Marten Pelts (GPV 4 each)
321	4 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
322	4 Heavy Ermine Pelts (GPV 4 each)
323	4 Heavy Marten Pelts (GPV 4 each)
324	4 Ivory Hornbill Casques (GPV 4 each)
325	4 Marten Pelts (GPV 4 each)
326	4 Stained Sable Pelts (GPV 4 each)
327	4 Stained Seal Pelts (GPV 4 each)
328	8 Beaver Pelts (GPV 2 each)
329	8 Copper Ingots (400 coin equivalent each) (GPV 2)
330	8 Damaged Ermine Pelts (GPV 2 each)
331	8 Damaged Marten Pelts (GPV 2 each)
332	8 Faded Fox Pelts (GPV 2 each)

333	8 Faded Mink Pelts (GPV 2 each)
334	8 Fine Beaver Pelts (GPV 2 each)
335	8 Heavy Beaver Pelts (GPV 2 each)
336	8 Ragged Ermine Pelts (GPV 2 each)
337	8 Ragged Fox Pelts (GPV 2 each)
338	8 Ragged Marten Pelts (GPV 2 each)
339	8 Ragged Mink Pelts (GPV 2 each)
340	8 Stained Fox Pelts (GPV 2 each)
341	8 Stained Mink Pelts (GPV 2 each)
342	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 16 gallons (GPV 16)
343	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 4 gallons (GPV 16)
344	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 4 gallons (GPV 16)
345	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 4 gallons (GPV 16)
346	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); .5 gallon (GPV 16)
347	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); .5 gallon (GPV 16)
348	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Mead (GPV 2 GP per gallon); 8 gallons (GPV 16)
349	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 8 gallons (GPV 16)
350	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Mead (GPV 2 GP per gallon); 8 gallons (GPV 16)
351	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 8 gallons (GPV 16)
352	Long (6' x 12', 8 square yards), Damaged Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 16)
353	Narrow (3' x 12', 4 square yards), Crude Woven Wool Tapestry (or brocade, rug, etc.) (GPV 16)

354	Narrow (3’ x 12’, 4 square yards), Fine Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 16)
355	Phial of Marjoram Perfume (or Unguent) (GPV 16 per ounce) (1 ounce)
356	Pouch of Adder's-Tongue (healing herbs, each dose doubles normal healing rate for one full day's rest) (2 doses) (GPV 8 per dose)
357	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Mead (GPV 2 GP per gallon); 8 gallons (GPV 16)
358	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 8 gallons (GPV 16)
359	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Brandy (GPV 16 GP per gallon); 1 gallon (GPV 16)
360	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 1 gallon (GPV 16)
361	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 16 gallons (GPV 16)
362	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 16 gallons (GPV 16)
363	Small (3’ x 6’, 2 square yards), Damaged Woven Wool Tapestry (or brocade, rug, etc.) (GPV 16)
364	Stained Beaver-Trimmed Fur Garment (GPV 16)
365	Very Large (12’ x 12’, 16 square yards), Crude Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 16)
366	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 42 gallons (GPV 16.8)
367	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 42 gallons (GPV 16.8)
368	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Ale (GPV 8 SP per gallon); 21 gallons (GPV 16.8)
369	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Small Beer (GPV 2 SP per gallon); 84 gallons (GPV 16.8)
370	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 42 gallons (GPV 16.8)

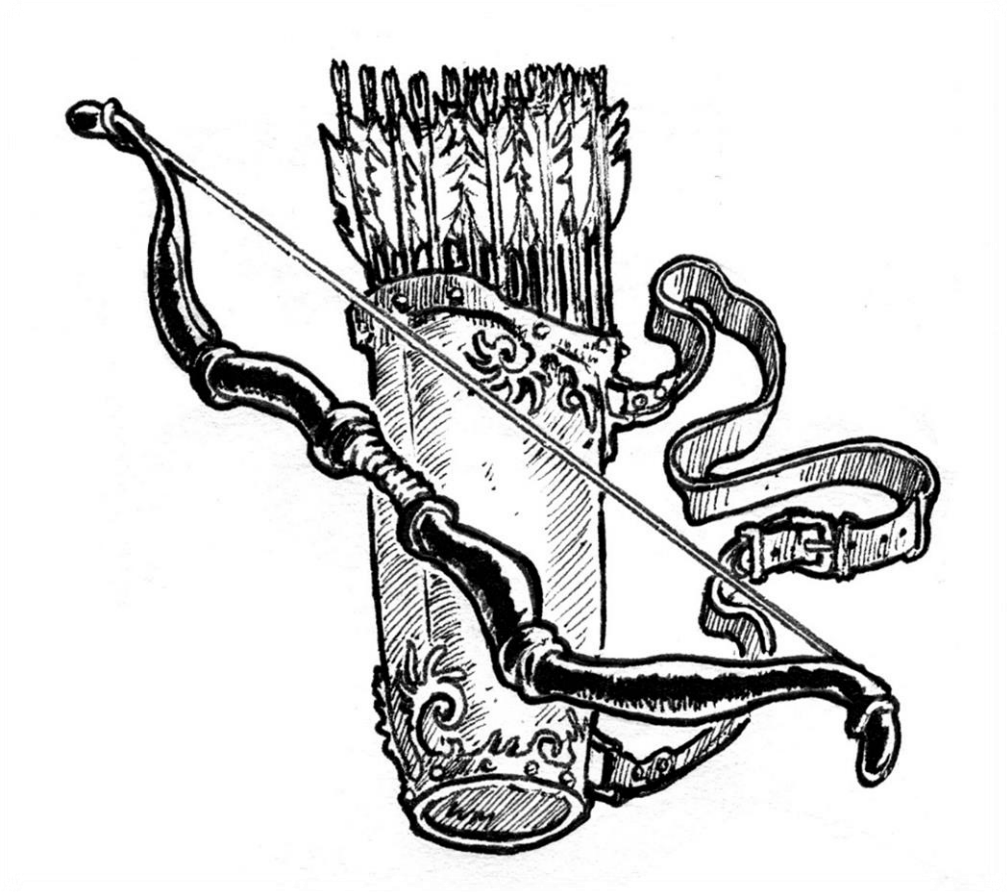
371	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 42 gallons (GPV 16.8)
372	Ragged Seal-Trimmed Fur Garment (GPV 17)
373	3 Fine Sable Pelts (GPV 6 each)
374	3 Fine Seal Pelts (GPV 6 each)
375	3 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
376	6 Damaged Sable Pelts (GPV 3 each)
377	6 Damaged Seal Pelts (GPV 3 each)
378	6 Faded Ermine Pelts (GPV 3 each)
379	6 Faded Marten Pelts (GPV 3 each)
380	6 Fine Fox Pelts (GPV 3 each)
381	6 Fine Mink Pelts (GPV 3 each)
382	6 Fox Pelts (GPV 3 each)
383	6 Heavy Fox Pelts (GPV 3 each)
384	6 Heavy Mink Pelts (GPV 3 each)
385	6 Mink Pelts (GPV 3 each)
386	6 Ragged Sable Pelts (GPV 3 each)
387	6 Ragged Seal Pelts (GPV 3 each)
388	6 Stained Ermine Pelts (GPV 3 each)
389	6 Stained Marten Pelts (GPV 3 each)
390	9 Beaver Pelts (GPV 2 each)
391	9 Copper Ingots (400 coin equivalent each) (GPV 2)
392	9 Damaged Ermine Pelts (GPV 2 each)
393	9 Damaged Marten Pelts (GPV 2 each)
394	9 Faded Fox Pelts (GPV 2 each)
395	9 Faded Mink Pelts (GPV 2 each)
396	9 Fine Beaver Pelts (GPV 2 each)
397	9 Heavy Beaver Pelts (GPV 2 each)
398	9 Ragged Ermine Pelts (GPV 2 each)
399	9 Ragged Fox Pelts (GPV 2 each)
400	9 Ragged Marten Pelts (GPV 2 each)
RESULTS	

401 TO 500	
401	9 Ragged Mink Pelts (GPV 2 each)
402	9 Stained Fox Pelts (GPV 2 each)
403	9 Stained Mink Pelts (GPV 2 each)
404	Damaged Fox-Trimmed Fur Garment (GPV 18)
405	Faded Beaver-Trimmed Fur Garment (GPV 18)
406	Flask of Gray Dye (uncommon, made from maple and similar plants) (GPV 18)
407	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Mead (GPV 2 GP per gallon); 9 gallons (GPV 18)
408	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 9 gallons (GPV 18)
409	Phial of Labdanum Oil Perfume (or Unguent) (GPV 18 per ounce) (1 ounce)
410	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 18 gallons (GPV 18)
411	Small (3' x 6', 2 square yards), Antique Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 18)
412	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Ale (GPV 8 SP per gallon); 24 gallons (GPV 19.2)
413	10 Beaver Pelts (GPV 2 each)
414	10 Copper Ingots (400 coin equivalent each) (GPV 2)
415	10 Damaged Ermine Pelts (GPV 2 each)
416	10 Damaged Marten Pelts (GPV 2 each)
417	10 Faded Fox Pelts (GPV 2 each)
418	10 Faded Mink Pelts (GPV 2 each)
419	10 Fine Beaver Pelts (GPV 2 each)
420	10 Heavy Beaver Pelts (GPV 2 each)
421	10 Ragged Ermine Pelts (GPV 2 each)
422	10 Ragged Fox Pelts (GPV 2 each)
423	10 Ragged Marten Pelts (GPV 2 each)
424	10 Ragged Mink Pelts (GPV 2 each)

425	10 Small Monster-Fur Pelts (type(s) appropriate to setting) (GPV 2 each)
426	10 Stained Fox Pelts (GPV 2 each)
427	10 Stained Mink Pelts (GPV 2 each)
428	2 Crude Scrimshaw Carvings (carved by a mariner from a walrus tusk) (GPV 10 each)
429	2 Fine Scrimshaw Carvings (carved by a mariner from whale baleen) (GPV 10 each)
430	2 Ivory Hippopotamus Teeth (GPV 10 each)
431	2 Large Gold Nuggets (GPV 10 each)
432	4 Acid Flasks of Giant Flytrap Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful per flask) (GPV 5 per flask)
433	4 Acid Flasks of Giant Sundew Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 3D4 rounds, requires save vs. poison at +4, resulting in 2D6 damage if save is failed, or 1D4 damage if successful per flask) (GPV 5 per flask)
434	4 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
435	4 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
436	4 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
437	4 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
438	4 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
439	4 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
440	4 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
441	4 Gold Nuggets (GPV 5 each)

442	4 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
443	4 Heavy Sable Pelts (GPV 5 each)
444	4 Heavy Seal Pelts (GPV 5 each)
445	4 Ivory Warthog Tusks (GPV 5 each)
446	4 Sable Pelts (GPV 5 each)
447	4 Seal Pelts (GPV 5 each)
448	4 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
449	5 Ermine Pelts (GPV 4 each)
450	5 Faded Sable Pelts (GPV 4 each)
451	5 Faded Seal Pelts (GPV 4 each)
452	5 Fine Ermine Pelts (GPV 4 each)
453	5 Fine Marten Pelts (GPV 4 each)
454	5 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
455	5 Heavy Ermine Pelts (GPV 4 each)
456	5 Heavy Marten Pelts (GPV 4 each)
457	5 Ivory Hornbill Casques (GPV 4 each)
458	5 Marten Pelts (GPV 4 each)
459	5 Stained Sable Pelts (GPV 4 each)
460	5 Stained Seal Pelts (GPV 4 each)
461	Beaver-Trimmed Fur Garment (GPV 20)
462	Case of 20 Silver-Tipped Heavy Crossbow Bolts (GPV 20)
463	Crude Scrimshaw Carving (carved by a mariner from whale teeth) (GPV 20)
464	Fine Scrimshaw Carving (carved by a mariner from a walrus tusk) (GPV 20)
465	Flask of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20)
466	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); .5 gallon (GPV 20)
467	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of White Wine (GPV 8 GP per gallon); 2.5 gallons (GPV 20)

468	Half-Satchel of Garlic Poultice (healing herbs, each does has a 50% chance to double normal healing rate for one full day's rest, 1 use per day) (5 doses) (GPV 4 per dose)
469	Half-Vial of Rose Water Perfume (or Unguent) (GPV 10 per ounce) (2 ounces)
470	Ivory Sperm Whale Tooth (GPV 20)
471	Ornate Scrimshaw Carving (carved by a mariner from whale baleen) (GPV 20)
472	Phial of Balsam Water Perfume (or Unguent) (GPV 20 per ounce) (1 ounce)
473	Pouch of Comfrey (healing herbs, 1 dose restores 1D4 hit points if the damage was suffered less than 2 minutes ago, 1 use per 24 hours) (2 doses) (GPV 10 per dose)
474	Quiver of 20 Silver-Tipped Arrows (GPV 20)



475	Satchel of Spagnum Moss (healing herbs, each dose has a 25% chance to double normal healing rate for one full day's rest, 1 use per day) (10 doses) (GPV 2 per dose)
476	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 1 gallon (GPV 20)
477	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 5 gallons (GPV 20)
478	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 5 gallons (GPV 20)
479	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 5 gallons (GPV 20)
480	Silk Heraldic Banner (GPV 20)
481	Silver Ingot (400 coin equivalent) (GPV 20)
482	Small (3' x 6', 2 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 20)
483	Small Pouch of Birthwort (healing herbs, 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (1 dose) (GPV 20)
484	Small Spiked Steel Shield (+1 Armor Class, saves vs. damage as metal; can block 2 attacks per melee round, or attack for 1D4+1 piercing damage) (GPV 20)
485	Stained Seal-Trimmed Fur Garment (GPV 20)
486	7 Damaged Sable Pelts (GPV 3 each)
487	7 Damaged Seal Pelts (GPV 3 each)
488	7 Faded Ermine Pelts (GPV 3 each)
489	7 Faded Marten Pelts (GPV 3 each)
490	7 Fine Fox Pelts (GPV 3 each)
491	7 Fine Mink Pelts (GPV 3 each)
492	7 Fox Pelts (GPV 3 each)
493	7 Heavy Fox Pelts (GPV 3 each)
494	7 Heavy Mink Pelts (GPV 3 each)
495	7 Mink Pelts (GPV 3 each)
496	7 Ragged Sable Pelts (GPV 3 each)
497	7 Ragged Seal Pelts (GPV 3 each)

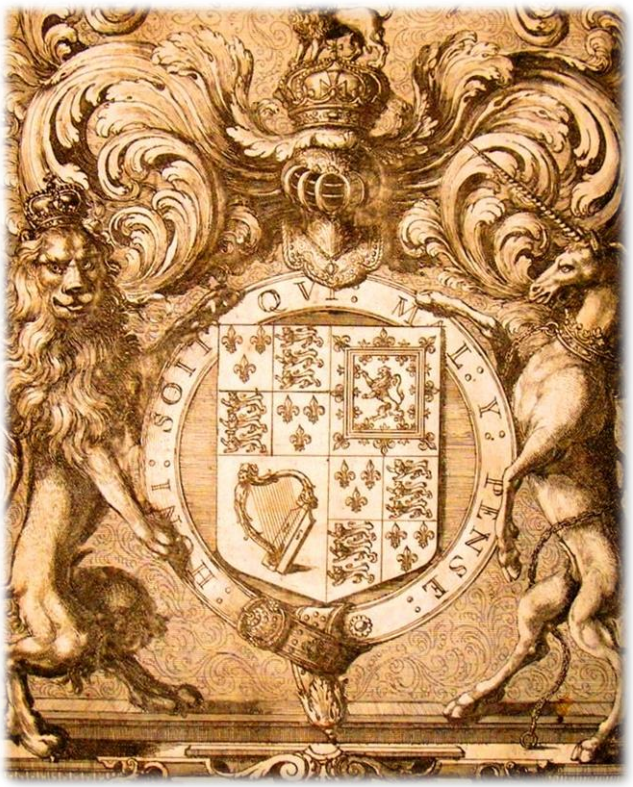
498	7 Stained Ermine Pelts (GPV 3 each)
499	7 Stained Marten Pelts (GPV 3 each)
500	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 21 gallons (GPV 21)
RESULTS 501 TO 600	
501	Ragged Fox-Trimmed Fur Garment (GPV 21)
502	11 Beaver Pelts (GPV 2 each)
503	11 Copper Ingots (400 coin equivalent each) (GPV 2)
504	11 Damaged Ermine Pelts (GPV 2 each)
505	11 Damaged Marten Pelts (GPV 2 each)
506	11 Faded Fox Pelts (GPV 2 each)
507	11 Faded Mink Pelts (GPV 2 each)
508	11 Fine Beaver Pelts (GPV 2 each)
509	11 Heavy Beaver Pelts (GPV 2 each)
510	11 Ragged Ermine Pelts (GPV 2 each)
511	11 Ragged Fox Pelts (GPV 2 each)
512	11 Ragged Marten Pelts (GPV 2 each)
513	11 Ragged Mink Pelts (GPV 2 each)
514	11 Stained Fox Pelts (GPV 2 each)
515	11 Stained Mink Pelts (GPV 2 each)
516	Faded Seal-Trimmed Fur Garment (GPV 22)
517	Heavy Beaver-Trimmed Fur Garment (GPV 22)
518	Phial of Water Lily Perfume (or Unguent) (GPV 22 per ounce) (1 ounce)
519	Large (half-ogre sized) Studded Leather Armor (GPV 23)
520	12 Beaver Pelts (GPV 2 each)
521	12 Copper Ingots (400 coin equivalent each) (GPV 2)
522	12 Damaged Ermine Pelts (GPV 2 each)
523	12 Damaged Marten Pelts (GPV 2 each)
524	12 Faded Fox Pelts (GPV 2 each)
525	12 Faded Mink Pelts (GPV 2 each)
526	12 Fine Beaver Pelts (GPV 2 each)

527	12 Heavy Beaver Pelts (GPV 2 each)
528	12 Ragged Ermine Pelts (GPV 2 each)
529	12 Ragged Fox Pelts (GPV 2 each)
530	12 Ragged Marten Pelts (GPV 2 each)
531	12 Ragged Mink Pelts (GPV 2 each)
532	12 Stained Fox Pelts (GPV 2 each)
533	12 Stained Mink Pelts (GPV 2 each)
534	3 Ivory Giant Boar Tusks (GPV 8 each)
535	4 Fine Sable Pelts (GPV 6 each)
536	4 Fine Seal Pelts (GPV 6 each)
537	4 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
538	6 Ermine Pelts (GPV 4 each)
539	6 Faded Sable Pelts (GPV 4 each)
540	6 Faded Seal Pelts (GPV 4 each)
541	6 Fine Ermine Pelts (GPV 4 each)
542	6 Fine Marten Pelts (GPV 4 each)
543	6 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
544	6 Heavy Ermine Pelts (GPV 4 each)
545	6 Heavy Marten Pelts (GPV 4 each)
546	6 Ivory Hornbill Casques (GPV 4 each)
547	6 Marten Pelts (GPV 4 each)
548	6 Stained Sable Pelts (GPV 4 each)
549	6 Stained Seal Pelts (GPV 4 each)
550	8 Damaged Sable Pelts (GPV 3 each)
551	8 Damaged Seal Pelts (GPV 3 each)
552	8 Faded Ermine Pelts (GPV 3 each)
553	8 Faded Marten Pelts (GPV 3 each)
554	8 Fine Fox Pelts (GPV 3 each)
555	8 Fine Mink Pelts (GPV 3 each)
556	8 Fox Pelts (GPV 3 each)
557	8 Heavy Fox Pelts (GPV 3 each)
558	8 Heavy Mink Pelts (GPV 3 each)

559	8 Mink Pelts (GPV 3 each)
560	8 Ragged Sable Pelts (GPV 3 each)
561	8 Ragged Seal Pelts (GPV 3 each)
562	8 Stained Ermine Pelts (GPV 3 each)
563	8 Stained Marten Pelts (GPV 3 each)
564	Belt Pouch of Adder's-Tongue (healing herbs, each dose doubles normal healing rate for one full day's rest) (3 doses) (GPV 8 per dose)
565	Damaged Marten-Trimmed Fur Garment (GPV 24)
566	Fine Beaver-Trimmed Fur Garment (GPV 24)
567	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Mead (GPV 2 GP per gallon); 12 gallons (GPV 24)
568	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 12 gallons (GPV 24)
569	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 4 gallons (GPV 24)
570	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 4 gallons (GPV 24)
571	Half-Vial of Citrus Blossom Perfume (or Unguent) (GPV 12 per ounce) (2 ounces)
572	Huge (12’ x 18’, 24 square yards), Crude Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 24)
573	Large (9’ x 12’, 12 square yards), Damaged Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 24)
574	Long (6’ x 12’, 8 square yards), Emblematic Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 24)
575	Pouch of Marsh-Mallow Poultice (healing herbs, 1 dose restores 1D3 hit points, only works on burn damage, 1 use per day) (2 doses) (GPV 12 per dose)
576	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 24 gallons (GPV 24)
577	Small (3’ x 6’, 2 square yards), Emblematic Woven Wool Tapestry (or brocade, rug, etc.) (GPV 24)
578	Small (3’ x 6’, 2 square yards), Exquisite Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 24)

579	Small (gnome- or halfling-sized) Ring Mail (GPV 24)
580	Small (gnome- or halfling-sized), Elven-Crafted Studded Leather Armor (GPV 24) (encumbrance and weight reduced by 25%)
581	Stained Fox-Trimmed Fur Garment (GPV 24)
GPV 25	
582	5 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
583	5 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
584	5 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
585	5 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
586	5 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
587	5 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
588	5 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
589	5 Gold Nuggets (GPV 5 each)
590	5 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
591	5 Heavy Sable Pelts (GPV 5 each)
592	5 Heavy Seal Pelts (GPV 5 each)
593	5 Ivory Warthog Tusks (GPV 5 each)
594	5 Medium Monster-Fur Pelts (type(s) appropriate to setting) (GPV 5 each)
595	5 Sable Pelts (GPV 5 each)
596	5 Seal Pelts (GPV 5 each)
597	5 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
598	5 Sticks of Bdellium Incense (GPV 5 each)
599	Alchemically Preserved Human Thalamus Gland (used to make Clairaudience Potions) (GPV 25)
600	Cloth of Silver and Velvet Mantle (GPV 25)

RESULTS 601 TO 700	
601	Crystal Ball (non-magical; used by alchemists and magic-users for the projection of amplified or diffused light rays during potion creation) (GPV 25)
602	Flask of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25)
603	Flask of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25)
604	Flask of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25)
605	Flask of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25)
606	Flask of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25)
607	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 2.5 gallons (GPV 25)
608	Heraldic Shield (GPV 25)



609	Ivory Walrus Tusk (GPV 25)
610	Large Iron-Rimmed and Spiked Wooden Shield (+1 Armor Class vs. melee, +2 Armor Class vs. missiles, saves vs. damage as wood; can block 4 attacks per melee round, or attack for 1D6+1 piercing damage) (GPV 25)
611	Masterwork Javelin of the Gnome Laird (non-magical, +1 damage) (GPV 25)



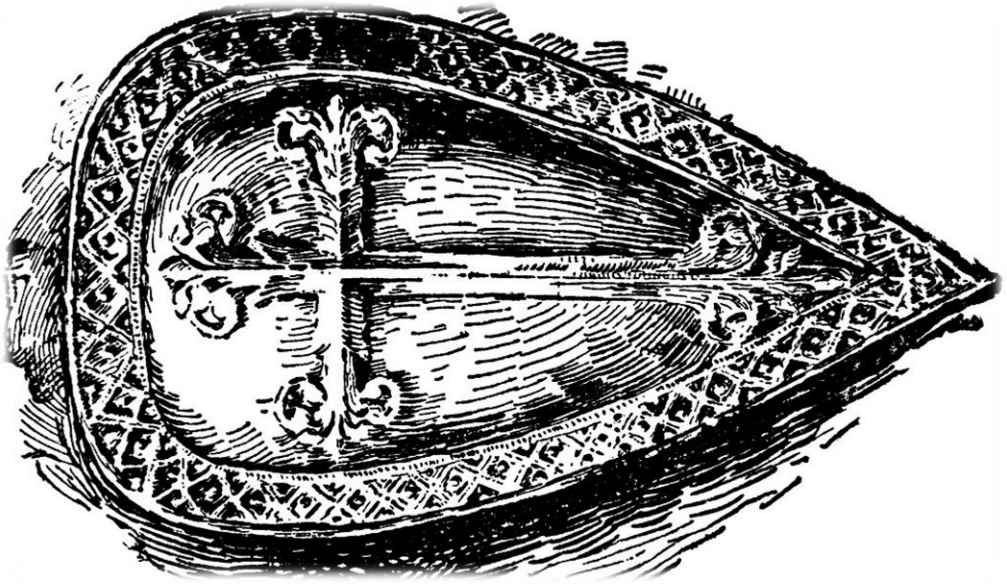
612	Phial of Jasmine Oil Perfume (or Unguent) (GPV 25 per ounce) (1 ounce)
613	Pouch of Braelinch Pipeweed (GPV 25)

614	Runic Gold Stirring Rod (GPV 25, alchemical and fragile)
615	Satchel of Hippogriff Feathers (used to make Flying Potions) (GPV 25)
616	Seal-Trimmed Fur Garment (GPV 25)
617	Small Pouch of Long-Leaf Pipeweed (GPV 25)
618	Small Pouch of Miscellaneous Spell Components (non-magical reagents for 5-9 different spells) (GPV 25)
619	Unframed Painting (GPV 25)
620	Very Large Gold Nugget (GPV 25)
621	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Small Beer (GPV 2 SP per gallon); 126 gallons (GPV 25.2)
622	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Ale (GPV 8 SP per gallon); 31.5 gallons (GPV 25.2)
623	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 63 gallons (GPV 25.2)
624	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 63 gallons (GPV 25.2)
625	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Cider (GPV 1 SP per gallon); 252 gallons (GPV 25.2)
626	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 63 gallons (GPV 25.2)
627	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 63 gallons (GPV 25.2)
628	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Small Beer (GPV 2 SP per gallon); 126 gallons (GPV 25.2)
629	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Ale (GPV 8 SP per gallon); 32 gallons (GPV 25.6)
630	13 Copper Ingots (400 coin equivalent each) (GPV 2)
631	Small (3' x 6', 2 square yards), Crude Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 26)
632	9 Damaged Sable Pelts (GPV 3 each)
633	9 Damaged Seal Pelts (GPV 3 each)

634	9 Faded Ermine Pelts (GPV 3 each)
635	9 Faded Marten Pelts (GPV 3 each)
636	9 Fine Fox Pelts (GPV 3 each)
637	9 Fine Mink Pelts (GPV 3 each)
638	9 Fox Pelts (GPV 3 each)
639	9 Heavy Fox Pelts (GPV 3 each)
640	9 Heavy Mink Pelts (GPV 3 each)
641	9 Mink Pelts (GPV 3 each)
642	9 Ragged Sable Pelts (GPV 3 each)
643	9 Ragged Seal Pelts (GPV 3 each)
644	9 Stained Ermine Pelts (GPV 3 each)
645	9 Stained Marten Pelts (GPV 3 each)
646	Dwarf-Sized Ring Mail (GPV 27)
647	Dwarf-Sized, Elven-Crafted Studded Leather Armor (GPV 27) (encumbrance and weight reduced by 25%)
648	Faded Fox-Trimmed Fur Garment (GPV 27)
649	Heavy Seal-Trimmed Fur Garment (GPV 27)
650	14 Copper Ingots (400 coin equivalent each) (GPV 2)
651	7 Ermine Pelts (GPV 4 each)
652	7 Faded Sable Pelts (GPV 4 each)
653	7 Faded Seal Pelts (GPV 4 each)
654	7 Fine Ermine Pelts (GPV 4 each)
655	7 Fine Marten Pelts (GPV 4 each)
656	7 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
657	7 Heavy Ermine Pelts (GPV 4 each)
658	7 Heavy Marten Pelts (GPV 4 each)
659	7 Ivory Hornbill Casques (GPV 4 each)
660	7 Marten Pelts (GPV 4 each)
661	7 Stained Sable Pelts (GPV 4 each)
662	7 Stained Seal Pelts (GPV 4 each)
663	Half-Vial of Chamomile Perfume (or Unguent) (GPV 14 per ounce) (2 ounces)

664	Narrow (3' x 12', 4 square yards), Crude Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 28)
665	Narrow (3' x 12', 4 square yards), Ornate Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 28)
666	Phial of Iris Blossom Perfume (or Unguent) (GPV 28 per ounce) (1 ounce)
667	Ragged Marten-Trimmed Fur Garment (GPV 28)
668	Small (3' x 6', 2 square yards), Damaged Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 28)
669	10 Damaged Sable Pelts (GPV 3 each)
670	10 Damaged Seal Pelts (GPV 3 each)
671	10 Faded Ermine Pelts (GPV 3 each)
672	10 Faded Marten Pelts (GPV 3 each)
673	10 Fine Fox Pelts (GPV 3 each)
674	10 Fine Mink Pelts (GPV 3 each)
675	10 Fox Pelts (GPV 3 each)
676	10 Heavy Fox Pelts (GPV 3 each)
677	10 Heavy Mink Pelts (GPV 3 each)
678	10 Mink Pelts (GPV 3 each)
679	10 Ragged Sable Pelts (GPV 3 each)
670	10 Ragged Seal Pelts (GPV 3 each)
671	10 Stained Ermine Pelts (GPV 3 each)
672	10 Stained Marten Pelts (GPV 3 each)
673	15 Copper Ingots (400 coin equivalent each) (GPV 2)
674	15 Small Monster-Fur Pelts (type(s) appropriate to setting) (GPV 2 each)
675	2 Crude Scrimshaw Carvings (carved by a mariner from aquatic monster teeth) (GPV 15 each)
676	2 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
677	2 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
678	2 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
679	2 Ivory Killer Whale Teeth (GPV 15 each)

680	2 Sets of Dwarf-Sized Studded Leather Armor (GPV 15 each)
681	2 Sets of Elf-Sized Studded Leather Armor (GPV 15 each)
682	2 Sets of Human-Sized Studded Leather Armor (GPV 15 each)
683	2 Sets of Large (half-ogre sized) Studded Leather Armor (GPV 15 each)
684	2 Sets of Small (gnome- or halfling-sized) Studded Leather Armor (GPV 15 each)
685	3 Ivory Hippopotamus Teeth (GPV 10 each)
686	3 Large Gold Nuggets (GPV 10 each)
687	5 Fine Sable Pelts (GPV 6 each)
688	5 Fine Seal Pelts (GPV 6 each)
689	5 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
690	5 Sticks of Lavender Incense (GPV 6 each)
691	Crystal Ball (non-magical; used by alchemists and magic-users for the projection of amplified or diffused light rays during potion creation) (GPV 25)
692	Flask of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25)
693	Flask of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25)
694	Flask of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25)
695	Flask of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25)
696	Flask of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25)
697	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 2.5 gallons (GPV 25)
698	Heraldic Shield of a Fallen House (GPV 25)



699	Ivory Walrus Tusk (GPV 25)
700	Large Iron-Rimmed and Spiked Wooden Shield (+1 Armor Class vs. melee, +2 Armor Class vs. missiles, saves vs. damage as wood; can block 4 attacks per melee round, or attack for 1D6+1 piercing damage) (GPV 25)
RESULTS 701 TO 800	
701	6 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
702	6 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
703	6 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
704	6 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
705	6 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
706	6 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
707	6 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)

708	6 Gold Nuggets (GPV 5 each)
709	6 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
710	6 Heavy Sable Pelts (GPV 5 each)
711	6 Heavy Seal Pelts (GPV 5 each)
712	6 Ivory Warthog Tusks (GPV 5 each)
713	6 Sable Pelts (GPV 5 each)
714	6 Seal Pelts (GPV 5 each)
715	6 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
716	Belt Pouch of Comfrey (healing herbs, 1 dose restores 1D4 hit points if the damage was suffered less than 2 minutes ago, 1 use per 24 hours) (3 doses) (GPV 10 per dose)
717	Dwarf-Sized Ring Mail (GPV 30)
718	Elf-Sized Ring Mail (GPV 30)
719	Elf-Sized, Elven-Crafted Studded Leather Armor (GPV 30) (encumbrance and weight reduced by 25%)
720	Fine Scrimshaw Carving (carved by a mariner from aquatic monster teeth) (GPV 30)
721	Fine Seal-Trimmed Fur Garment (GPV 30)
722	Fox-Trimmed Fur Garment (GPV 30)
723	Honey "Bread" from a Giant Bee Hive (GPV 30)
724	Human-Sized Ring Mail (GPV 30)
725	Human-Sized, Elven-Crafted Studded Leather Armor (GPV 30) (encumbrance and weight reduced by 25%)
726	Large (half-ogre sized) Ring Mail (GPV 30)
727	Phial of Musk Perfume (or Unguent) (GPV 30 per ounce) (1 ounce)
728	Pouch of Henbane (healing herbs, 1 dose restores 1D2 hit points, 1 use per day) (2 doses) (GPV 15 per dose)
729	Pouch of Juniper Berry Juice (healing herb elixir, 1 dose restores 1D4 hit points, but only if the recipience was at -1 or fewer hit points, 1 use per day) (2 doses)
730	Pouch of Saint John's Wort Poultice (healing herbs, 1 dose restores 1D3 hit points if the damage was suffered less than 2 minutes ago, 2 uses per day) (2 doses) (GPV 15 per dose)

731	Satchel of Aaron's Rod (healing herbs, 1 dose restores 1D4 hit points, effect duration only 2 hours, then damage returns) (10 doses) (GPV 3 per dose)
732	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 5 gallons (GPV 30)
733	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 5 gallons (GPV 30)
734	Set of Thieves' Picks and Tools (GPV 30)
735	Silver Dagger (GPV 30)



736	Small (3' x 6', 2 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 30)
737	Small (gnome- or halfling-sized) Ring Mail (GPV 30)
738	Vial of Rose Water Perfume (or Unguent) (GPV 10 per ounce) (3 ounces)
739	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 31.5 gallons (GPV 31.5)
740	16 Copper Ingots (400 coin equivalent each) (GPV 2)
741	4 Ivory Giant Boar Tusks (GPV 8 each)
742	8 Ermine Pelts (GPV 4 each)
743	8 Faded Sable Pelts (GPV 4 each)
744	8 Faded Seal Pelts (GPV 4 each)
745	8 Fine Ermine Pelts (GPV 4 each)
746	8 Fine Marten Pelts (GPV 4 each)
747	8 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
748	8 Heavy Ermine Pelts (GPV 4 each)
749	8 Heavy Marten Pelts (GPV 4 each)

750	8 Ivory Hornbill Casques (GPV 4 each)
751	8 Marten Pelts (GPV 4 each)
752	8 Stained Sable Pelts (GPV 4 each)
753	8 Stained Seal Pelts (GPV 4 each)
754	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Mead (GPV 2 GP per gallon); 16 gallons (GPV 32)
755	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 16 gallons (GPV 32)
756	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of White Wine (GPV 8 GP per gallon); 4 gallons (GPV 32)
757	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 8 gallons (GPV 32)
758	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 8 gallons (GPV 32)
759	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 8 gallons (GPV 32)
760	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 8 gallons (GPV 32)
761	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 8 gallons (GPV 32)
762	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 8 gallons (GPV 32)
763	Half-Vial of Marjoram Perfume (or Unguent) (GPV 16 per ounce) (2 ounces)
764	Long (6' x 12', 8 square yards), Crude Woven Wool Tapestry (or brocade, rug, etc.) (GPV 32)
765	Long (6' x 12', 8 square yards), Fine Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 32)
776	Narrow (3' x 12', 4 square yards), Damaged Woven Wool Tapestry (or brocade, rug, etc.) (GPV 32)
777	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 32 gallons (GPV 32)

778	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 8 gallons (GPV 32)
779	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 8 gallons (GPV 32)
780	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 8 gallons (GPV 32)
781	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 1 gallon (GPV 32)
782	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 1 gallon (GPV 32)
783	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Mead (GPV 2 GP per gallon); 16 gallons (GPV 32)
784	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 16 gallons (GPV 32)
785	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Mead (GPV 2 GP per gallon); 16 gallons (GPV 32)
786	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 16 gallons (GPV 32)
787	Small (3' x 6', 2 square yards), Crude Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 32)
788	Small (3' x 6', 2 square yards), Fine Woven Wool Tapestry (or brocade, rug, etc.) (GPV 32)
789	Small (gnome- or halfling-sized) Glued Canvas Acheton (GPV 32) (padded armor; +1 Armor Class bonus, normal weight)
790	Stained Marten-Trimmed Fur Garment (GPV 32)
791	Very Large (12' x 12', 16 square yards), Damaged Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 32)
792	11 Damaged Sable Pelts (GPV 3 each)
793	11 Damaged Seal Pelts (GPV 3 each)
794	11 Faded Ermine Pelts (GPV 3 each)
795	11 Faded Marten Pelts (GPV 3 each)
796	11 Fine Fox Pelts (GPV 3 each)
797	11 Fine Mink Pelts (GPV 3 each)
798	11 Fox Pelts (GPV 3 each)

799	11 Heavy Fox Pelts (GPV 3 each)
800	11 Heavy Mink Pelts (GPV 3 each)
	RESULTS 801 TO 900
801	17 Copper Ingots (400 coin equivalent each) (GPV 2)
802	5 Sticks of Rosemary Incense (GPV 7 each)
803	7 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
804	7 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
805	7 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
806	7 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
807	7 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
808	7 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
809	7 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
810	7 Gold Nuggets (GPV 5 each)
811	7 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
812	7 Heavy Sable Pelts (GPV 5 each)
813	7 Heavy Seal Pelts (GPV 5 each)
814	7 Ivory Warthog Tusks (GPV 5 each)
815	7 Sable Pelts (GPV 5 each)
816	7 Seal Pelts (GPV 5 each)
817	7 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
818	Phial of Terebinth Oil Perfume (or Unguent) (GPV 35 per ounce) (1 ounce)
819	Small Pouch of Woundwort (healing herbs, 1 dose restores 1D3 hit points, only works on bleeding wounds, 2 uses per day) (1 dose) (GPV 35)

820	Steel Shield (requires Strength 16+ to use effectively; +1 Armor Class, saves vs. damage as metal; can block 3 attacks per melee round) (GPV 35)
821	12 Damaged Sable Pelts (GPV 3 each)
822	12 Damaged Seal Pelts (GPV 3 each)
823	12 Faded Ermine Pelts (GPV 3 each)
824	12 Faded Marten Pelts (GPV 3 each)
825	12 Fine Fox Pelts (GPV 3 each)
826	12 Fine Mink Pelts (GPV 3 each)
827	12 Fox Pelts (GPV 3 each)
828	12 Heavy Fox Pelts (GPV 3 each)
829	12 Heavy Mink Pelts (GPV 3 each)
830	12 Mink Pelts (GPV 3 each)
831	12 Ragged Sable Pelts (GPV 3 each)
832	12 Ragged Seal Pelts (GPV 3 each)
833	12 Stained Ermine Pelts (GPV 3 each)
834	12 Stained Marten Pelts (GPV 3 each)
835	18 Copper Ingots (400 coin equivalent each) (GPV 2)
836	2 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
837	6 Fine Sable Pelts (GPV 6 each)
838	6 Fine Seal Pelts (GPV 6 each)
839	6 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
840	9 Ermine Pelts (GPV 4 each)
841	9 Faded Sable Pelts (GPV 4 each)
842	9 Faded Seal Pelts (GPV 4 each)
843	9 Fine Ermine Pelts (GPV 4 each)
844	9 Fine Marten Pelts (GPV 4 each)
845	9 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
846	9 Heavy Ermine Pelts (GPV 4 each)
847	9 Heavy Marten Pelts (GPV 4 each)
848	9 Marten Pelts (GPV 4 each)

849	9 Stained Sable Pelts (GPV 4 each)
850	9 Stained Seal Pelts (GPV 4 each)
851	Belt Pouch of Marsh-Mallow Poultice (healing herbs, 1 dose restores 1D3 hit points, only works on burn damage, 1 use per day) (3 doses) (GPV 12 per dose)
852	Dwarf-Sized Glued Canvas Acheton (GPV 36) (padded armor; +1 Armor Class bonus, normal weight)
853	Faded Marten-Trimmed Fur Garment (GPV 36)
854	Fine Fox-Trimmed Fur Garment (GPV 36)
855	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 9 gallons (GPV 36)
856	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 9 gallons (GPV 36)
857	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 9 gallons (GPV 36)
858	Half-Vial of Labdanum Oil Perfume (or Unguent) (GPV 18 per ounce) (2 ounces)
859	Immense (18' x 18', 36 square yards), Crude Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 36)
860	Large (9' x 12', 12 square yards), Emblematic Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 36)
861	Narrow (3' x 12', 4 square yards), Antique Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 36)
862	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Mead (GPV 2 GP per gallon); 18 gallons (GPV 36)
863	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 18 gallons (GPV 36)
864	Small (gnome- or halfling-sized) Scale Mail (GPV 36)
865	Vial of Citrus Blossom Perfume (or Unguent) (GPV 12 per ounce) (3 ounces)
866	19 Copper Ingots (400 coin equivalent each) (GPV 2)
867	1 Bolt of Raw Silk (40 yards rolled length) (GPV 40)
868	10 Ermine Pelts (GPV 4 each)
869	10 Faded Sable Pelts (GPV 4 each)

870	10 Faded Seal Pelts (GPV 4 each)
871	10 Fine Ermine Pelts (GPV 4 each)
872	10 Fine Marten Pelts (GPV 4 each)
873	10 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
874	10 Heavy Ermine Pelts (GPV 4 each)
875	10 Heavy Marten Pelts (GPV 4 each)
876	10 Marten Pelts (GPV 4 each)
877	10 Stained Sable Pelts (GPV 4 each)
878	10 Stained Seal Pelts (GPV 4 each)
879	2 Crude Scrimshaw Carvings (carved by a mariner from whale teeth) (GPV 20 each)
880	2 Fine Scrimshaw Carvings (carved by a mariner from a walrus tusk) (GPV 20 each)
881	2 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
882	2 Ivory Sperm Whale Teeth (GPV 20 each)
883	2 Ornate Scrimshaw Carvings (carved by a mariner from whale baleen) (GPV 20 each)
884	2 Silver Ingots (400 coin equivalent each) (GPV 20 each)
885	20 Copper Ingots (400 coin equivalent each) (GPV 2)
886	20 Small Monster-Fur Pelts (type(s) appropriate to setting) (GPV 2 each)
887	4 Ivory Hippopotamus Teeth (GPV 10 each)
888	4 Large Gold Nuggets (GPV 10 each)
889	5 Ivory Giant Boar Tusks (GPV 8 each)
890	5 Sticks of Damask Rose Incense (GPV 8 each)
891	8 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
892	8 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
893	8 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
894	8 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)

895	8 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
896	8 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
897	8 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
898	8 Gold Nuggets (GPV 5 each)
899	8 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
900	8 Heavy Sable Pelts (GPV 5 each)
RESULTS 901 TO 1,000	
901	8 Heavy Seal Pelts (GPV 5 each)
902	8 Ivory Warthog Tusks (GPV 5 each)
903	8 Sable Pelts (GPV 5 each)
904	8 Seal Pelts (GPV 5 each)
905	8 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
906	Acid Flask of Black Willow Sap (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D6-1 (minimum 1 point) for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +3, resulting in 3D6 damage if save is failed, or 1D4+1 damage if successful) (GPV 40)
907	Ancient Scrimshaw Carving (carved by a mariner from whale baleen) (GPV 40)
908	Belt Pouch of Braelinch Pipeweed (GPV 40)
909	Dwarf-Sized Scale Mail (GPV 40)
910	Elf-Sized Glued Canvas Acheton (GPV 40) (padded armor; +1 Armor Class bonus, normal weight)
911	Fine Scrimshaw Carving (carved by a mariner from whale teeth) (GPV 40)
912	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 4 gallons (GPV 40)
913	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Brandy (GPV 16 GP per gallon); 2.5 gallons (GPV 40)

914	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 2.5 gallons (GPV 40)
915	Half-Satchel of Adder's-Tongue (healing herbs, each dose doubles normal healing rate for one full day's rest) (5 doses) (GPV 8 per dose)
916	Half-Vial of Balsam Water Perfume (or Unguent) (GPV 20 per ounce) (2 ounces)
917	Human-Sized Glued Canvas Acheton (GPV 40) (padded armor; +1 Armor Class bonus, normal weight)
918	Large Satchel of Spagnum Moss (healing herbs, each dose has a 25% chance to double normal healing rate for one full day's rest, 1 use per day) (20 doses)
919	Marten-Trimmed Fur Garment (GPV 40)
920	Narrow (3' x 12', 4 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 40)
921	Ornate Scrimshaw Carving (carved by a mariner from a walrus tusk) (GPV 40)
922	Pouch of Birthwort (healing herbs, 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (2 doses) (GPV 20 per dose)



923	Satchel of Garlic Poultice (healing herbs, each does has a 50% chance to double normal healing rate for one full day's rest, 1 use per day) (10 doses) (GPV 4 per dose)
924	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 1 gallon (GPV 40)

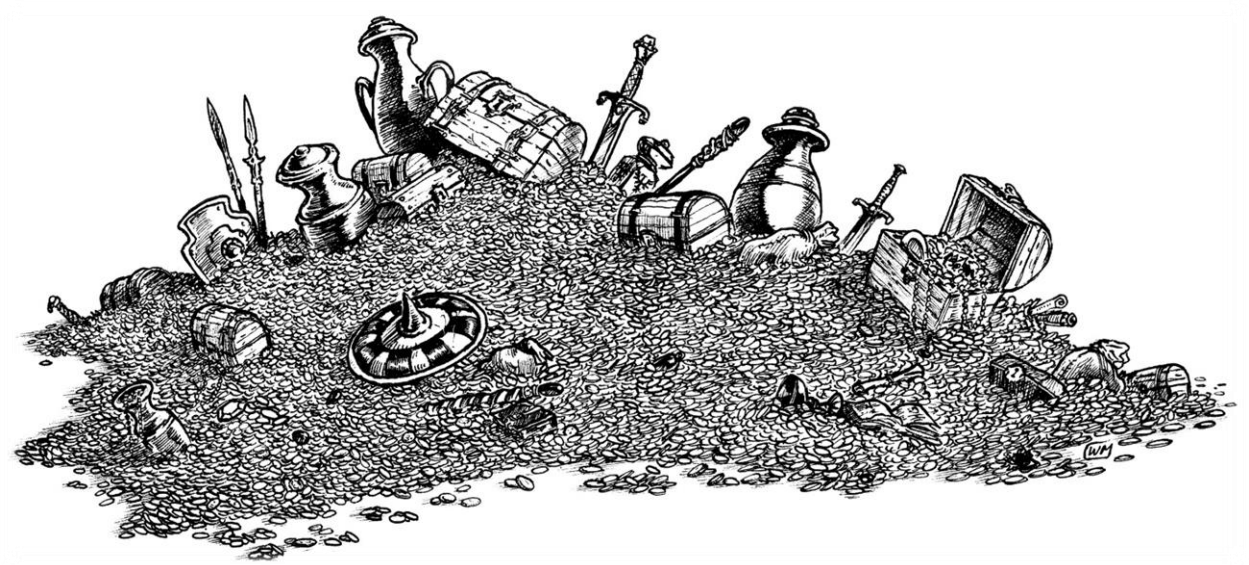
925	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of White Wine (GPV 8 GP per gallon); 5 gallons (GPV 40)
926	Small (3' x 6', 2 square yards), Crude Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 40)
927	Small (3' x 6', 2 square yards), Damaged Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 40)
928	Small Pouch of Herb True-Love Poultice (healing herbs, with two possible effects: [1] 1 dose restores 1 hit point, 3 uses per day; [2] 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (1 dose) (GPV 40)
929	7 Fine Sable Pelts (GPV 6 each)
930	7 Fine Seal Pelts (GPV 6 each)
931	7 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
932	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 42 gallons (GPV 42)
933	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Mead (GPV 2 GP per gallon); 21 gallons (GPV 42)
934	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 21 gallons (GPV 42)
935	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 42 gallons (GPV 42)
936	Small (3' x 6', 2 square yards), Emblematic Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 42)
937	Vial of Chamomile Perfume (or Unguent) (GPV 14 per ounce) (3 ounces)
938	11 Ermine Pelts (GPV 4 each)
939	11 Faded Sable Pelts (GPV 4 each)
940	11 Faded Seal Pelts (GPV 4 each)
941	11 Fine Ermine Pelts (GPV 4 each)
942	11 Fine Marten Pelts (GPV 4 each)
943	11 Heavy Ermine Pelts (GPV 4 each)
944	11 Heavy Marten Pelts (GPV 4 each)
945	11 Marten Pelts (GPV 4 each)
946	11 Stained Sable Pelts (GPV 4 each)
947	11 Stained Seal Pelts (GPV 4 each)

948	Half-Vial of Water Lily Perfume (or Unguent) (GPV 22 per ounce) (2 ounces)
949	Heavy Marten-Trimmed Fur Garment (GPV 44)
950	3 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
951	3 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
952	3 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
953	3 Ivory Killer Whale Teeth (GPV 15 each)
954	3 Sets of Dwarf-Sized Studded Leather Armor (GPV 15 each)
955	3 Sets of Elf-Sized Studded Leather Armor (GPV 15 each)
956	3 Sets of Human-Sized Studded Leather Armor (GPV 15 each)
957	3 Sets of Large (half-ogre sized) Studded Leather Armor (GPV 15 each)
958	3 Sets of Small (gnome- or halfling-sized) Studded Leather Armor (GPV 15 each)
959	9 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
960	9 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
961	9 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
962	9 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
963	9 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
964	9 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
965	9 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
966	9 Gold Nuggets (GPV 5 each)
967 or 968	9 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
969 or 970	9 Heavy Sable Pelts (GPV 5 each)

971 or 972	9 Heavy Seal Pelts (GPV 5 each)
973 or 974	9 Sable Pelts (GPV 5 each)
975 or 976	9 Seal Pelts (GPV 5 each)
977 or 978	9 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
979 or 980	Belt Pouch of Henbane (healing herbs, 1 dose restores 1D2 hit points, 1 use per day) (3 doses) (GPV 15 per dose)
981 or 982	Belt Pouch of Juniper Berry Juice (healing herb elixir, 1 dose restores 1D4 hit points, but only if the recipience was at -1 or fewer hit points, 1 use per day) (3 doses) (GPV 15 per dose)
983 or 984	Belt Pouch of Saint John's Wort Poultice (healing herbs, 1 dose restores 1D3 hit points if the damage was suffered less than 2 minutes ago, 2 uses per day) (3 doses) (GPV 15 per dose)
985 or 986	Dwarf-Sized Scale Mail (GPV 45)
987 or 988	Elf-Sized Scale Mail (GPV 45)
989 or 990	Human-Sized Scale Mail (GPV 45)
991 or 992	Large (half-ogre sized) Ring Mail (GPV 45)
993 or 994	Large (half-ogre sized) Scale Mail (GPV 45)
995 or 996	Large (half-ogre sized), Elven-Crafted Studded Leather Armor (GPV 45) (encumbrance and weight reduced by 25%)
997 or 998	Small (gnome- or halfling-sized) Scale Mail (GPV 45)
999 or 000	Spiked Steel Shield (requires Strength 17+ to use effectively; +1 Armor Class, saves vs. damage as metal; can block 3 attacks per melee round, or attack for 1D6 piercing damage) (GPV 45)

[III–5]

MISCELLANEOUS TREASURE TABLE III:
TREASURES OF VALUE
48 TO 156 GOLD PIECES



RESULTS 001 TO 100	
D1000 Roll	**Miscellaneous Treasure**
001	12 Ermine Pelts (GPV 4 each)
002	12 Faded Sable Pelts (GPV 4 each)
003	12 Faded Seal Pelts (GPV 4 each)
004	12 Fine Ermine Pelts (GPV 4 each)
005	12 Fine Marten Pelts (GPV 4 each)
006	12 Heavy Ermine Pelts (GPV 4 each)
007	12 Heavy Marten Pelts (GPV 4 each)

008	12 Marten Pelts (GPV 4 each)
009	12 Stained Sable Pelts (GPV 4 each)
010	12 Stained Seal Pelts (GPV 4 each)
011	6 Ivory Giant Boar Tusks (GPV 8 each)
012	8 Fine Sable Pelts (GPV 6 each)
013	8 Fine Seal Pelts (GPV 6 each)
014	8 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
015	Fine Marten-Trimmed Fur Garment (GPV 48)
016	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 12 gallons (GPV 48)
017	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 12 gallons (GPV 48)
018	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 12 gallons (GPV 48)
019	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); .5 gallon (GPV 48)
020	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 8 gallons (GPV 48)
021	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 8 gallons (GPV 48)
022	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 8 gallons (GPV 48)
023	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 8 gallons (GPV 48)
024	Huge (12' x 18', 24 square yards), Damaged Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 48)
025	Large (9' x 12', 12 square yards), Crude Woven Wool Tapestry (or brocade, rug, etc.) (GPV 48)
026	Large (9' x 12', 12 square yards), Fine Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 48)
027	Narrow (3' x 12', 4 square yards), Emblematic Woven Wool Tapestry (or brocade, rug, etc.) (GPV 48)

028	Narrow (3' x 12', 4 square yards), Exquisite Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 48)
029	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Mead (GPV 2 GP per gallon); 24 gallons (GPV 48)
030	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 24 gallons (GPV 48)
031	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 8 gallons (GPV 48)
032	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 8 gallons (GPV 48)
033	Small (gnome- or halfling-sized), Elven-Forged Ring Mail (GPV 48) (encumbrance and weight reduced by 25%)
034	Small (gnome- or halfling-sized), Gnome-Crafted Cuir Bouilli Studded Leather Armor (GPV 48) (+1 Armor Class bonus, normal weight)
035	Very Large (12' x 12', 16 square yards), Emblematic Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 48)
036	Vial of Marjoram Perfume (or Unguent) (GPV 16 per ounce) (3 ounces)
GPV 50	
037	10 Flasks of Blue Plant Ink (common; made from ink, woad, indigo, and turnsole) (GPV 5 each)
038	10 Flasks of Green Plant Ink (common; made from ink, buckthorn berries and various pigments) (GPV 5 each)
039	10 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
040	10 Flasks of Red Mineral Ink (common; made from ink, lead, vermilion, and rust) (GPV 5 each)
041	10 Flasks of White Chemical Ink (common; made from lead, vinegar, chalk, and various pigments) (GPV 5 each)
042	10 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
043	10 Flasks of Yellow Plant Ink (common; made from ink, weld, turmeric, and saffron) (GPV 5 each)
044	10 Gold Nuggets (GPV 5 each)

045	10 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
046	10 Heavy Sable Pelts (GPV 5 each)
047	10 Heavy Seal Pelts (GPV 5 each)
048	10 Medium Monster-Fur Pelts (type(s) appropriate to setting) (GPV 5 each)
049	10 Sable Pelts (GPV 5 each)
050	10 Seal Pelts (GPV 5 each)
051	10 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
052	10 Sticks of Bdellium Incense (GPV 5 each)
053	2 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
054	2 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
055	2 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
056	2 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
057	2 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
058	2 Ivory Walrus Tusks (GPV 25 each)
059	2 Very Large Gold Nuggets (GPV 25 each)
060	20 Masterwork Light Quarrels of the Gnome Laird (non-magical, +1 damage) (GPV 2.5 each)
061	25 Small Monster-Fur Pelts (type(s) appropriate to setting) (GPV 2 each)
062	5 Ivory Hippopotamus Teeth (GPV 10 each)
063	5 Large Gold Nuggets (GPV 10 each)
064	5 Large Monster-Fur Pelts (type(s) appropriate to setting) (GPV 10 each)
065	5 Sticks of Clove Incense (GPV 10 each)
066	Badly Tanned Fur Cape (GPV 50)
067	Flask of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50)
068	Flask of Powdered Citrine (reagent for Fool's Gold spell) (GPV 50)

069	Flask of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50)
070	Great Silver Dwarven Forge Ingot (1,000 coin equivalent) (GPV 50)
071	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 2.5 gallons (GPV 50)
072	Half-Satchel of Comfrey (healing herbs, 1 dose restores 1D4 hit points if the damage was suffered less than 2 minutes ago, 1 use per 24 hours) (5 doses) (GPV 10 per dose)
073	Half-Vial of Jasmine Oil Perfume (or Unguent) (GPV 25 per ounce) (2 ounces)
074	Heraldic Blade (GPV 50)
075	Huge Gold Nugget (GPV 50)
076	Large Ivory Walrus Tusk (GPV 50)
077	Masterwork Hammer of the Dwarf Lord (non-magical, +1 damage) (GPV 50)
078	Masterwork Hand Axe of the Dwarf Lord (non-magical, +1 damage) (GPV 50)
079	Masterwork Spear of the Gnome Laird (non-magical, +1 damage) (GPV 50)
080	Masterwork Throwing Axe of the Godfather of Assassins (non-magical, +1 damage) (GPV 50)
081	Phial of Amber Perfume (or Unguent) (GPV 50 per ounce) (1 ounce)
082	Pouch of Long-Leaf Pipeweed (GPV 50)
083	Pouch of Miscellaneous Spell Components (non-magical reagents for 10-19 different spells) (GPV 50)
084	Quire (25 sheets) of Crude Papyrus (used to create spell scrolls and books; spell transcription has a +5% chance of failure due to low paper quality) (GPV 2 per sheet)
085	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 5 gallons (GPV 50)
086	Silver Holy Symbol, All-Seeing Hawk Wedja (symbol of Horus, lesser god of righteous vengeance in the Egyptian Mythos) (GPV 50)
087	Silver Holy Symbol, All-Seeing Iris Mamitu (symbol of Ki, greater goddess of nature in the Sumerian Mythos) (GPV 50)

088	Silver Holy Symbol, Ankh and Star Wedja (symbol of Isis, greater goddess of magic in the Egyptian Mythos) (GPV 50)
089	Silver Holy Symbol, Axe and Blade Periapt (symbol of Ulkros, greater good of dooms in the Nowhen Mythos) (GPV 50)
090	Silver Holy Symbol, Axe and Moon Mamitu (symbol of Nanna-Sin, lesser god of the moon in the Sumerian Mythos) (GPV 50)
091	Silver Holy Symbol, Bearded Man Taufr (symbol of Forseti, greater god of justice in the Norse Mythos) (GPV 50)
092	Silver Holy Symbol, Binding Cord Wedja (symbol of Anhur, lesser god of war in the Egyptian Mythos) (GPV 50)
093	Silver Holy Symbol, Bird Among Clouds Amulet (symbol of Aedha of the Fey, lesser goddess of sky and weather in the Elven and Oldskull Mythoi) (GPV 50)
094	Silver Holy Symbol, Black Bow Tabij (symbol of Rudra, greater god of beasts in the Indian Mythos) (GPV 50)
095	Silver Holy Symbol, Black Cat Sigil (symbol of Aelurus, lord of cats in the Oldskull Mythos) (GPV 50)
096	Silver Holy Symbol, Black Hourglass Signum (symbol of Sish the Destroyer, greater god of time, entropy and decay in the Pegana and Oldskull Mythoi) (GPV 50)
097	Silver Holy Symbol, Black Jackal Wedja (symbol of Anubis, lesser god of the dead in the Egyptian Mythos) (GPV 50)
098	Silver Holy Symbol, Black Pearl Hushenfu (symbol of Chao Kung Ming, demigod of war in the Chinese Mythos) (GPV 50)
099	Silver Holy Symbol, Black Wheel Signum (symbol of Trogool the Thing, greater god of inescapable magic and inevitability in the Pegana and Oldskull Mythoi) (GPV 50)
100	Silver Holy Symbol, Blue Diamond Mamitu (symbol of Nin-Hursag, lesser goddess of the earth in the Sumerian Mythos) (GPV 50)
RESULTS 101 TO 200	
101	Silver Holy Symbol, Blue Eye Taufr (symbol of Odin, greater god of the heavens in the Norse Mythos) (GPV 50)
102	Silver Holy Symbol, Blue Rod Amulet (symbol of Ishtar, greater goddess of love and war in the Babylonian Mythos) (GPV 50)

103	Silver Holy Symbol, Bow and Moon Telesma (symbol of Artemis, lesser goddess of the hunt in the Greek Mythos) (GPV 50)



104	Silver Holy Symbol, Bowed Gargoyle Signum (symbol of Nodens, lesser god of the celestial abyss and protection in the Celtic, Cthulhu, and Oldskull Mythoi) (GPV 50)

105	Silver Holy Symbol, Broken Staff Signum (symbol of Jabim, demigod of broken things and scavenging in the Pegana and Oldskull Mythoi) (GPV 50)
106	Silver Holy Symbol, Bulging Pouch Periapt (symbol of Eterishaal, demigod of stealth in the Nowhen Mythos) (GPV 50)
107	Silver Holy Symbol, Burning Fire Tabij (symbol of Agni, greater god of fire in the Indian Mythos) (GPV 50)
108	Silver Holy Symbol, Burning Flame Signum (symbol of Gribaun, demigod of flame and burning in the Pegana and Oldskull Mythoi) (GPV 50)
109	Silver Holy Symbol, Cackling Goose Wedja (symbol of Geb, greater god of the earth in the Egyptian Mythos) (GPV 50)
110	Silver Holy Symbol, Cane Staff Omamori (symbol of Ebisu, lesser god of labor in the Japanese Mythos) (GPV 50)
111	Silver Holy Symbol, Cauldron Orra (symbol of Dagda, greater god of rulership in the Celtic Mythos) (GPV 50)
112	Silver Holy Symbol, Celestial Bull Wedja (symbol of Ptah, greater god of creation in the Egyptian Mythos) (GPV 50)
113	Silver Holy Symbol, Chained Man Signum (symbol of Dorozhand, greater god of fate and destiny in the Pegana and Oldskull Mythoi) (GPV 50)
114	Silver Holy Symbol, Chest of Apples Taufr (symbol of Idun, lesser goddess of spring in the Norse Mythos) (GPV 50)
115	Silver Holy Symbol, Clawed Cat Signum (symbol of Ulthar, lesser god of cats and righteous vengeance in the Cthulhu and Oldskull Mythoi) (GPV 50)
116	Silver Holy Symbol, Closed Eye Signum (symbol of Yoharneth-Lahai, lesser god of dreams and daydreams in the Pegana and Oldskull Mythoi) (GPV 50)
117	Silver Holy Symbol, Closed Eyes Amuletti (symbol of Untamo, lesser god of sleep in the Finnish Mythos) (GPV 50)
118	Silver Holy Symbol, Cloud and Wave Signum (symbol of Slid by the Sea, greater god of oceans and storms in the Pegana and Oldskull Mythoi) (GPV 50)
119	Silver Holy Symbol, Cloud Totem (symbol of Hotoru, lesser god of the wind in the Native American Mythos) (GPV 50)
120	Silver Holy Symbol, Clouded Sun Amulet (symbol of Anu, greater god of the sky in the Babylonian Mythos) (GPV 50)

121	Silver Holy Symbol, Clutched Stalactite Fetish (symbol of Olmberg Oldskull, lesser god of stone giants in the Oldskull Mythos) (GPV 50)
122	Silver Holy Symbol, Coin Triad Omamori (symbol of Daikoku, lesser god of wealth in the Japanese Mythos) (GPV 50)
123	Silver Holy Symbol, Conjoined Sphere Signum (symbol of Mana-Yood-Sushai, the creator god in the Pegana and Oldskull Mythoi) (GPV 50)
124	Silver Holy Symbol, Covered Mouth Signum (symbol of Hish, lesser god of silence in the Pegana and Oldskull Mythoi) (GPV 50)
125	Silver Holy Symbol, Coyote Totem (symbol of the Coyote Spirit, lesser god of lore in the Native American Mythos) (GPV 50)
126	Silver Holy Symbol, Crimson Hand Talisman (symbol of Itzamna, greater god of healing in the Central American Mythos) (GPV 50)
127	Silver Holy Symbol, Crimson Pentagram Telesma (symbol of Tyche, lesser goddess of fortune in the Greek Mythos) (GPV 50)
128	Silver Holy Symbol, Crimson Sword Omamori (symbol of Oh-Kuni-Nushi, demigod of heroes in the Japanese Mythos) (GPV 50)
129	Silver Holy Symbol, Crossed Battle Axes Amulet (symbol of Brokkr of the Silver Beard, greater god of warfare in the Dwarven and Oldskull Mythoi) (GPV 50)
130	Silver Holy Symbol, Crossed Sistrums Signum (symbol of Limpang-Tung, lesser god of revelry and roguery in the Pegana and Oldskull Mythoi) (GPV 50)
131	Silver Holy Symbol, Crossed Spears Orra (symbol of Morrigan, lesser goddess of war in the Celtic Mythos) (GPV 50)
132	Silver Holy Symbol, Crowned Oak Talisman (symbol of Erelane Elethil, lesser god of wood elves in the Oldskull Mythos) (GPV 50)
133	Silver Holy Symbol, Dancing Monkey Talisman (symbol of Xochipilli, lesser god of chance in the Central American Mythos) (GPV 50)
134	Silver Holy Symbol, Dancing Silhouette Signum (symbol of Treboge, demigod of shadows in the Pegana and Oldskull Mythoi) (GPV 50)
135	Silver Holy Symbol, Divine Thyrsus Telesma (symbol of Dionysus, lesser god of revelry in the Greek Mythos) (GPV 50)
136	Silver Holy Symbol, Dusty Ziggurat Signum (symbol of Zumbiboo, demigod of dust in the Pegana and Oldskull Mythoi) (GPV 50)

137	Silver Holy Symbol, Encircled Heart Amulet (symbol of Genovefa of the Eternal Pool, lesser goddess of love in the Elven and Oldskull Mythoi) (GPV 50)
138	Silver Holy Symbol, Evergreen Amuletti (symbol of Mielikki, lesser goddess of nature in the Finnish Mythos) (GPV 50)
139	Silver Holy Symbol, Fanged Lioness Wedja (symbol of Tefnut, lesser goddess of storms in the Egyptian Mythos) (GPV 50)
140	Silver Holy Symbol, Fanning Peacock Telesma (symbol of Heres, greater goddess of women in the Greek Mythos) (GPV 50)
141	Silver Holy Symbol, Feathered Serpent Talisman (symbol of Quetzalcoatl, greater god of the air in the Central American Mythos) (GPV 50)
142	Silver Holy Symbol, Fiery Axe Amulet (symbol of Girru, lesser god of fire in the Babylonian Mythos) (GPV 50)

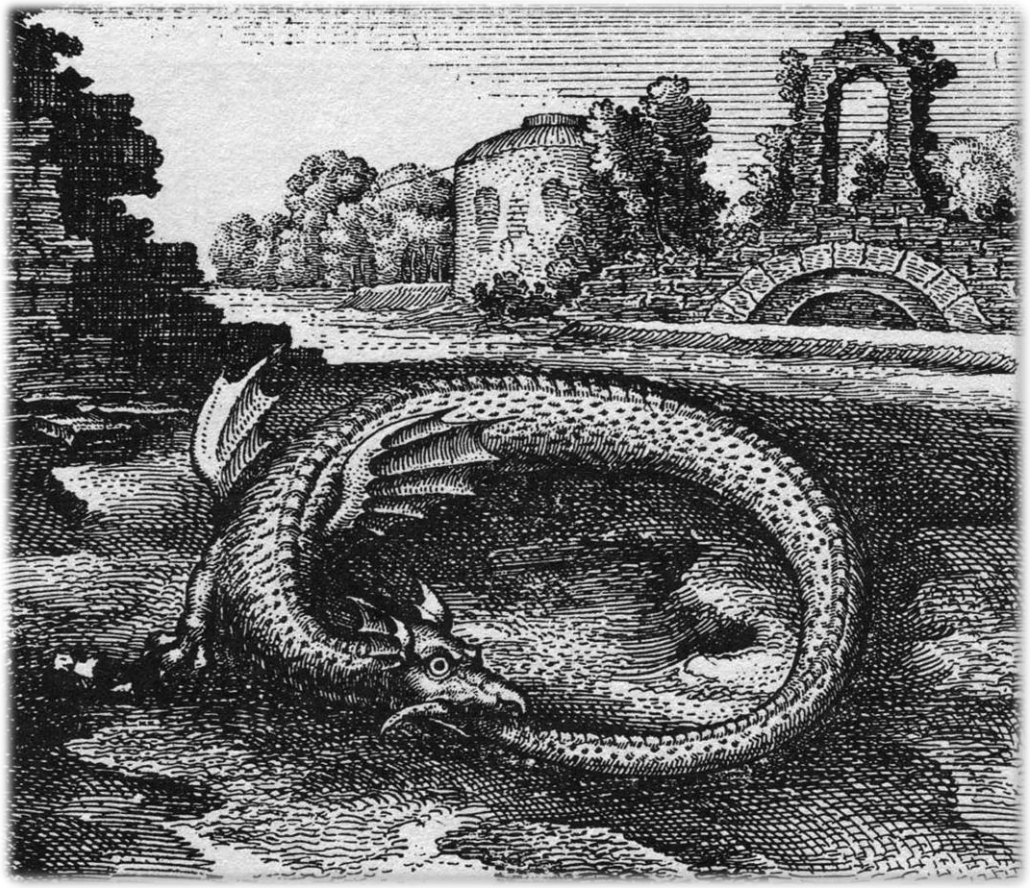


143	Silver Holy Symbol, Fiery Maiden Orra (symbol of Brigit, lesser goddess of fire in the Celtic Mythos) (GPV 50)
144	Silver Holy Symbol, Fistful of Thunderbolts Telesma (symbol of Zeus, greater god of the heavens in the Greek Mythos) (GPV 50)
145	Silver Holy Symbol, Flaming Sword Amuletti (symbol of Ukko, greater god of the heavens in the Finnish Mythos) (GPV 50)
146	Silver Holy Symbol, Full Moon Tabij (symbol of Varuna, greater god of order in the Indian Mythos) (GPV 50)
147	Silver Holy Symbol, Gem and Mountain Amulet (symbol of Durinn Lorestone, greater god of buried wealth and secrets in the Dwarven and Oldskull Mythoi) (GPV 50)
148	Silver Holy Symbol, Glowing Rectangle Periapt (symbol of Ooreth, demigod of wizardry in the Nowhen Mythos) (GPV 50)
149	Silver Holy Symbol, Goddess and Child Hushenfu (symbol of Kuan Yin, greater goddess of mercy in the Chinese Mythos) (GPV 50)
150	Silver Holy Symbol, Gold Nugget Talisman (symbol of Gorius Glimmerstone, greater god of all gnome kind in the Oldskull Mythos) (GPV 50)
151	Silver Holy Symbol, Grasped Sunbolt Hushenfu (symbol of Shang-Ti, greater god of the heavens in the Chinese Mythos) (GPV 50)
152	Silver Holy Symbol, Gray Mountain Signum (symbol of Crom, greater god of daring and heroes in the Hyborian and Oldskull Mythoi) (GPV 50)
153	Silver Holy Symbol, Great Beetle Wedja (symbol of Apshai, demigod of insects in the Egyptian Mythos) (GPV 50)
154	Silver Holy Symbol, Great Hammer Taufr (symbol of Thor, greater god of thunder in the Norse Mythos) (GPV 50)
155	Silver Holy Symbol, Great Longbow Taufr (symbol of Uller, lesser god of hunting in the Norse Mythos) (GPV 50)
156	Silver Holy Symbol, Great Oak Orra (symbol of Silvanus, greater god of the forest in the Celtic Mythos) (GPV 50)
157	Silver Holy Symbol, Great Trident Telesma (symbol of Poseidon, greater god of the seas in the Greek Mythos) (GPV 50)
158	Silver Holy Symbol, Guardian's Horn Taufr (symbol of Heimdall, greater god of the realm gates in the Norse Mythos) (GPV 50)

159	Silver Holy Symbol, Hammer and Anvil Talisman (symbol of Durion, greater god of all dwarf kind in the Oldskull Mythos) (GPV 50)
160	Silver Holy Symbol, Hammer and Anvil Telesma (symbol of Hephaestus, lesser god of artifice in the Greek Mythos) (GPV 50)
161	Silver Holy Symbol, Hawkman Wedja (symbol of Seker, lesser god of light in the Egyptian Mythos) (GPV 50)
162	Silver Holy Symbol, Hill and Shield Talisman (symbol of Rosamunda, greater goddess of all Halfling kind in the Oldskull Mythos) (GPV 50)
163	Silver Holy Symbol, Horned Lunar Disc Wedja (symbol of Nephthys, lesser goddess of wealth in the Egyptian Mythos) (GPV 50)
164	Silver Holy Symbol, Horse Totem (symbol of Hastseltsi, lesser god of racing in the Native American Mythos) (GPV 50)
165	Silver Holy Symbol, Icy Greatsword Taufr (symbol of Frey, greater god of the sun and the light elves in the Norse Mythos) (GPV 50)
166	Silver Holy Symbol, Icy Mountain Taufr (symbol of Magni, god of strength in the Norse Mythos) (GPV 50)
167	Silver Holy Symbol, Immaculate Seashell Telesma (symbol of Aphrodite, greater goddess of love in the Greek Mythos) (GPV 50)
168	Silver Holy Symbol, Iron Boot Taufr (symbol of Vidar, lesser god of strength in the Norse Mythos) (GPV 50)
169	Silver Holy Symbol, Jeweled Chalice Taufr (symbol of Balder, greater god of charisma in the Norse Mythos) (GPV 50)
170	Silver Holy Symbol, Joined Rings Amulet (symbol of Brunna Truehearth, greater goddess of homes and protection in the Dwarven and Oldskull Mythoi) (GPV 50)
171	Silver Holy Symbol, Kneeling Sage Signum (symbol of Hoodrazai, greater god of secrets and sorrow in the Pegana and Oldskull Mythoi) (GPV 50)
172	Silver Holy Symbol, Leaping Dolphin Talisman (symbol of Raesharis, lesser god of aquatic elves in the Oldskull Mythos) (GPV 50)
173	Silver Holy Symbol, Leaping Fish Talisman (symbol of Chalchiuhtlicue, lesser goddess of water in the Central American Mythos) (GPV 50)

174	Silver Holy Symbol, Lightning Bolt Hushenfu (symbol of Fei Lien and Feng Po, demigods of the wind in the Chinese Mythos) (GPV 50)
175	Silver Holy Symbol, Lightning Bolt Totem (symbol of Heng the Thunder Spirit, lesser god of storms in the Native American Mythos) (GPV 50)
176	Silver Holy Symbol, Lizard Egg Fetish (symbol of Srethriss, lesser god of lizard men in the Oldskull Mythos) (GPV 50)
177	Silver Holy Symbol, Long Arrow Amulet (symbol of Suibhne Many-Feather, lesser god of archery in the Elven and Oldskull Mythoi) (GPV 50)
178	Silver Holy Symbol, Looped Cross Amuletti (symbol of Ilmatar, lesser goddess of motherhood in the Finnish Mythos) (GPV 50)
179	Silver Holy Symbol, Lotus and Mace Tabij (symbol of Vishnu, greater god of mercy in the Indian Mythos) (GPV 50)
180	Silver Holy Symbol, Lotus Flower Tabij (symbol of Lakshmi, lesser goddess of fortune in the Indian Mythos) (GPV 50)
181	Silver Holy Symbol, Lunar Ibis Wedja (symbol of Thoth, greater god of knowledge in the Egyptian Mythos) (GPV 50)
182	Silver Holy Symbol, Mace and Thunderbolt Omamori (symbol of Raiden, greater god of thunder in the Japanese Mythos) (GPV 50)
183	Silver Holy Symbol, Man of Clay Signum (symbol of Kib the Sculptor, greater god of beasts and primitive men in the Pegana and Oldskull Mythoi) (GPV 50)
184	Silver Holy Symbol, Mare's Head Telesma (symbol of Demeter, lesser goddess of the harvest in the Greek Mythos) (GPV 50)
185	Silver Holy Symbol, Moon Disc Omamori (symbol of Tsukiyomi, greater god of the moon in the Japanese Mythos) (GPV 50)
186	Silver Holy Symbol, Mountain Ibex Mamitu (symbol of Enki, greater god of the waters in the Sumerian Mythos) (GPV 50)
187	Silver Holy Symbol, Oak and Mistletoe Orra (symbol of Diancecht, lesser god of healing in the Celtic Mythos) (GPV 50)
188	Silver Holy Symbol, Octagonal Mirror Omamori (symbol of Amaterasu, greater goddess of the sun in the Japanese Mythos) (GPV 50)
189	Silver Holy Symbol, Open Book Hushenfu (symbol of Chung Kuel, greater god of truth in the Chinese Mythos) (GPV 50)
190	Silver Holy Symbol, Open Hand Orra (symbol of Nuada, greater god of war in the Celtic Mythos) (GPV 50)

191	Silver Holy Symbol, Ostrich Feather Wedja (symbol of Shu, lesser god of the sky in the Egyptian Mythos) (GPV 50)
192	Silver Holy Symbol, Paired Hands Orra (symbol of Lugh, greater god of battle prowess in the Celtic Mythos) (GPV 50)
193	Silver Holy Symbol, Pinwheel Rod Tabij (symbol of Tvashtri, demigod of artifice in the Indian Mythos) (GPV 50)
194	Silver Holy Symbol, Quarter Moon Talisman (symbol of Aeterelon Tharelian, greater god of all elf kind in the Oldskull Mythos) (GPV 50)
195	Silver Holy Symbol, Radiant Fire Pit Signum (symbol of Habaniah, demigoddess of hearth and home in the Pegana and Oldskull Mythoi) (GPV 50)
196	Silver Holy Symbol, Radiant Ouroboros Sigil (symbol of the Ouroboros, king of all good dragons in the Oldskull Mythos) (GPV 50)



197	Silver Holy Symbol, Radiant Sunburst Mamitu (symbol of Utu, greater god of the sun in the Sumerian Mythos) (GPV 50)
198	Silver Holy Symbol, Radiant Sword Taufr (symbol of Tyr, god of righteous war in the Norse Mythos) (GPV 50)
199	Silver Holy Symbol, Raised Blade Taufr (symbol of Sif, lesser goddess of battle prowess in the Norse Mythos) (GPV 50)
200	Silver Holy Symbol, Raven Totem (symbol of the Raven Spirit, greater god of creation in the Native American Mythos) (GPV 50)
RESULTS 201 TO 300	
201	Silver Holy Symbol, Ribboned Helm Hushenfu (symbol of Yen-Wang-Yeh, greater god of the dead in the Chinese Mythos) (GPV 50)
202	Silver Holy Symbol, Rippling Water Amuletti (symbol of Ahto, greater god of the sea in the Finnish Mythos) (GPV 50)
203	Silver Holy Symbol, Rising Phoenix Signum (symbol of Mitra, lesser god of mercy and protection in the Hyborian and Oldskull Mythoi) (GPV 50)
204	Silver Holy Symbol, Rising Sun Tabij (symbol of Ushas, lesser goddess of the dawn in the Indian Mythos) (GPV 50)
205	Silver Holy Symbol, Runic Coin Amulet (symbol of Veigr Goldmane, greater god of wealth in the Dwarven and Oldskull Mythoi) (GPV 50)
206	Silver Holy Symbol, Running Man Signum (symbol of Roon the Going, lesser god of celerity and movement in the Pegana and Oldskull Mythoi) (GPV 50)
207	Silver Holy Symbol, Sagely Owl Telesma (symbol of Athena, greater goddess of wisdom in the Greek Mythos) (GPV 50)
208	Silver Holy Symbol, Sand Serpent Totem (symbol of the Snake-Man, greater god of reptiles in the Native American Mythos) (GPV 50)
209	Silver Holy Symbol, Scarlet Bird Hushenfu (symbol of Chih Sung-Tzu, greater god of rain in the Chinese Mythos) (GPV 50)
210	Silver Holy Symbol, Setting Sun Amulet (symbol of Luigsech the Unfading, lesser god of longevity in the Elven and Oldskull Mythoi) (GPV 50)

211	Silver Holy Symbol, Shining Pillar Sigil (symbol of Unum the Prime, great spirit of Nirvana in the Oldskull Mythos) (GPV 50)
212	Silver Holy Symbol, Sitting Dog Signum (symbol of Hobith, demigod of dogs in the Pegana and Oldskull Mythoi) (GPV 50)
213	Silver Holy Symbol, Sleeping Cat Signum (symbol of Pitsu, demigod of cats in the Pegana and Oldskull Mythoi) (GPV 50)
214	Silver Holy Symbol, Sleeping Maiden Signum (symbol of Hypnos, lesser god of sleep in the Greek, Cthulhu, and Oldskull Mythoi) (GPV 50)
215	Silver Holy Symbol, Slender Lyre Telesma (symbol of Apollo, greater god of the arts in the Greek Mythos) (GPV 50)
216	Silver Holy Symbol, Smoke Cloud Signum (symbol of Kilooloogung, demigod of smoke in the Pegana and Oldskull Mythoi) (GPV 50)
217	Silver Holy Symbol, Soaring Falcon Taufr (symbol of Freya, greater goddess of love in the Norse Mythos) (GPV 50)
218	Silver Holy Symbol, Solar Disc Wedja (symbol of Ra, greater god of the sun in the Egyptian Mythos) (GPV 50)
219	Silver Holy Symbol, Spiral Seashell Talisman (symbol of Nereus, lesser god of merfolk in the Greek and Oldskull Mythoi) (GPV 50)
220	Silver Holy Symbol, Sprouting Acorn Talisman (symbol of Taeanas, lesser god of centaurs and satyrs in the Oldskull Mythos) (GPV 50)
221	Silver Holy Symbol, Stone Drum Signum (symbol of Skarl the Drummer, lesser good of mesmerism and dance in the Pegana and Oldskull Mythoi) (GPV 50)
222	Silver Holy Symbol, Storm Net Amulet (symbol of Marduk, greater god of cities and storms in the Babylonian Mythos) (GPV 50)
223	Silver Holy Symbol, Stout Harp Taufr (symbol of Bragi, lesser god of storytelling in the Norse Mythos) (GPV 50)
224	Silver Holy Symbol, Striking Katana Omamori (symbol of Susanowo, greater god of storms in the Japanese Mythos) (GPV 50)
225	Silver Holy Symbol, Sun and Mountain Orra (symbol of Dunatis, lesser god of mountains in the Celtic Mythos) (GPV 50)
226	Silver Holy Symbol, Sun Bearer Talisman (symbol of Camaxtli, greater god of fate in the Central American Mythos) (GPV 50)
227	Silver Holy Symbol, Sun Disc Tabij (symbol of Surya, greater god of the sun in the Indian Mythos) (GPV 50)

228	Silver Holy Symbol, Sword and Flame Periapt (symbol of the Crimson God, lesser god of war in the Nowhen Mythos) (GPV 50)
229	Silver Holy Symbol, Sword and Hammer Orra (symbol of Goibhnie, lesser god of artifice in the Celtic Mythos) (GPV 50)
230	Silver Holy Symbol, Sword and Hammer Taufr (symbol of Modi, lesser god of valor in the Norse Mythos) (GPV 50)
231	Silver Holy Symbol, Sword and Thunderbolt Hushenfu (symbol of Wen Chung, demigod of thunder in the Chinese Mythos) (GPV 50)
232	Silver Holy Symbol, Tailed Dwarf Wedja (symbol of Bes, lesser god of luck in the Egyptian Mythos) (GPV 50)
233	Silver Holy Symbol, Taloned Eagle Talisman (symbol of Huitzilopochtli, lesser god of war in the Central American Mythos) (GPV 50)
234	Silver Holy Symbol, Three Waves Hushenfu (symbol of Shan Hai Ching, greater god of the sea in the Chinese Mythos) (GPV 50)
235	Silver Holy Symbol, Throwing Dagger Omamori (symbol of Hachiman, demigod of war in the Japanese Mythos) (GPV 50)
236	Silver Holy Symbol, Thunder Axe Mamitu (symbol of Enlil, greater god of the heavens in the Sumerian Mythos) (GPV 50)
237	Silver Holy Symbol, Thunderbolt Cloud Amulet (symbol of Ramman, lesser god of storms in the Babylonian Mythos) (GPV 50)
238	Silver Holy Symbol, Tormented Man Periapt (symbol of Raesek, demigod of perseverance in the Nowhen Mythos) (GPV 50)
239	Silver Holy Symbol, Tri-Forked Lightning Bolt Taufr (symbol of the Norns, spirits of fate in the Norse Mythos) (GPV 50)
240	Silver Holy Symbol, Twin-Bladed Axe Omamori (symbol of Ama-Tsu-Mara, lesser god of artifice in the Japanese Mythos) (GPV 50)
241	Silver Holy Symbol, Unfurled Scroll Orra (symbol of Oghma, greater god of knowledge in the Celtic Mythos) (GPV 50)
242	Silver Holy Symbol, Upright Peacock Tabij (symbol of Karttikeya, demigod of war in the Indian Mythos) (GPV 50)
243	Silver Holy Symbol, Upright Syrinx Telesma (symbol of Pan, lesser god of nature in the Greek Mythos) (GPV 50)
244	Silver Holy Symbol, Waiting Cat Wedja (symbol of Bast, lesser goddess of cats in the Egyptian Mythos) (GPV 50)

245	Silver Holy Symbol, Wave-Rayed Star Amulet (symbol of Eogan the Fickle, lesser god of mischief in the Elven and Oldskull Mythoi) (GPV 50)
246	Silver Holy Symbol, White Cat Taufr (symbol of Frigga, greater goddess of the sky in the Norse Mythos) (GPV 50)
247	Silver Holy Symbol, White Crown Wedja (symbol of Osiris, greater god of resurrection in the Egyptian Mythos) (GPV 50)
248	Silver Holy Symbol, White Diamond Omamori (symbol of Kishijoten, lesser goddess of luck in the Japanese Mythos) (GPV 50)
249	Silver Holy Symbol, White Elephant Tabij (symbol of Indra, greater god of the heavens in the Indian Mythos) (GPV 50)
250	Silver Holy Symbol, White Wave Orra (symbol of Manannan Mac Lir, greater god of the sea in the Celtic Mythos) (GPV 50)
251	Silver Holy Symbol, Wild Wave Taufr (symbol of Aegir, lesser god of storms in the Norse Mythos) (GPV 50)
252	Silver Holy Symbol, Winged Caduceus Telesma (symbol of Hermes, lesser god of rogues in the Greek Mythos) (GPV 50)
253	Silver Holy Symbol, Winged Chariot Hushenfu (symbol of Huan-Ti, lesser god of war in the Chinese Mythos) (GPV 50)
254	Silver Holy Symbol, Winged Maiden Telesma (symbol of Nike, lesser goddess of victory in the Greek Mythos) (GPV 50)
255	Silver Unholy Symbol, Acid-Dripping Sword Sigil (symbol of Zraal'et, demon prince of temptation in the Oldskull Mythos) (GPV 50)
256	Silver Unholy Symbol, Arrow Lotus Hushenfu (symbol of Tou Mu, lesser goddess of the north star in the Chinese Mythos) (GPV 50)
257	Silver Unholy Symbol, Beslimed Eye Sigil (symbol of Shoggoth'lex, demon lord of slimes in the Oldskull Mythos) (GPV 50)
258	Silver Unholy Symbol, Black Pearl Fetish (symbol of Mother Hydra, lesser goddess of the Deep Ones in the Cthulhu Mythos) (GPV 50)
259	Silver Unholy Symbol, Black Ram Telesma (symbol of Hades, greater god of the underworld in the Greek Mythos) (GPV 50)
260	Silver Unholy Symbol, Black Star Orra (symbol of Arawn, greater god of the dead in the Celtic Mythos) (GPV 50)
261	Silver Unholy Symbol, Blood-Dripping Axe Fetish (symbol of Ohlgroyalech, lesser god of goblins and hobgoblins in the Oldskull Mythos) (GPV 50)

262	Silver Unholy Symbol, Blood-Dripping Coin Sigil (symbol of Mammon, arch-devil of greed in the Oldskull Mythos) (GPV 50)
263	Silver Unholy Symbol, Burning Bowl Amuletti (symbol of Kiputytto, lesser goddess of sickness in the Finnish Mythos) (GPV 50)
264	Silver Unholy Symbol, Clawed Bird Periapt (symbol of Atiria, lesser goddess of devouring birds in the Nowhen Mythos) (GPV 50)
265	Silver Unholy Symbol, Clawed Hand Fetish (symbol of Vuldruul the Obliterator, lesser god of ogres and trolls in the Oldskull Mythos) (GPV 50)
266	Silver Unholy Symbol, Clawed Skull Signum (symbol of Mung, Lord of All Deaths, greater god of death in the Pegana and Oldskull Mythoi) (GPV 50)
267	Silver Unholy Symbol, Cloud and Thunderbolt Hushenfu (symbol of Lei Kung, greater god of thunder in the Chinese Mythos) (GPV 50)
268	Silver Unholy Symbol, Cloven Hoof Sigil (symbol of the Dis Pater, arch-devil of furies and torment in the Oldskull Mythos) (GPV 50)
269	Silver Unholy Symbol, Clutched Club Amuletti (symbol of Tuoni, greater god of the underworld in the Finnish Mythos) (GPV 50)
270	Silver Unholy Symbol, Clutched Dagger Amuletti (symbol of Loviatar, demigoddess of pain in the Finnish Mythos) (GPV 50)
271	Silver Unholy Symbol, Coiled Cobra Wedja (symbol of Set, greater god of evil in the Egyptian Mythos) (GPV 50)
272	Silver Unholy Symbol, Coiled Serpents Signum (symbol of Yig, lesser god of serpents and the underworld in the Cthulhu and Oldskull Mythoi) (GPV 50)
273	Silver Unholy Symbol, Crimson Mace Amulet (symbol of Druaga, lesser god of devils in the Babylonian Mythos) (GPV 50)
274	Silver Unholy Symbol, Crowned Skull Sigil (symbol of Koschei the Deathless, demon lord of frigid eternity in the Oldskull Mythos) (GPV 50)
275	Silver Unholy Symbol, Cyclopean Eye Fetish (symbol of Doruum-Sha, greater god of all orc kind in the Oldskull Mythos) (GPV 50)
276	Silver Unholy Symbol, Death Dog Talisman (symbol of Mictlantecuhtli, greater god of death in the Central American Mythos) (GPV 50)

277	Silver Unholy Symbol, Decapitated Head Amuletti (symbol of Tuonetar, greater goddess of the underworld in the Finnish Mythos) (GPV 50)
278	Silver Unholy Symbol, Diamond Eye Periapt (symbol of Grumloch, lesser god of the earth's treasures in the Nowhen Mythos) (GPV 50)
279	Silver Unholy Symbol, Ebon Spearman Amulet (symbol of Nergal, lesser god of the underworld in the Babylonian Mythos) (GPV 50)
280	Silver Unholy Symbol, Fanged Baboon Heads Sigil (symbol of Ulthrogorgon, demon prince of wrath in the Oldskull Mythos) (GPV 50)
281	Silver Unholy Symbol, Fanged Bat Talisman (symbol of Camazotz, greater god of bats and evil in the Central American Mythos) (GPV 50)
282	Silver Unholy Symbol, Fanged Spider Talisman (symbol of Shraetha, demon queen of the dark elves in the Oldskull Mythos) (GPV 50)
283	Silver Unholy Symbol, Fiery Demon Talisman (symbol of Huhueteotl, greater god of fire in the Central American Mythos) (GPV 50)
284	Silver Unholy Symbol, Five-Headed Dragon Sigil (symbol of Thalassa, queen of all evil dragons in the Oldskull Mythos) (GPV 50)
285	Silver Unholy Symbol, Flaming Greatsword (symbol of Surtr, lesser god of fire giants in the Norse Mythos) (GPV 50)
286	Silver Unholy Symbol, Forked Lightning Bolt Amuletti (symbol of Hiisi, greater god of evil in the Finnish Mythos) (GPV 50)
287	Silver Unholy Symbol, Forked Tongue Sigil (symbol of Mephistopheles, arch-devil of falsehood in the Oldskull Mythos) (GPV 50)
288	Silver Unholy Symbol, Gnome Skull Fetish (symbol of Khorkhortuul, lesser god of kobolds and gremlins in the Oldskull Mythos) (GPV 50)
289	Silver Unholy Symbol, Green Longbow Hushenfu (symbol of Chih-Chiang Fyu-Ya, demigod of archers in the Chinese Mythos) (GPV 50)
290	Silver Unholy Symbol, Horned Fly Sigil (symbol of Baal-Zebub, arch-devil of lies and decay in the Oldskull Mythos) (GPV 50)

291	Silver Unholy Symbol, Howling Wolf Signum (symbol of Wohoon, lesser god of unknown noises and fear in the Pegana and Oldskull Mythoi) (GPV 50)
292	Silver Unholy Symbol, Ice Spear Totem (symbol of Shakak, greater god of winter in the Native American Mythos) (GPV 50)
293	Silver Unholy Symbol, Icy Battle Axe Taufr (symbol of Thrym, lesser god of frost giants in the Norse Mythos) (GPV 50)
294	Silver Unholy Symbol, Infernal Bracelet Hushenfu (symbol of No Cha, demigod of thieves in the Chinese Mythos) (GPV 50)
295	Silver Unholy Symbol, Infernal Staff Mamitu (symbol of Inanna, greater goddess of love and war in the Sumerian Mythos) (GPV 50)
296	Silver Unholy Symbol, Inverted Pentacle Sigil (symbol of Baphometh, demon lord of forbidden knowledge in the Oldskull Mythos) (GPV 50)
297	Silver Unholy Symbol, Jeweled Dagger Amulet (symbol of Aurvangr, Lord of Greed, greater god of covetousness in the Dwarven and Oldskull Mythoi) (GPV 50)
298	Silver Unholy Symbol, Knotted Club Fetish (symbol of Blunderbore, lesser god of hill giants in the Oldskull Mythos) (GPV 50)
299	Silver Unholy Symbol, Leering Demon Face Sigil (symbol of Moloch, arch-devil of sacrifices in the Oldskull Mythos) (GPV 50)
300	Silver Unholy Symbol, Leering Reptile Fetish (symbol of Zaloshaar, lesser god of troglodytes in the Oldskull Mythos) (GPV 50)
301	Silver Unholy Symbol, Leering Skull Periapt (symbol of the Mortis, greater god of death in the Nowhen Mythos) (GPV 50)
302	Silver Unholy Symbol, Mist of Eyes Periapt (symbol of the Hatred, lesser god of hate in the Nowhen Mythos) (GPV 50)
303	Silver Unholy Symbol, Morning Star Fetish (symbol of Grugluch, lesser god of bugbears in the Oldskull Mythos) (GPV 50)
304	Silver Unholy Symbol, Pouncing Ocelot Talisman (symbol of Tlazolteotl, lesser goddess of vice in the Central American Mythos) (GPV 50)
305	Silver Unholy Symbol, Rat's Eyes Periapt (symbol of Kriskrich, lesser god of rats in the Nowhen Mythos) (GPV 50)



306	Silver Unholy Symbol, Robed Maiden Tabij (symbol of Ratri, demigoddess of thieves in the Indian Mythos) (GPV 50)
307	Silver Unholy Symbol, Rotted Ram's Head Sigil (symbol of Bubonicus, daemon lord of plagues in the Oldskull Mythos) (GPV 50)
308	Silver Unholy Symbol, Rotting Mushroom Sigil (symbol of Tz'gyrru, demon queen of fungi in the Oldskull Mythos) (GPV 50)
309	Silver Unholy Symbol, Ruby Sceptre Sigil (symbol of Ashmodai, arch-devil of rulership in the Oldskull Mythos) (GPV 50)
310	Silver Unholy Symbol, Scarlet Mace Tabij (symbol of Yama, demigod of death in the Indian Mythos) (GPV 50)
311	Silver Unholy Symbol, Screaming Skull Tabij (symbol of Kali, lesser goddess of destruction in the Indian Mythos) (GPV 50)
312	Silver Unholy Symbol, Setting Moon Telesma (symbol of Hecate, lesser goddess of magic in the Greek Mythos) (GPV 50)

313	Silver Unholy Symbol, Shadow Maiden Taufr (symbol of Hel, greater goddess of death in the Norse Mythos) (GPV 50)
314	Silver Unholy Symbol, Shadow Sphere Amulet (symbol of Anshar, lesser god of darkness in the Babylonian Mythos) (GPV 50)
315	Silver Unholy Symbol, Shark Head Fetish (symbol of Thragola'a, lesser god of sea devils in the Oldskull Mythos) (GPV 50)
316	Silver Unholy Symbol, Skull Obolus Telesma (symbol of Charon, daemon lord of the nether rivers in the Greek and Oldskull Mythoi) (GPV 50)
317	Silver Unholy Symbol, Skull Wand Sigil (symbol of Kholthruss, demon prince of the undead in the Oldskull Mythos) (GPV 50)



255	Silver Unholy Symbol, Acid-Dripping Sword Sigil (symbol of Zraal'et, demon prince of temptation in the Oldskull Mythos) (GPV 50)
256	Silver Unholy Symbol, Arrow Lotus Hushenfu (symbol of Tou Mu, lesser goddess of the north star in the Chinese Mythos) (GPV 50)
257	Silver Unholy Symbol, Beslimed Eye Sigil (symbol of Shoggoth'lex, demon lord of slimes in the Oldskull Mythos) (GPV 50)
258	Silver Unholy Symbol, Black Pearl Fetish (symbol of Mother Hydra, lesser goddess of the Deep Ones in the Cthulhu Mythos) (GPV 50)
259	Silver Unholy Symbol, Black Ram Telesma (symbol of Hades, greater god of the underworld in the Greek Mythos) (GPV 50)
260	Silver Unholy Symbol, Black Star Orra (symbol of Arawn, greater god of the dead in the Celtic Mythos) (GPV 50)
261	Silver Unholy Symbol, Blood-Dripping Axe Fetish (symbol of Ohlgroyalech, lesser god of goblins and hobgoblins in the Oldskull Mythos) (GPV 50)
262	Silver Unholy Symbol, Blood-Dripping Coin Sigil (symbol of Mammon, arch-devil of greed in the Oldskull Mythos) (GPV 50)
263	Silver Unholy Symbol, Burning Bowl Amuletti (symbol of Kiputytto, lesser goddess of sickness in the Finnish Mythos) (GPV 50)
264	Silver Unholy Symbol, Clawed Bird Periapt (symbol of Atiria, lesser goddess of devouring birds in the Nowhen Mythos) (GPV 50)
265	Silver Unholy Symbol, Clawed Hand Fetish (symbol of Vuldruul the Obliterator, lesser god of ogres and trolls in the Oldskull Mythos) (GPV 50)

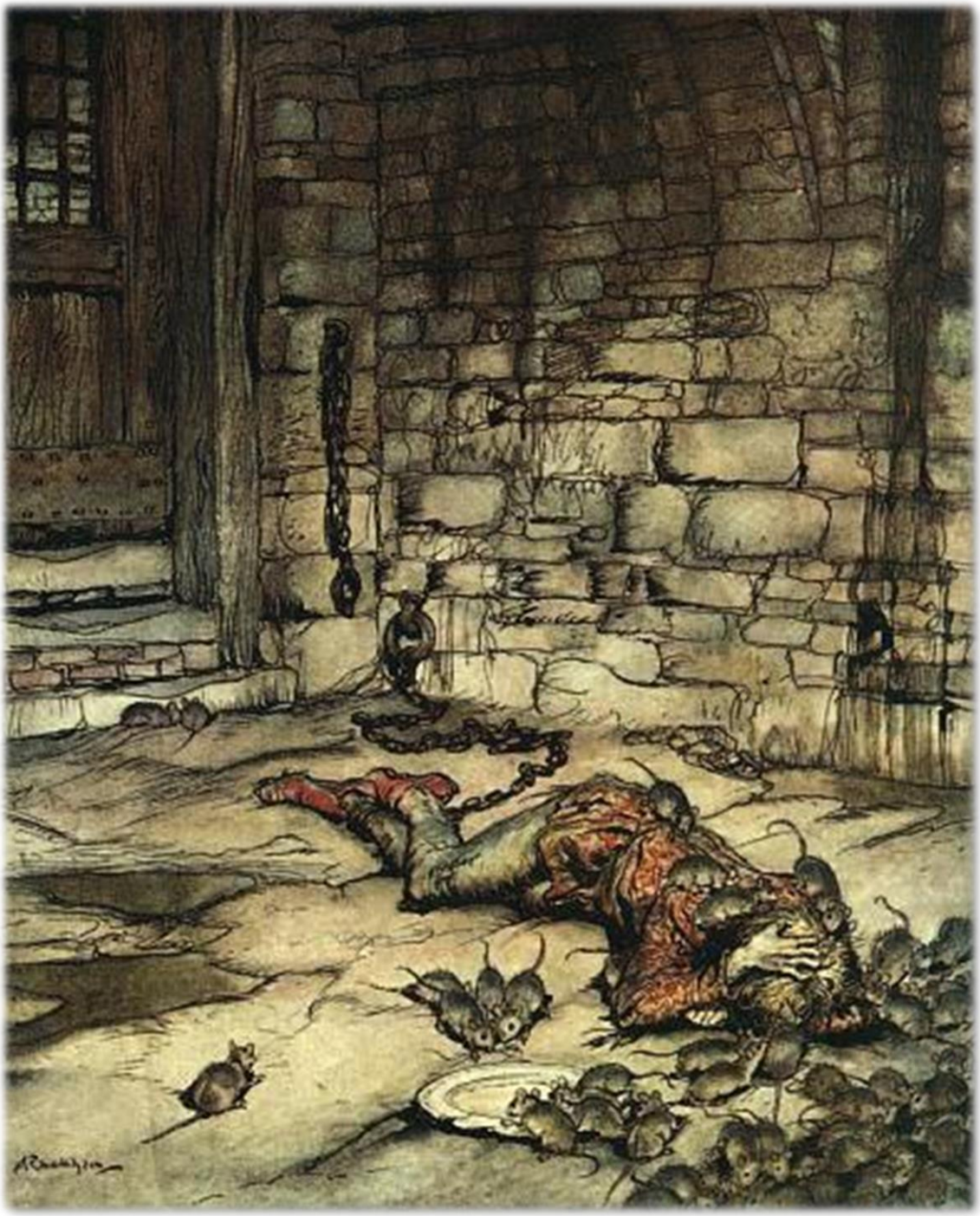


266	Silver Unholy Symbol, Clawed Skull Signum (symbol of Mung, Lord of All Deaths, greater god of death in the Pegana and Oldskull Mythoi) (GPV 50)
267	Silver Unholy Symbol, Cloud and Thunderbolt Hushenfu (symbol of Lei Kung, greater god of thunder in the Chinese Mythos) (GPV 50)
268	Silver Unholy Symbol, Cloven Hoof Sigil (symbol of the Dis Pater, arch-devil of furies and torment in the Oldskull Mythos) (GPV 50)
269	Silver Unholy Symbol, Clutched Club Amuletti (symbol of Tuoni, greater god of the underworld in the Finnish Mythos) (GPV 50)
270	Silver Unholy Symbol, Clutched Dagger Amuletti (symbol of Loviatar, demigoddess of pain in the Finnish Mythos) (GPV 50)

271	Silver Unholy Symbol, Coiled Cobra Wedja (symbol of Set, greater god of evil in the Egyptian Mythos) (GPV 50)
272	Silver Unholy Symbol, Coiled Serpents Signum (symbol of Yig, lesser god of serpents and the underworld in the Cthulhu and Oldskull Mythoi) (GPV 50)
273	Silver Unholy Symbol, Crimson Mace Amulet (symbol of Druaga, lesser god of devils in the Babylonian Mythos) (GPV 50)
274	Silver Unholy Symbol, Crowned Skull Sigil (symbol of Koschei the Deathless, demon lord of frigid eternity in the Oldskull Mythos) (GPV 50)
275	Silver Unholy Symbol, Cyclopean Eye Fetish (symbol of Doruum-Sha, greater god of all orc kind in the Oldskull Mythos) (GPV 50)
276	Silver Unholy Symbol, Death Dog Talisman (symbol of Mictlantecuhtli, greater god of death in the Central American Mythos) (GPV 50)
277	Silver Unholy Symbol, Decapitated Head Amuletti (symbol of Tuonetar, greater goddess of the underworld in the Finnish Mythos) (GPV 50)
278	Silver Unholy Symbol, Diamond Eye Periapt (symbol of Grumloch, lesser god of the earth's treasures in the Nowhen Mythos) (GPV 50)
279	Silver Unholy Symbol, Ebon Spearman Amulet (symbol of Nergal, lesser god of the underworld in the Babylonian Mythos) (GPV 50)
280	Silver Unholy Symbol, Fanged Baboon Heads Sigil (symbol of Ulthrogorgon, demon prince of wrath in the Oldskull Mythos) (GPV 50)
281	Silver Unholy Symbol, Fanged Bat Talisman (symbol of Camazotz, greater god of bats and evil in the Central American Mythos) (GPV 50)
282	Silver Unholy Symbol, Fanged Spider Talisman (symbol of Shraetha, demon queen of the dark elves in the Oldskull Mythos) (GPV 50)
283	Silver Unholy Symbol, Fiery Demon Talisman (symbol of Huhueteotl, greater god of fire in the Central American Mythos) (GPV 50)
284	Silver Unholy Symbol, Five-Headed Dragon Sigil (symbol of Thalassa, queen of all evil dragons in the Oldskull Mythos) (GPV 50)

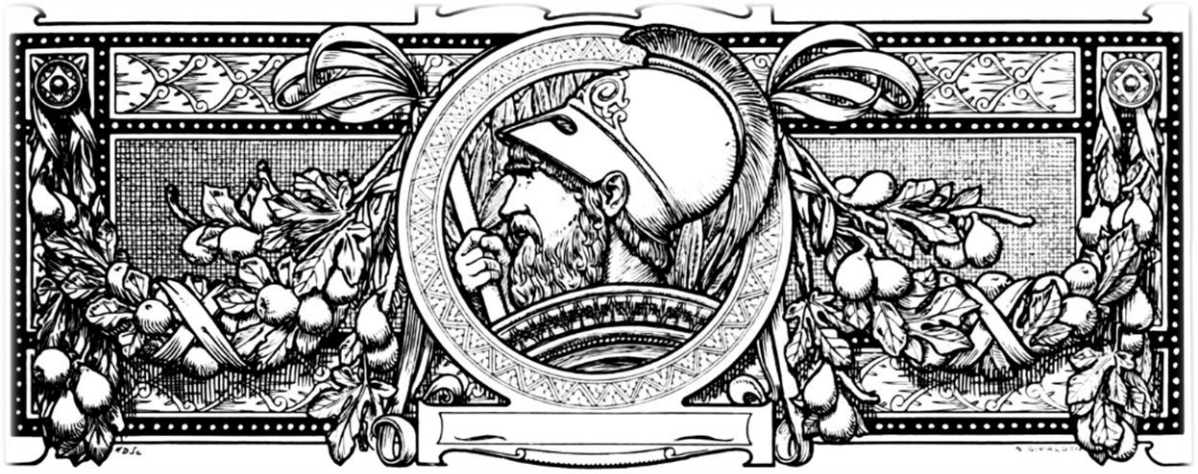
285	Silver Unholy Symbol, Flaming Greatsword (symbol of Surtr, lesser god of fire giants in the Norse Mythos) (GPV 50)
286	Silver Unholy Symbol, Forked Lightning Bolt Amuletti (symbol of Hiisi, greater god of evil in the Finnish Mythos) (GPV 50)
287	Silver Unholy Symbol, Forked Tongue Sigil (symbol of Mephistopheles, arch-devil of falsehood in the Oldskull Mythos) (GPV 50)
288	Silver Unholy Symbol, Gnome Skull Fetish (symbol of Khorkhortuul, lesser god of kobolds and gremlins in the Oldskull Mythos) (GPV 50)
289	Silver Unholy Symbol, Green Longbow Hushenfu (symbol of Chih-Chiang Fyu-Ya, demigod of archers in the Chinese Mythos) (GPV 50)
290	Silver Unholy Symbol, Horned Fly Sigil (symbol of Baal-Zebub, arch-devil of lies and decay in the Oldskull Mythos) (GPV 50)
291	Silver Unholy Symbol, Howling Wolf Signum (symbol of Wohoon, lesser god of unknown noises and fear in the Pegana and Oldskull Mythoi) (GPV 50)
292	Silver Unholy Symbol, Ice Spear Totem (symbol of Shakak, greater god of winter in the Native American Mythos) (GPV 50)
293	Silver Unholy Symbol, Icy Battle Axe Taufr (symbol of Thrym, lesser god of frost giants in the Norse Mythos) (GPV 50)
294	Silver Unholy Symbol, Infernal Bracelet Hushenfu (symbol of No Cha, demigod of thieves in the Chinese Mythos) (GPV 50)
295	Silver Unholy Symbol, Infernal Staff Mamitu (symbol of Inanna, greater goddess of love and war in the Sumerian Mythos) (GPV 50)
296	Silver Unholy Symbol, Inverted Pentacle Sigil (symbol of Baphometh, demon lord of forbidden knowledge in the Oldskull Mythos) (GPV 50)
297	Silver Unholy Symbol, Jeweled Dagger Amulet (symbol of Aurvangr, Lord of Greed, greater god of covetousness in the Dwarven and Oldskull Mythoi) (GPV 50)
298	Silver Unholy Symbol, Knotted Club Fetish (symbol of Blunderbore, lesser god of hill giants in the Oldskull Mythos) (GPV 50)
299	Silver Unholy Symbol, Leering Demon Face Sigil (symbol of Moloch, arch-devil of sacrifices in the Oldskull Mythos) (GPV 50)

300	Silver Unholy Symbol, Leering Reptile Fetish (symbol of Zaloshaar, lesser god of troglodytes in the Oldskull Mythos) (GPV 50)
RESULTS 301 TO 400	
301	Silver Unholy Symbol, Leering Skull Periapt (symbol of the Mortis, greater god of death in the Nowhen Mythos) (GPV 50)
302	Silver Unholy Symbol, Mist of Eyes Periapt (symbol of the Hatred, lesser god of hate in the Nowhen Mythos) (GPV 50)
303	Silver Unholy Symbol, Morning Star Fetish (symbol of Grugluch, lesser god of bugbears in the Oldskull Mythos) (GPV 50)
304	Silver Unholy Symbol, Pouncing Ocelot Talisman (symbol of Tlazolteotl, lesser goddess of vice in the Central American Mythos) (GPV 50)
305	Silver Unholy Symbol, Rat's Eyes Periapt (symbol of Kriskrich, lesser god of rats in the Nowhen Mythos) (GPV 50)



318	Silver Unholy Symbol, Smoke Jaguar Talisman (symbol of Tezcatlipoca, greater god of the sun in the Central American Mythos) (GPV 50)

319	Silver Unholy Symbol, Spear and Shield Totem (symbol of Tobadzistsini, lesser god of war in the Native American Mythos) (GPV 50)
320	Silver Unholy Symbol, Spider and Opal Periapt (symbol of the Spider God, demigod of spiders in the Nowhen Mythos) (GPV 50)
321	Silver Unholy Symbol, Staff-Bearing Skeleton Periapt (symbol of the Roaming Gods, the great undead ancestors in the Nowhen Mythos) (GPV 50)
322	Silver Unholy Symbol, Three-Headed Demon Hushenfu (symbol of Lu Yueh, lesser god of plagues in the Chinese Mythos) (GPV 50)
323	Silver Unholy Symbol, Three-Headed Flail Sigil (symbol of Haenog'ghul, demon lord of gnoles and ghouls in the Oldskull Mythos) (GPV 50)
324	Silver Unholy Symbol, Three-Pointed Star Periapt (symbol of the Gods of Trouble, lesser gods of woe in the Nowhen Mythos) (GPV 50)
325	Silver Unholy Symbol, Torch Totem (symbol of Hastsezini, lesser god of fire in the Native American Mythos) (GPV 50)
326	Silver Unholy Symbol, Tusked Deer Talisman (symbol of Tlaloc, greater god of rain in the Central American Mythos) (GPV 50)
327	Silver Unholy Symbol, Twisting Flame Taufr (symbol of Loki, greater god of mischief in the Norse Mythos) (GPV 50)
328	Silver Unholy Symbol, Two-Pronged Fork Sigil (symbol of Belial, arch-devil of pain in the Oldskull Mythos) (GPV 50)



329	Silver Unholy Symbol, War Spear Telesma (symbol of Ares, greater god of war in the Greek Mythos) (GPV 50)
330	Silver Unholy Symbol, Water Lizard Signum (symbol of Bokrug, lesser god of amphibians and intolerance in the Cthulhu and Oldskull Mythoi) (GPV 50)
331	Silver Unholy Symbol, Wild Beast Sigil (symbol of Geryone, arch-devil of labyrinths and minotaurs in the Oldskull Mythos) (GPV 50)
332	Silver Unholy Symbol, Winged Ape Sigil (symbol of Ruz-Dol'Muu, demon prince of deception in the Oldskull Mythos) (GPV 50)
333	Silver Unholy Symbol, Winged Demon Sigil (symbol of Pazuzu, demon prince of storms in the Oldskull Mythos) (GPV 50)
334	Silver Unholy Symbol, Withered Oak Bough Amuletti (symbol of Surma, demigod of death in the Finnish Mythos) (GPV 50)
335	Small (3' x 6', 2 square yards), Crude Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 50)
336	Small Baku Tusk (GPV 50)
337	Small Electrum (gold and silver) Ingot (100 coin equivalent) (GPV 50)
338	Small Pouch of Old Tobias Pipeweed (GPV 50)
339	Vial-Measure of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50)
340	Vial-Measure of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50)
341	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 126 gallons (GPV 50.4)
342	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 126 gallons (GPV 50.4)
343	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Ale (GPV 8 SP per gallon); 63 gallons (GPV 50.4)
344	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Small Beer (GPV 2 SP per gallon); 252 gallons (GPV 50.4)
345	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Ale (GPV 8 SP per gallon); 63 gallons (GPV 50.4)

346	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 126 gallons (GPV 50.4)
347	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 126 gallons (GPV 50.4)
348	Narrow (3' x 12', 4 square yards), Crude Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 52)
349	Small (3' x 6', 2 square yards), Damaged Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 52)
350	Small (gnome- or halfling-sized), Gnome-Forged Ring Mail (GPV 52) (+1 Armor Class bonus, normal weight)
351	3 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
352	9 Fine Sable Pelts (GPV 6 each)
353	9 Fine Seal Pelts (GPV 6 each)
354	9 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
355	Damaged Mink-Trimmed Fur Garment (GPV 54)
356	Dwarf-Sized, Elven-Forged Ring Mail (GPV 54) (encumbrance and weight reduced by 25%)
357	Dwarf-Sized, Gnome-Crafted Cuir Bouilli Studded Leather Armor (GPV 54) (+1 Armor Class bonus, normal weight)
358	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 9 gallons (GPV 54)
359	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 9 gallons (GPV 54)
360	Vial of Labdanum Oil Perfume (or Unguent) (GPV 18 per ounce) (3 ounces)
361	11 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
362	11 Heavy Sable Pelts (GPV 5 each)
363	11 Heavy Seal Pelts (GPV 5 each)
364	11 Sable Pelts (GPV 5 each)
365	11 Seal Pelts (GPV 5 each)
366	11 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)

367	7 Ivory Giant Boar Tusks (GPV 8 each)
368	Half-Vial of Iris Blossom Perfume (or Unguent) (GPV 28 per ounce) (2 ounces)
369	Long (6' x 12', 8 square yards), Crude Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 56)
370	Long (6' x 12', 8 square yards), Ornate Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 56)
371	Narrow (3' x 12', 4 square yards), Damaged Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 56)
372	Small (3' x 6', 2 square yards), Fine Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 56)
373	Small (3' x 6', 2 square yards), Ornate Woven Wool Tapestry (or brocade, rug, etc.) (GPV 56)
374	Small (gnome- or halfling-sized), Gnome-Forged Scale Mail (GPV 56) (+1 Armor Class bonus, normal weight)
375	10 Fine Sable Pelts (GPV 6 each)
376	10 Fine Seal Pelts (GPV 6 each)
377	10 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
378	10 Sticks of Lavender Incense (GPV 6 each)
379	12 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
380	12 Heavy Sable Pelts (GPV 5 each)
381	12 Heavy Seal Pelts (GPV 5 each)
382	12 Sable Pelts (GPV 5 each)
383	12 Seal Pelts (GPV 5 each)
384	12 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
385	15 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
386	2 Fine Scrimshaw Carvings (carved by a mariner from aquatic monster teeth) (GPV 30 each)
387	2 Masses of Honey "Bread" from a Giant Bee Hive (GPV 30 each)
388	2 Sets of Dwarf-Sized Ring Mail (GPV 30 each)
389	2 Sets of Elf-Sized Ring Mail (GPV 30 each)
390	2 Sets of Human-Sized Ring Mail (GPV 30 each)
391	2 Sets of Large (half-ogre sized) Ring Mail (GPV 30 each)

392	2 Sets of Small (gnome- or halfling-sized) Ring Mail (GPV 30 each)
393	3 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
394	3 Ivory Sperm Whale Teeth (GPV 20 each)
395	3 Silver Ingots (400 coin equivalent each) (GPV 20 each)
396	30 Small Monster-Fur Pelts (type(s) appropriate to setting) (GPV 2 each)
397	4 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
398	4 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
399	4 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
400	4 Ivory Killer Whale Teeth (GPV 15 each)
RESULTS 401 TO 500	
401	6 Ivory Hippopotamus Teeth (GPV 10 each)
402	6 Large Gold Nuggets (GPV 10 each)
403	Belt Pouch of Birthwort (healing herbs, 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (3 doses) (GPV 20 per dose)
404	Damaged Muskrat-Fur Cape (GPV 60)
405	Damaged Muskrat-Fur Jacket (GPV 60)
406	Dwarf-Sized, Gnome-Forged Ring Mail (GPV 60) (+1 Armor Class bonus, normal weight)
407	Elf-Sized, Elven-Forged Ring Mail (GPV 60) (encumbrance and weight reduced by 25%)
408	Elf-Sized, Gnome-Crafted Cuir Bouilli Studded Leather Armor (GPV 60) (+1 Armor Class bonus, normal weight)
409	Half-Satchel of Marsh-Mallow Poultice (healing herbs, 1 dose restores 1D3 hit points, only works on burn damage, 1 use per day) (5 doses) (GPV 12 per dose)
410	Half-Vial of Musk Perfume (or Unguent) (GPV 30 per ounce) (2 ounces)

411	Human-Sized, Elven-Forged Ring Mail (GPV 60) (encumbrance and weight reduced by 25%)
412	Human-Sized, Gnome-Crafted Cuir Bouilli Studded Leather Armor (GPV 60) (+1 Armor Class bonus, normal weight)
413	Large (half-ogre sized) Glued Canvas Acheton (GPV 60) (padded armor; +1 Armor Class bonus, normal weight)
414	Large Satchel of Aaron's Rod (healing herbs, 1 dose restores 1D4 hit points, effect duration only 2 hours, then damage returns) (20 doses) (GPV 3 per dose)
415	Narrow (3' x 12', 4 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 60)
416	Ornate Scrimshaw Carving (carved by a mariner from aquatic monster teeth) (GPV 60)
417	Small (3' x 6', 2 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 60)
418	Small (gnome- or halfling-sized) Chain Mail (GPV 60)
419	Small (gnome- or halfling-sized), Gnome-Crafted Cuir Bouilli Leather Armor (GPV 60) (+1 Armor Class bonus, normal weight)
420	Vial of Balsam Water Perfume (or Unguent) (GPV 20 per ounce) (3 ounces)
421	Dwarf-Sized, Gnome-Forged Scale Mail (GPV 63) (+1 Armor Class bonus, normal weight)
422	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Mead (GPV 2 GP per gallon); 31.5 gallons (GPV 63)
423	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 31.5 gallons (GPV 63)
424	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 63 gallons (GPV 63)
425	Ragged Mink-Trimmed Fur Garment (GPV 63)
426	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 63 gallons (GPV 63)
427	8 Ivory Giant Boar Tusks (GPV 8 each)
428	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 16 gallons (GPV 64)

429	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 16 gallons (GPV 64)
430	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 16 gallons (GPV 64)
431	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Brandy (GPV 16 GP per gallon); 4 gallons (GPV 64)
432	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 4 gallons (GPV 64)
433	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of White Wine (GPV 8 GP per gallon); 8 gallons (GPV 64)
434	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of White Wine (GPV 8 GP per gallon); 8 gallons (GPV 64)
435	Long (6' x 12', 8 square yards), Damaged Woven Wool Tapestry (or brocade, rug, etc.) (GPV 64)
436	Narrow (3' x 12', 4 square yards), Crude Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 64)
437	Narrow (3' x 12', 4 square yards), Fine Woven Wool Tapestry (or brocade, rug, etc.) (GPV 64)
438	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Mead (GPV 2 GP per gallon); 32 gallons (GPV 64)
439	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 32 gallons (GPV 64)
440	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of White Wine (GPV 8 GP per gallon); 8 gallons (GPV 64)
441	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 16 gallons (GPV 64)
442	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 16 gallons (GPV 64)
443	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 16 gallons (GPV 64)
444	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 16 gallons (GPV 64)

445	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 16 gallons (GPV 64)
446	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 16 gallons (GPV 64)
447	Small (3' x 6', 2 square yards), Damaged Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 64)
448	Small (gnome- or halfling-sized) Splint Mail (GPV 64)
449	Very Large (12' x 12', 16 square yards), Crude Woven Wool Tapestry (or brocade, rug, etc.) (GPV 64)
450	Very Large (12' x 12', 16 square yards), Fine Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 64)
451	13 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
452	13 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
453	Elf-Sized, Gnome-Forged Ring Mail (GPV 65) (+1 Armor Class bonus, normal weight)
454	Human-Sized, Gnome-Forged Ring Mail (GPV 65) (+1 Armor Class bonus, normal weight)
455	11 Fine Sable Pelts (GPV 6 each)
456	11 Fine Seal Pelts (GPV 6 each)
457	Vial of Water Lily Perfume (or Unguent) (GPV 22 per ounce) (3 ounces)
458	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Ale (GPV 8 SP per gallon); 84 gallons (GPV 67.2)
459	Dwarf-Sized Chain Mail (GPV 68)
460	Dwarf-Sized, Gnome-Crafted Cuir Bouilli Leather Armor (GPV 68) (+1 Armor Class bonus, normal weight)
461	Large (half-ogre sized) Scale Mail (GPV 68)
462	10 Sticks of Rosemary Incense (GPV 7 each)
463	14 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
464	14 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
465	7 Ivory Hippopotamus Teeth (GPV 10 each)
466	7 Large Gold Nuggets (GPV 10 each)

467	Elf-Sized, Gnome-Forged Scale Mail (GPV 70) (+1 Armor Class bonus, normal weight)
468	Flask of Alchemically Preserved Triton's Blood (used to make Sweet Water Potions) (GPV 70)
469	Half-Vial of Terebinth Oil Perfume (or Unguent) (GPV 35 per ounce) (2 ounces)
470	Human-Sized, Gnome-Forged Scale Mail (GPV 70) (+1 Armor Class bonus, normal weight)
471	Pouch of Woundwort (healing herbs, 1 dose restores 1D3 hit points, only works on bleeding wounds, 2 uses per day) (2 doses) (GPV 35 per dose)
472	Ragged Muskrat-Fur Cape (GPV 70)
473	Ragged Muskrat-Fur Jacket (GPV 70)
474	12 Fine Sable Pelts (GPV 6 each)
475	12 Fine Seal Pelts (GPV 6 each)
476	4 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
477	Damaged Ermine-Trimmed Fur Garment (GPV 72)
478	Dwarf-Sized Splint Mail (GPV 72)
479	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 12 gallons (GPV 72)
480	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 12 gallons (GPV 72)
481	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of White Wine (GPV 8 GP per gallon); 9 gallons (GPV 72)
482	Huge (12' x 18', 24 square yards), Emblematic Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 72)
483	Immense (18' x 18', 36 square yards), Damaged Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 72)
484	Long (6' x 12', 8 square yards), Antique Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 72)
485	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 18 gallons (GPV 72)
486	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 18 gallons (GPV 72)

487	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 18 gallons (GPV 72)
488	Small (3' x 6', 2 square yards), Antique Woven Wool Tapestry (or brocade, rug, etc.) (GPV 72)
489	Small (gnome- or halfling-sized) Banded Mail (GPV 72)
490	Small (gnome- or halfling-sized), Elven-Forged Scale Mail (GPV 72) (encumbrance and weight reduced by 25%)
491	Stained Mink-Trimmed Fur Garment (GPV 72)



GPV 75	
492	15 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
493	15 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
494	15 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
495	15 Medium Monster-Fur Pelts (type(s) appropriate to setting) (GPV 5 each)
496	15 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
497	15 Sticks of Bdellium Incense (GPV 5 each)
498	3 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
499	3 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
500	3 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
RESULTS 501 TO 600	
501	3 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
502	3 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
503	3 Ivory Walrus Tusks (GPV 25 each)
504	3 Very Large Gold Nuggets (GPV 25 each)
505	5 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
506	5 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
507	5 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
508	5 Huge Monster-Fur Pelts (type(s) appropriate to setting) (GPV 15 each)
509	5 Ivory Killer Whale Teeth (GPV 15 each)

510	5 Sticks of Cedar Incense (GPV 15 each)
511	Alchemically Preserved Set of Giant Beetle Legs (used to make Climbing Potions) (GPV 75)
512	Battle Axe of Silvered Steel (weaker edge, -1 damage) (GPV 75)



513	Belt Pouch of Long-Leaf Pipeweed (GPV 75)
514	Belt Pouch of Miscellaneous Spell Components (non-magical reagents for 20-24 different spells) (GPV 75)
515	Damaged Seal-Fur Cape (GPV 75)
516	Damaged Seal-Fur Jacket (GPV 75)
517	Damaged Small Elephant Tusk (weight 25 pounds; GPV 3 per pound) (GPV 75)
518	Death Flask of Aqua Fortis (alchemical nitric acid; 8 ounces, can be thrown as a grenade-like missile, damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful) (GPV 75)
519	Death Flask of Slime Daemon Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds,

	requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful) (GPV 75)
520	Elf-Sized Chain Mail (GPV 75)
521	Elf-Sized, Gnome-Crafted Cuir Bouilli Leather Armor (GPV 75) (+1 Armor Class bonus, normal weight)
522	Flask of Alchemically Preserved Nixie Blood (used to make Human Control Potions) (GPV 75)
523	Gold and Velvet Mask (GPV 75)
524	Half-Satchel of Henbane (healing herbs, 1 dose restores 1D2 hit points, 1 use per day) (5 doses) (GPV 15 per dose)
525	Half-Satchel of Juniper Berry Juice (healing herb elixir, 1 dose restores 1D4 hit points, but only if the recipience was at -1 or fewer hit points, 1 use per day) (5 doses) (GPV 15 per dose)
526	Half-Satchel of Saint John's Wort Poultice (healing herbs, 1 dose restores 1D3 hit points if the damage was suffered less than 2 minutes ago, 2 uses per day) (5 doses) (GPV 15 per dose)
527	Huge Ivory Walrus Tusk (GPV 75)
528	Human-Sized Chain Mail (GPV 75)
529	Human-Sized, Gnome-Crafted Cuir Bouilli Leather Armor (GPV 75) (+1 Armor Class bonus, normal weight)
530	Large Steel Shield (requires Strength 18/50+ to use effectively; +1 Armor Class vs. melee, +2 Armor Class vs. missiles, saves vs. damage as metal; can block 4 attacks per melee round) (GPV 75)
531	Padded Horse Barding (improves mount Armor Class by 1; saves vs. damage as cloth) (GPV 75)
532	Quire (25 sheets) of Good Papyrus (used to create spell scrolls and books; spell transcription has a +3% chance of failure due to low paper quality) (GPV 3 per sheet)
533	Small Pouch of South-Hold Farthing Pipeweed (GPV 75)
534	Small Sandstone Statuette (approximate weight 5 to 10 lbs.) (GPV 75)
535	Small Travertine Statuette (approximate weight 5 to 10 lbs.) (GPV 75)
536	Vial of Jasmine Oil Perfume (or Unguent) (GPV 25 per ounce) (3 ounces)
537	Small (3' x 6', 2 square yards), Emblematic Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 78)
538	1 Bolt of Silk (40 yards rolled length) (GPV 80)

539	10 Sticks of Damask Rose Incense (GPV 8 each)
540	16 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
541	16 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
542	2 Acid Flasks of Black Willow Sap (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D6-1 (minimum 1 point per flask) for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +3, resulting in 3D6 damage if save is failed, or 1D4+1 damage if successful per flask) (GPV 40 per flask)
543	2 Ancient Scrimshaw Carvings (carved by a mariner from whale baleen) (GPV 40 each)
544	2 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
545	2 Fine Scrimshaw Carvings (carved by a mariner from whale teeth) (GPV 40 each)
546	2 Ornate Scrimshaw Carvings (carved by a mariner from a walrus tusk) (GPV 40 each)
547	20 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
548	3 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
549	4 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
550	4 Ivory Sperm Whale Teeth (GPV 20 each)
551	4 Silver Ingots (400 coin equivalent each) (GPV 20 each)
552	8 Ivory Hippopotamus Teeth (GPV 10 each)
553	8 Large Gold Nuggets (GPV 10 each)
554	Ancient Scrimshaw Carving (carved by a mariner from a walrus tusk) (GPV 80)
555	Dwarf-Sized Splint Mail (GPV 80)
556	Elf-Sized Splint Mail (GPV 80)
557	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 4 gallons (GPV 80)
558	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 2.5 gallons (GPV 80)

559	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 2.5 gallons (GPV 80)
560	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 8 gallons (GPV 80)
561	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 8 gallons (GPV 80)
562	Human-Sized Splint Mail (GPV 80)
563	Large (half-ogre sized) Splint Mail (GPV 80)
564	Large Satchel of Garlic Poultice (healing herbs, each does has a 50% chance to double normal healing rate for one full day's rest, 1 use per day) (20 doses) (GPV 4 per dose)
565	Long (6' x 12', 8 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 80)
566	Narrow (3' x 12', 4 square yards), Crude Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 80)
567	Narrow (3' x 12', 4 square yards), Damaged Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 80)
568	Ornate Scrimshaw Carving (carved by a mariner from whale teeth) (GPV 80)
569	Pouch of Herb True-Love Poultice (healing herbs, with two possible effects: [1] 1 dose restores 1 hit point, 3 uses per day; [2] 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (2 doses) (GPV 40 per dose)
570	Satchel of Adder's-Tongue (healing herbs, each dose doubles normal healing rate for one full day's rest) (10 doses) (GPV 8 per dose)
571	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 8 gallons (GPV 80)
572	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Brandy (GPV 16 GP per gallon); 5 gallons (GPV 80)
573	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 5 gallons (GPV 80)
574	Silver-Tipped Lance (GPV 80)



575	Small (3' x 6', 2 square yards), Damaged Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 80)
576	Small (3' x 6', 2 square yards), Fine Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 80)
577	Small (gnome- or halfling-sized) Bronze Plate Mail (GPV 80)
578	Small (gnome- or halfling-sized) Splint Mail (GPV 80)
579	Small (gnome- or halfling-sized), Dwarf-Forged Chain Mail (GPV 80) (+1 Armor Class bonus, normal weight)
580	Stained Muskrat-Fur Cape (GPV 80)
581	Stained Muskrat-Fur Jacket (GPV 80)
582	Dwarf-Sized Banded Mail (GPV 81)
583	Dwarf-Sized, Elven-Forged Scale Mail (GPV 81) (encumbrance and weight reduced by 25%)
584	Faded Mink-Trimmed Fur Garment (GPV 81)
585	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Mead (GPV 2 GP per gallon); 42 gallons (GPV 84)
586	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 42 gallons (GPV 84)

587	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 21 gallons (GPV 84)
588	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 21 gallons (GPV 84)
589	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 21 gallons (GPV 84)
590	Large (9' x 12', 12 square yards), Crude Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 84)
591	Large (9' x 12', 12 square yards), Ornate Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 84)
592	Narrow (3' x 12', 4 square yards), Emblematic Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 84)
593	Ragged Ermine-Trimmed Fur Garment (GPV 84)
594	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 84 gallons (GPV 84)
595	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Mead (GPV 2 GP per gallon); 42 gallons (GPV 84)
596	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 42 gallons (GPV 84)
597	Vial of Iris Blossom Perfume (or Unguent) (GPV 28 per ounce) (3 ounces)
598	17 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
599	17 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
600	5 Sticks of Rosewood Incense (GPV 17 each)
RESULTS 601 TO 700	
601	Ragged Seal-Fur Cape (GPV 87)
602	Ragged Seal-Fur Jacket (GPV 87)
603	Quire (25 sheets) of Fine Papyrus (used to create spell scrolls and books; spell transcription has a +2% chance of failure due to middling paper quality) (GPV 3.5 per sheet)
604	15 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
605	15 Sticks of Lavender Incense (GPV 6 each)

606	18 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
607	18 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
608	2 Sets of Dwarf-Sized Scale Mail (GPV 45 each)
609	2 Sets of Elf-Sized Scale Mail (GPV 45 each)
610	2 Sets of Human-Sized Scale Mail (GPV 45 each)
611	2 Sets of Large (half-ogre sized) Scale Mail (GPV 45 each)
612	2 Sets of Small (gnome- or halfling-sized) Scale Mail (GPV 45 each)
613	3 Masses of Honey "Bread" from a Giant Bee Hive (GPV 30 each)
614	3 Sets of Dwarf-Sized Ring Mail (GPV 30 each)
615	3 Sets of Elf-Sized Ring Mail (GPV 30 each)
616	3 Sets of Human-Sized Ring Mail (GPV 30 each)
617	3 Sets of Large (half-ogre sized) Ring Mail (GPV 30 each)
618	3 Sets of Small (gnome- or halfling-sized) Ring Mail (GPV 30 each)
619	5 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
620	5 Sticks of Frankincense Incense (GPV 18 each)
621	6 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
622	6 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
623	6 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
624	6 Ivory Killer Whale Teeth (GPV 15 each)
625	9 Large Gold Nuggets (GPV 10 each)
626	Damaged Sable-Trimmed Fur Garment (GPV 90)
627	Damaged Small Mastodon Tusk (weight 30 pounds; GPV 3 per pound) (GPV 90)
628	Dwarf-Sized Banded Mail (GPV 90)
629	Dwarf-Sized Bronze Plate Mail (GPV 90)
630	Dwarf-Sized Chain Mail (GPV 90)
631	Dwarf-Sized, Dwarf-Forged Chain Mail (GPV 90) (+1 Armor Class bonus, normal weight)
632	Elf-Sized Banded Mail (GPV 90)

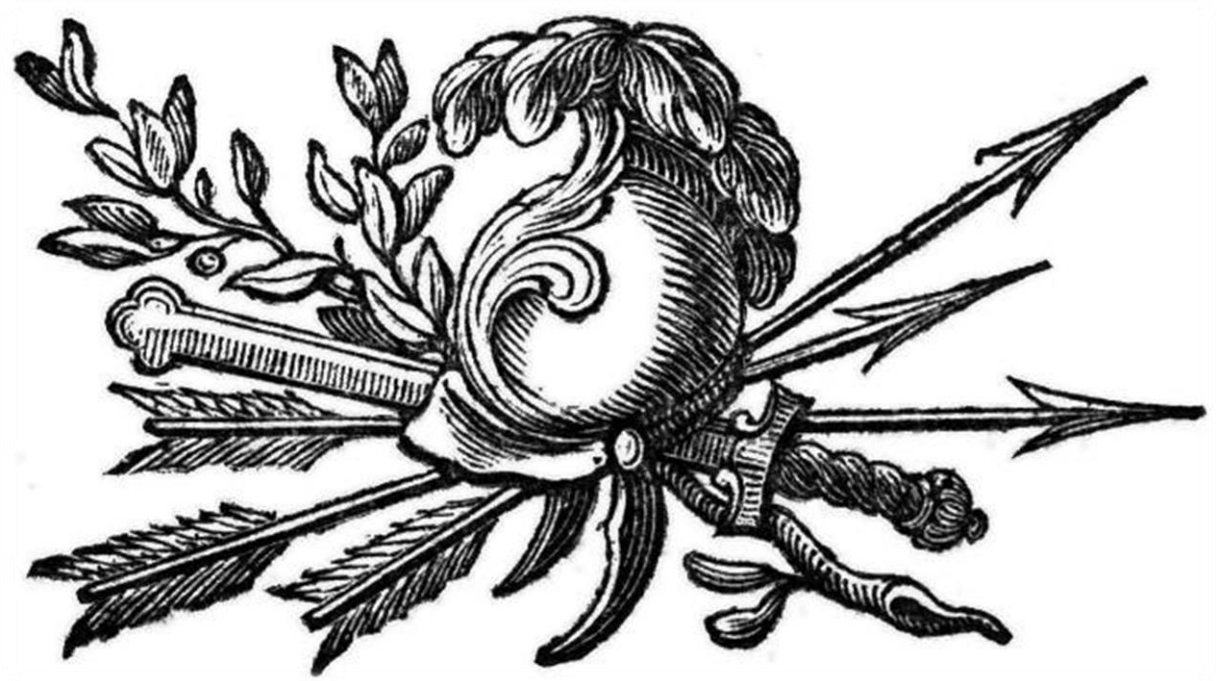
633	Elf-Sized Chain Mail (GPV 90)
634	Elf-Sized, Elven-Forged Scale Mail (GPV 90) (encumbrance and weight reduced by 25%)
635	Faded Muskrat-Fur Cape (GPV 90)
636	Faded Muskrat-Fur Jacket (GPV 90)
637	Flask of Alchemically Preserved Wererat Blood (used to make Diminution Potions) (GPV 90)
638	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 9 gallons (GPV 90)
639	Human-Sized Banded Mail (GPV 90)
640	Human-Sized Chain Mail (GPV 90)
641	Human-Sized, Elven-Forged Scale Mail (GPV 90) (encumbrance and weight reduced by 25%)
642	Large (half-ogre sized) Banded Mail (GPV 90)
643	Large (half-ogre sized) Chain Mail (GPV 90)
644	Large (half-ogre sized), Elven-Forged Ring Mail (GPV 90) (encumbrance and weight reduced by 25%)
645	Large (half-ogre sized), Gnome-Crafted Cuir Bouilli Studded Leather Armor (GPV 90) (+1 Armor Class bonus, normal weight)



646	Large Spiked Steel Shield (requires Strength 18/90+ to use effectively; +1 Armor Class vs. melee, +2 Armor Class vs. missiles, saves vs. damage as metal; can block 4 attacks per melee round, or attack for 1D6+1 piercing damage) (GPV 90)
647	Mink-Trimmed Fur Garment (GPV 90)
648	Small (gnome- or halfling-sized) Banded Mail (GPV 90)
649	Small (gnome- or halfling-sized) Chain Mail (GPV 90)
650	Vial of Musk Perfume (or Unguent) (GPV 30 per ounce) (3 ounces)
651	19 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
652	19 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
653	5 Sticks of Sandalwood Incense (GPV 19 each)
654	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 16 gallons (GPV 96)
655	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 16 gallons (GPV 96)
656	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of White Wine (GPV 8 GP per gallon); 12 gallons (GPV 96)
657	Huge (12' x 18', 24 square yards), Crude Woven Wool Tapestry (or brocade, rug, etc.) (GPV 96)
658	Huge (12' x 18', 24 square yards), Fine Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 96)
659	Large (9' x 12', 12 square yards), Damaged Woven Wool Tapestry (or brocade, rug, etc.) (GPV 96)
660	Long (6' x 12', 8 square yards), Emblematic Woven Wool Tapestry (or brocade, rug, etc.) (GPV 96)
661	Long (6' x 12', 8 square yards), Exquisite Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 96)
662	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 24 gallons (GPV 96)
663	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 24 gallons (GPV 96)
664	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 24 gallons (GPV 96)

665	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 1 gallon (GPV 96)
666	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 16 gallons (GPV 96)
667	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 16 gallons (GPV 96)
668	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 16 gallons (GPV 96)
669	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 16 gallons (GPV 96)
670	Small (3' x 6', 2 square yards), Emblematic Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 96)
671	Small (3' x 6', 2 square yards), Exquisite Woven Wool Tapestry (or brocade, rug, etc.) (GPV 96)
672	Stained Ermine-Trimmed Fur Garment (GPV 96)
673	Large (half-ogre sized), Gnome-Forged Ring Mail (GPV 98) (+1 Armor Class bonus, normal weight)
674	Small (3' x 6', 2 square yards), Ornate Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 98)
675	Heavy Mink-Trimmed Fur Garment (GPV 99)
GPV 100	
676	10 Large Gold Nuggets (GPV 10 each)
677	10 Large Monster-Fur Pelts (type(s) appropriate to setting) (GPV 10 each)
678	10 Sticks of Clove Incense (GPV 10 each)
679	2 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
670	2 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
671	2 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
672	2 Huge Gold Nuggets (GPV 50 each)
673	2 Large Ivory Walrus Tusks (GPV 50 each)

674	2 Small Baku Tusks (GPV 50 each)
675	2 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
676	2 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
677	2 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
678	20 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
679	20 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
680	20 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
681	20 Masterwork Arrows of the Elf Lord (non-magical, +1 damage) (GPV 5 each)



682	20 Masterwork Heavy Quarrels of the Dwarf Lord (non-magical, +1 damage) (GPV 5 each)
683	20 Medium Monster-Fur Pelts (type(s) appropriate to setting) (GPV 5 each)
684	20 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
685	20 Sticks of Bdellium Incense (GPV 5 each)
686	25 Flasks of Gray-Brown Dye (common, made from cutch, acacia and similar plants) (GPV 4 per flask)
687	4 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
688	4 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
689	4 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
690	4 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
691	Ragged Seal-Fur Cape (GPV 87)
692	Ragged Seal-Fur Jacket (GPV 87)
693	Quire (25 sheets) of Fine Papyrus (used to create spell scrolls and books; spell transcription has a +2% chance of failure due to middling paper quality) (GPV 3.5 per sheet)
694	15 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
695	15 Sticks of Lavender Incense (GPV 6 each)
696	18 Great Copper Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5 each)
697	18 Small Silver Ingots (100 coin equivalent each) (GPV 5 each)
698	2 Sets of Dwarf-Sized Scale Mail (GPV 45 each)
699	2 Sets of Elf-Sized Scale Mail (GPV 45 each)
700	2 Sets of Human-Sized Scale Mail (GPV 45 each)
RESULTS 701 TO 800	
701	4 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
702	4 Ivory Walrus Tusks (GPV 25 each)

703	4 Very Large Gold Nuggets (GPV 25 each)
704	5 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
705	5 Giant Monster-Fur Pelts (type(s) appropriate to setting) (GPV 20 each)
706	5 Ivory Sperm Whale Teeth (GPV 20 each)
707	5 Silver Ingots (400 coin equivalent each) (GPV 20 each)
708	5 Sticks of Cassia Incense (GPV 20 each)
709	Alchemically Preserved Doppelganger Flesh (used to make Delusion Potions) (GPV 100)
710	Baku Tusk (GPV 100)
711	Behemoth Tusk-Tooth (GPV 100)
712	Cloth of Gold and Velvet Garment (GPV 100)
713	Cracked Small Elephant Tusk (weight 25 pounds; GPV 4 per pound) (GPV 100)
714	Double Quire (50 sheets) of Crude Papyrus (used to create spell scrolls and books; spell transcription has a +5% chance of failure due to low paper quality) (GPV 2 per sheet)
715	Dwarf-Sized Bronze Plate Mail (GPV 100)
716	Elf-Sized Bronze Plate Mail (GPV 100)
717	Elf-Sized, Dwarf-Forged Chain Mail (GPV 100) (+1 Armor Class bonus, normal weight)
718	Flask of Alchemically Preserved Giant Weasel Blood (used to make Speed Potions) (GPV 100)
719	Flask of Crushed Pearl Powder (reagent for Augury and Vanish spells) (GPV 100)
720	Flask of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100)
721	Flask of Powdered Amber (reagent for Fool's Gold spell) (GPV 100)
722	Flask of Rose Water Perfume (or Unguent) (GPV 10 per ounce) (10 ounces)
723	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 2.5 gallons (GPV 100)
724	Half-Satchel of Birthwort (healing herbs, 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (5 doses) (GPV 20 per dose)

725	Half-Vial of Amber Perfume (or Unguent) (GPV 50 per ounce) (2 ounces)
726	Human-Sized Bronze Plate Mail (GPV 100)
727	Human-Sized, Dwarf-Forged Chain Mail (GPV 100) (+1 Armor Class bonus, normal weight)
728	Immense Gold Nugget (GPV 100)
729	Inlaid Wooden Coffer (GPV 100)
730	Ivory Ogre Mage Tusk (GPV 100)
731	Ivory Plaque (reagent for Mnemonic Enhancer spell) (GPV 100)
732	Large (half-ogre sized) Bronze Plate Mail (GPV 100)
733	Large Unframed Painting (GPV 100)
734	Leather Horse Barding (improves mount Armor Class by 2; saves vs. damage as leather) (GPV 100)
735	Masterwork Dagger of the Prince of Thieves (non-magical, +1 damage) (GPV 100)
736	Masterwork Voulge of Oldskull (non-magical, +1 damage) (GPV 100)
737	Muskrat-Fur Cape (GPV 100)
738	Muskrat-Fur Jacket (GPV 100)
739	Narrow (3' x 12', 4 square yards), Crude Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 100)
740	Narwhal Horn (GPV 100)
741	Pouch of Ogre Mage Teeth (used to make Gaseous Form Potions) (GPV 100)
742	Pouch of Old Tobias Pipeweed (GPV 100)
743	Quire (25 sheets) of Crude Parchment (used to create spell scrolls and books; spell transcription has a +1% chance of failure due to middling paper quality) (GPV 4 per sheet)
744	Samite Heraldic Banner (GPV 100)



745	Satchel of Comfrey (healing herbs, 1 dose restores 1D4 hit points if the damage was suffered less than 2 minutes ago, 1 use per 24 hours) (10 doses) (GPV 10 per dose)
746	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 5 gallons (GPV 100)
747	Small (3' x 6', 2 square yards), Damaged Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 100)
748	Small (gnome- or halfling-sized) Bronze Plate Mail (GPV 100)
749	Small Gold Ingot (100 coin equivalent) (GPV 100)
750	Small Silver Horn (reagent for Clairaudience spell) (GPV 100)
751	Sphere of Herbal Incense (reagent for Find Familiar spell) (GPV 100)
752	Spice Satchel of Black Pepper (GPV 100)

753	Spice Satchel of Coriander (GPV 100)
754	Spice Satchel of Fine Salt (GPV 100)
755	Spice Satchel of Galangal (GPV 100)
756	Stained Seal-Fur Cape (GPV 100)
757	Stained Seal-Fur Jacket (GPV 100)
758	Vial-Measure of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100)
759	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Ale (GPV 8 SP per gallon); 126 gallons (GPV 100.8)
760	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Heavy Beer (GPV 4 SP per gallon); 252 gallons (GPV 100.8)
761	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Watered-Down Ale (GPV 4 SP per gallon); 252 gallons (GPV 100.8)
762	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Ale (GPV 8 SP per gallon); 126 gallons (GPV 100.8)
763	Long (6' x 12', 8 square yards), Crude Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 104)
764	Narrow (3' x 12', 4 square yards), Damaged Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 104)
765	Small (3' x 6', 2 square yards), Fine Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 104)
776	15 Sticks of Rosemary Incense (GPV 7 each)
777	7 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
778	7 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
779	7 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
780	7 Ivory Killer Whale Teeth (GPV 15 each)
781	Belt Pouch of Woundwort (healing herbs, 1 dose restores 1D3 hit points, only works on bleeding wounds, 2 uses per day) (3 doses) (GPV 35 per dose)
782	Large (half-ogre sized), Gnome-Forged Scale Mail (GPV 105) (+1 Armor Class bonus, normal weight)

783	Ragged Sable-Trimmed Fur Garment (GPV 105)
784	Vial of Terebinth Oil Perfume (or Unguent) (GPV 35 per ounce) (3 ounces)
785	6 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
786	Faded Ermine-Trimmed Fur Garment (GPV 108)
787	Fine Mink-Trimmed Fur Garment (GPV 108)
788	Immense (18' x 18', 36 square yards), Emblematic Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 108)
789	Large (9' x 12', 12 square yards), Antique Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 108)
790	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 18 gallons (GPV 108)
791	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 18 gallons (GPV 108)
792	Heavy Muskrat-Fur Cape (GPV 110)
793	Heavy Muskrat-Fur Jacket (GPV 110)
794	Faded Seal-Fur Cape (GPV 112)
795	Faded Seal-Fur Jacket (GPV 112)
796	Long (6' x 12', 8 square yards), Damaged Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 112)
797	Narrow (3' x 12', 4 square yards), Fine Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 112)
798	Narrow (3' x 12', 4 square yards), Ornate Woven Wool Tapestry (or brocade, rug, etc.) (GPV 112)
799	Very Large (12' x 12', 16 square yards), Crude Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 112)
800	Very Large (12' x 12', 16 square yards), Ornate Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 112)
RESULTS 801 TO 900	
801	6 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)

802	6 Ivory Sperm Whale Teeth (GPV 20 each)
803	6 Silver Ingots (400 coin equivalent each) (GPV 20 each)
804	8 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
805	8 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
806	8 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
807	8 Ivory Killer Whale Teeth (GPV 15 each)
808	Ancient Scrimshaw Carving (carved by a mariner from aquatic monster teeth) (GPV 120)
809	Belt Pouch of Herb True-Love Poultice (healing herbs, with two possible effects: [1] 1 dose restores 1 hit point, 3 uses per day; [2] 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (3 doses) (GPV 40 per dose)
810	Cracked Small Mastodon Tusk (weight 30 pounds; GPV 4 per pound) (GPV 120)
811	Damaged Beaver-Fur Cape (GPV 120)
812	Damaged Beaver-Fur Jacket (GPV 120)
813	Damaged Muskrat-Fur Coat (GPV 120)
814	Damaged Small Mammoth Tusk (weight 40 pounds; GPV 3 per pound) (GPV 120)
815	Ermine-Trimmed Fur Garment (GPV 120)
816	Fine Muskrat-Fur Cape (GPV 120)
817	Fine Muskrat-Fur Jacket (GPV 120)
818	Flask of Citrus Blossom Perfume (or Unguent) (GPV 12 per ounce) (10 ounces)
819	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 12 gallons (GPV 120)
820	Large (9' x 12', 12 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 120)
821	Large (half-ogre sized) Splint Mail (GPV 120)
822	Light Underwater Crossbow (made by a master bowyer for underwater use; capable of firing bolts while the wielder is swimming underwater) (GPV 120)

823	Long (6' x 12', 8 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 120)
824	Narrow (3' x 12', 4 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 120)
825	Satchel of Marsh-Mallow Poultice (healing herbs, 1 dose restores 1D3 hit points, only works on burn damage, 1 use per day) (10 doses) (GPV 12 per dose)
826	Short Sword of Silvered Steel (weaker edge, -1 damage) (GPV 120)
827	Small (3' x 6', 2 square yards), Emblematic Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 120)
828	Small (3' x 6', 2 square yards), Masterwork Woven Wool Tapestry (or brocade, rug, etc.) (GPV 120)
829	Stained Sable-Trimmed Fur Garment (GPV 120)
830	25 Flasks of Red Dye (common, made from rose madder and similar plants) (GPV 5 per flask)
831	25 Flasks of Yellow Dye (common, made from ochre, pomegranate rind, safflower, and similar plants) (GPV 5 per flask)
832	25 Medium Monster-Fur Pelts (type(s) appropriate to setting) (GPV 5 each)
833	5 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
834	5 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
835	5 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
836	5 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
837	5 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
838	5 Ivory Walrus Tusks (GPV 25 each)
839	5 Sticks of Cinnamon Incense (GPV 25 each)
840	5 Very Large Gold Nuggets (GPV 25 each)
841	Alchemically Preserved Giant Fish Liver (used to make Slipperiness Potions) (GPV 75)
842	Flask of Alchemically Preserved Giant Wolverine Blood (used to make Super-Heroism Potions) (GPV 125)

843	Quire (25 sheets) of Good Parchment (used to create spell scrolls and books; spell transcription has normal chance of failure, due to average paper quality) (GPV 5 per sheet)
844	Runic Platinum Stirring Rod (GPV 125, alchemical and fragile)
845	Seal-Fur Cape (GPV 125)
846	Seal-Fur Jacket (GPV 125)
847	Small Keg of Braelinch Pipeweed (GPV 125)
848	Studded Leather Horse Barding (improves mount Armor Class by 2; saves vs. damage as leather at +1) (GPV 125)
849	Vial of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125)
850	Yellowed Small Elephant Tusk (weight 25 pounds; GPV 5 per pound) (GPV 125)
851	7 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
852	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 126 gallons (GPV 126)
853	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 31.5 gallons (GPV 126)
854	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 31.5 gallons (GPV 126)
855	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 31.5 gallons (GPV 126)
856	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Mead (GPV 2 GP per gallon); 63 gallons (GPV 126)
857	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 63 gallons (GPV 126)
858	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 21 gallons (GPV 126)
859	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 21 gallons (GPV 126)
860	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Mead (GPV 2 GP per gallon); 63 gallons (GPV 126)

861	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 63 gallons (GPV 126)
862	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 126 gallons (GPV 126)
863	Small (3' x 6', 2 square yards), Antique Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 126)
864	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of White Wine (GPV 8 GP per gallon); 16 gallons (GPV 128)
865	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 4 gallons (GPV 128)
866	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 4 gallons (GPV 128)
867	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Brandy (GPV 16 GP per gallon); 8 gallons (GPV 128)
868	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 8 gallons (GPV 128)
869	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Brandy (GPV 16 GP per gallon); 8 gallons (GPV 128)
870	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 8 gallons (GPV 128)
871	Long (6' x 12', 8 square yards), Crude Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 128)
872	Long (6' x 12', 8 square yards), Fine Woven Wool Tapestry (or brocade, rug, etc.) (GPV 128)
873	Narrow (3' x 12', 4 square yards), Damaged Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 128)
874	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 32 gallons (GPV 128)
875	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 32 gallons (GPV 128)
876	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 32 gallons (GPV 128)

877	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Brandy (GPV 16 GP per gallon); 8 gallons (GPV 128)
878	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 8 gallons (GPV 128)
879	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of White Wine (GPV 8 GP per gallon); 16 gallons (GPV 128)
880	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of White Wine (GPV 8 GP per gallon); 16 gallons (GPV 128)
881	Small (3' x 6', 2 square yards), Fine Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 128)
882	Small (gnome- or halfling-sized), Elven-Forged Splint Mail (GPV 128) (encumbrance and weight reduced by 25%)
883	Very Large (12' x 12', 16 square yards), Damaged Woven Wool Tapestry (or brocade, rug, etc.) (GPV 128)
884	Heavy Ermine-Trimmed Fur Garment (GPV 132)
885	3 Sets of Dwarf-Sized Scale Mail (GPV 45 each)
886	3 Sets of Elf-Sized Scale Mail (GPV 45 each)
887	3 Sets of Human-Sized Scale Mail (GPV 45 each)
888	3 Sets of Large (half-ogre sized) Scale Mail (GPV 45 each)
889	3 Sets of Small (gnome- or halfling-sized) Scale Mail (GPV 45 each)
890	9 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
891	9 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
892	9 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
893	Faded Sable-Trimmed Fur Garment (GPV 135)
894	Large (half-ogre sized) Banded Mail (GPV 135)
895	Large (half-ogre sized), Elven-Forged Scale Mail (GPV 135) (encumbrance and weight reduced by 25%)
896	Heavy Seal-Fur Cape (GPV 137)
897	Heavy Seal-Fur Jacket (GPV 137)
898	20 Sticks of Rosemary Incense (GPV 7 each)

899	7 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
900	7 Ivory Sperm Whale Teeth (GPV 20 each)



RESULTS 901 TO 1,000	
901	7 Silver Ingots (400 coin equivalent each) (GPV 20 each)
902	Alchemically Preserved Nixie Gland (used to make Underwater Breathing Potions) (GPV 140)
903	Flask of Chamomile Perfume (or Unguent) (GPV 14 per ounce) (10 ounces)
904	Ragged Beaver-Fur Cape (GPV 140)

905	Ragged Beaver-Fur Jacket (GPV 140)
906	Ragged Muskrat-Fur Coat (GPV 140)
907	Small (3' x 6', 2 square yards), Ornate Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 140)
908	8 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
909	Dwarf-Sized, Elven-Forged Splint Mail (GPV 144) (encumbrance and weight reduced by 25%)
910	Fine Ermine-Trimmed Fur Garment (GPV 144)
911	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Brandy (GPV 16 GP per gallon); 9 gallons (GPV 144)
912	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 9 gallons (GPV 144)
913	Immense (18' x 18', 36 square yards), Crude Woven Wool Tapestry (or brocade, rug, etc.) (GPV 144)
914	Immense (18' x 18', 36 square yards), Fine Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 144)
915	Large (9' x 12', 12 square yards), Emblematic Woven Wool Tapestry (or brocade, rug, etc.) (GPV 144)
916	Large (9' x 12', 12 square yards), Exquisite Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 144)
917	Narrow (3' x 12', 4 square yards), Antique Woven Wool Tapestry (or brocade, rug, etc.) (GPV 144)
918	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 24 gallons (GPV 144)
919	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 24 gallons (GPV 144)
920	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of White Wine (GPV 8 GP per gallon); 18 gallons (GPV 144)
921	Small (gnome- or halfling-sized), Elven-Forged Banded Mail (GPV 144) (encumbrance and weight reduced by 25%)
922	Very Large (12' x 12', 16 square yards), Antique Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 144)

GPV 150	
923	10 Flasks of Green Mineral Ink (uncommon; made from ink, verdigris and malachite) (GPV 15 each)
924	10 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
925	10 Flasks of Yellow Mineral Ink (uncommon; made from ink, ochre, and orpiment) (GPV 15 each)
926	10 Huge Monster-Fur Pelts (type(s) appropriate to setting) (GPV 15 each)
927	10 Sticks of Cedar Incense (GPV 15 each)
928	15 Large Monster-Fur Pelts (type(s) appropriate to setting) (GPV 10 each)
929	15 Sticks of Clove Incense (GPV 10 each)
930	2 Death Flasks of Aqua Fortis (alchemical nitric acid; 8 ounces, can be thrown as a grenade-like missile, damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful per flask) (GPV 75 per flask)
931	2 Death Flasks of Slime Daemon Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful per flask) (GPV 75 per flask)
932	2 Huge Ivory Walrus Tusks (GPV 75 each)
933	25 Flasks of Orange Dye (common, made from lichen, alder bark and similar plants) (GPV 6 per flask)
934	3 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
935	3 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
936	3 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
937	3 Huge Gold Nuggets (GPV 50 each)
938	3 Large Ivory Walrus Tusks (GPV 50 each)

939	3 Small Baku Tusks (GPV 50 each)
940	3 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
941	3 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
942	3 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
943	30 Medium Monster-Fur Pelts (type(s) appropriate to setting) (GPV 5 each)
944	30 Sticks of Bdellium Incense (GPV 5 each)
945	5 Masses of Honey "Bread" from a Giant Bee Hive (GPV 30 each)
946	5 Sticks of Amber Incense (GPV 30 each)
947	6 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
948	6 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
949	6 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
950	6 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
951	6 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
952	6 Ivory Walrus Tusks (GPV 25 each)
953	6 Very Large Gold Nuggets (GPV 25 each)
954	Belt Pouch of Old Tobias Pipeweed (GPV 150)
955	Broad Sword of Silvered Steel (weaker edge, -1 damage) (GPV 150)
956	Damaged Average-Sized Elephant Tusk (weight 50 pounds; GPV 3 per pound) (GPV 150)
957	Damaged Seal-Fur Coat (GPV 150)
958	Death Flask of Vitriolic Acid (alchemical sulfuric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4-1 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6+1 rounds, requires save vs. poison at +1, resulting in death if save is failed,

	or 2D6 damage if successful) (GPV 150, as it is more valuable as a reagent than as a weapon)
959	Double Quire (50 sheets) of Good Papyrus (used to create spell scrolls and books; spell transcription has a +3% chance of failure due to low paper quality) (GPV 3 per sheet)
960	Fine Seal-Fur Cape (GPV 150)
961	Fine Seal-Fur Jacket (GPV 150)
962	Fine Small Elephant Tusk (weight 25 pounds; GPV 6 per pound) (GPV 150)
963	Flask of Crimson Dye (rare, made from kermes) (GPV 150)
964	Flask of Giant's Sweat (used to make Giant Strength Potions) (GPV 150)
965	Garish and Horrific Copper Unholy Water Basin (engraved with infernal symbols; used by evil clerics to create vials of unholy water) (GPV 150)
966	Healing Salve (1 container, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150)
967	Immaculate and Ornate Copper Holy Water Basin (engraved with cryptic symbols; used by Chaotic Neutral or Lawful Neutral clerics to create vials of holy water) (GPV 150)
968	Immaculate and Ornate Copper Holy Water Basin (engraved with sacred symbols; used by good clerics to create vials of holy water) (GPV 150)
969	Large (half-ogre sized) Bronze Plate Mail (GPV 150)
970	Large (half-ogre sized), Dwarf-Forged Chain Mail (GPV 150) (+1 Armor Class bonus, normal weight)
971	Large Baku Tusk (GPV 150)
972	Large Behemoth Tusk-Tooth (GPV 150)
973	Masterwork Fauchard of Oldskull (non-magical, +1 damage) (GPV 150)
974	Masterwork Horseman's Flail of the Paladin Overlord (non-magical, +1 damage) (GPV 150)
975	Masterwork Pike of Oldskull (non-magical, +1 damage) (GPV 150)
976	Masterwork Spetum of Oldskull (non-magical, +1 damage) (GPV 150)
977	Pouch of South-Hold Farthing Pipeweed (GPV 150)

978	Ring Mail Horse Barding (improves mount Armor Class by 2; saves vs. damage as hard metal) (GPV 150)
979	Sable-Trimmed Fur Garment (GPV 150)
980	Sandstone Statuette (approximate weight 12 to 20 lbs.) (GPV 150)
981	Satchel of Henbane (healing herbs, 1 dose restores 1D2 hit points, 1 use per day) (10 doses) (GPV 15 per dose)
982	Satchel of Juniper Berry Juice (healing herb elixir, 1 dose restores 1D4 hit points, but only if the recipience was at -1 or fewer hit points, 1 use per day) (10 doses) (GPV 15 per dose)
983	Satchel of Saint John's Wort Poultice (healing herbs, 1 dose restores 1D3 hit points if the damage was suffered less than 2 minutes ago, 2 uses per day) (10 doses) (GPV 15 per dose)
984	Small (3' x 6', 2 square yards), Emblematic Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 150)
985 or 986	Small Bronze Statuette (approximate weight 5 to 10 lbs.) (GPV 150)
987 or 988	Small Granite Statuette (approximate weight 5 to 10 lbs.) (GPV 150)
989 or 990	Travertine Statuette (approximate weight 12 to 20 lbs.) (GPV 150)
991 or 992	Triple Quire (75 sheets) of Crude Papyrus (used to create spell scrolls and books; spell transcription has a +5% chance of failure due to low paper quality) (GPV 2 per sheet)
993 or 994	Vial of Amber Perfume (or Unguent) (GPV 50 per ounce) (3 ounces)
995 or 996	Yellowed Small Mastodon Tusk (weight 30 pounds; GPV 5 per pound) (GPV 150)
997 or 998	Large (9' x 12', 12 square yards), Crude Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 156)
999 or 000	Narrow (3' x 12', 4 square yards), Emblematic Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 156)

[III-6]

MISCELLANEOUS TREASURE TABLE IV:
TREASURES OF VALUE
160 TO 480 GOLD PIECES



RESULTS 001 TO 100	
D1000 Roll	**Miscellaneous Treasure**
001	2 Ancient Scrimshaw Carvings (carved by a mariner from a walrus tusk) (GPV 80 each)

002	2 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
003	2 Ornate Scrimshaw Carvings (carved by a mariner from whale teeth) (GPV 80 each)
004	2 Sets of Dwarf-Sized Splint Mail (GPV 80 each)
005	2 Sets of Elf-Sized Splint Mail (GPV 80 each)
006	2 Sets of Human-Sized Splint Mail (GPV 80 each)
007	2 Sets of Large (half-ogre sized) Splint Mail (GPV 80 each)
008	2 Sets of Small (gnome- or halfling-sized) Splint Mail (GPV 80 each)
009	20 Sticks of Damask Rose Incense (GPV 8 each)
010	3 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
011	4 Acid Flasks of Black Willow Sap (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D6-1 (minimum 1 point per flask) for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +3, resulting in 3D6 damage if save is failed, or 1D4+1 damage if successful per flask) (GPV 40 per flask)
012	4 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
013	8 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
014	8 Ivory Sperm Whale Teeth (GPV 20 each)
015	8 Silver Ingots (400 coin equivalent each) (GPV 20 each)
016	Ancient Scrimshaw Carving (carved by a mariner from whale teeth) (GPV 160)
017	Cracked Small Mammoth Tusk (weight 40 pounds; GPV 4 per pound) (GPV 160)
018	Elf-Sized, Elven-Forged Splint Mail (GPV 160) (encumbrance and weight reduced by 25%)
019	Flask of Marjoram Perfume (or Unguent) (GPV 16 per ounce) (10 ounces)
020	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 16 gallons (GPV 160)
021	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 4 gallons (GPV 160)

022	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); .5 gallon (GPV 160)
023	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 8 gallons (GPV 160)
024	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 8 gallons (GPV 160)
025	Human-Sized, Elven-Forged Splint Mail (GPV 160) (encumbrance and weight reduced by 25%)
026	Large Satchel of Adder's-Tongue (healing herbs, each dose doubles normal healing rate for one full day's rest) (20 doses) (GPV 8 per dose)
027	Long (6' x 12', 8 square yards), Crude Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 160)
028	Long (6' x 12', 8 square yards), Damaged Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 160)
029	Narrow (3' x 12', 4 square yards), Damaged Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 160)
030	Narrow (3' x 12', 4 square yards), Fine Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 160)
031	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 8 gallons (GPV 160)
032	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 5 gallons (GPV 160)
033	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 5 gallons (GPV 160)
034	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 16 gallons (GPV 160)
035	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 16 gallons (GPV 160)
036	Small (3' x 6', 2 square yards), Fine Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 160)

037	Small (gnome- or halfling-sized), Elven-Forged Bronze Plate Mail (GPV 160) (encumbrance and weight reduced by 25%)
038	Stained Beaver-Fur Cape (GPV 160)
039	Stained Beaver-Fur Jacket (GPV 160)
040	Stained Muskrat-Fur Coat (GPV 160)
041	Very Large (12' x 12', 16 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 160)
042	Yellowed Small Mammoth Tusk (weight 40 pounds; GPV 5 per pound) (GPV 160)
043	9 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
044	Dwarf-Sized, Elven-Forged Banded Mail (GPV 162) (encumbrance and weight reduced by 25%)
045	Heavy Sable-Trimmed Fur Garment (GPV 165)
046	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 42 gallons (GPV 168)
047	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 42 gallons (GPV 168)
048	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 42 gallons (GPV 168)
049	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of White Wine (GPV 8 GP per gallon); 21 gallons (GPV 168)
050	Huge (12' x 18', 24 square yards), Crude Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 168)
051	Huge (12' x 18', 24 square yards), Ornate Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 168)
052	Large (9' x 12', 12 square yards), Damaged Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 168)
053	Long (6' x 12', 8 square yards), Emblematic Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 168)
054	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Mead (GPV 2 GP per gallon); 84 gallons (GPV 168)
055	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 84 gallons (GPV 168)

056	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 42 gallons (GPV 168)
057	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 42 gallons (GPV 168)
058	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 42 gallons (GPV 168)
059	Small (3' x 6', 2 square yards), Exquisite Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 168)
060	10 Sticks of Rosewood Incense (GPV 17 each)
061	7 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
062	7 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
063	7 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
064	7 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
065	7 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
066	7 Ivory Walrus Tusks (GPV 25 each)
067	7 Very Large Gold Nuggets (GPV 25 each)
068	Double Quire (50 sheets) of Fine Papyrus (used to create spell scrolls and books; spell transcription has a +2% chance of failure due to middling paper quality) (GPV 3.5 per sheet)
069	Half-Satchel of Woundwort (healing herbs, 1 dose restores 1D3 hit points, only works on bleeding wounds, 2 uses per day) (5 doses) (GPV 35 per dose)
070	Quire (25 sheets) of Fine Parchment (used to create spell scrolls and books; spell transcription has a -1% chance of failure due to above average paper quality) (GPV 7 per sheet)
071	Ragged Seal-Fur Coat (GPV 175)
072	10 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
073	10 Sticks of Frankincense Incense (GPV 18 each)
074	2 Sets of Dwarf-Sized Banded Mail (GPV 90 each)
075	2 Sets of Dwarf-Sized Chain Mail (GPV 90 each)
076	2 Sets of Elf-Sized Banded Mail (GPV 90 each)

077	2 Sets of Elf-Sized Chain Mail (GPV 90 each)
078	2 Sets of Human-Sized Banded Mail (GPV 90 each)
079	2 Sets of Human-Sized Chain Mail (GPV 90 each)
080	2 Sets of Large (half-ogre sized) Banded Mail (GPV 90 each)
081	2 Sets of Large (half-ogre sized) Chain Mail (GPV 90 each)
082	2 Sets of Small (gnome- or halfling-sized) Banded Mail (GPV 90 each)
083	2 Sets of Small (gnome- or halfling-sized) Chain Mail (GPV 90 each)
084	30 Sticks of Lavender Incense (GPV 6 each)
085	9 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
086	9 Silver Ingots (400 coin equivalent each) (GPV 20 each)
087	Damaged Average-Sized Mastodon Tusk (weight 60 pounds; GPV 3 per pound) (GPV 180)
088	Damaged Fox-Fur Cape (GPV 180)
089	Damaged Fox-Fur Jacket (GPV 180)
090	Damaged Muskrat-Fur Robe (GPV 180)
091	Dwarf-Sized, Elven-Forged Bronze Plate Mail (GPV 180) (encumbrance and weight reduced by 25%)
092	Elf-Sized, Elven-Forged Banded Mail (GPV 180) (encumbrance and weight reduced by 25%)
093	Faded Beaver-Fur Cape (GPV 180)
094	Faded Beaver-Fur Jacket (GPV 180)
095	Faded Muskrat-Fur Coat (GPV 180)
096	Fine Sable-Trimmed Fur Garment (GPV 180)
097	Fine Small Mastodon Tusk (weight 30 pounds; GPV 6 per pound) (GPV 180)
098	Flask of Labdanum Oil Perfume (or Unguent) (GPV 18 per ounce) (10 ounces)
099	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 9 gallons (GPV 180)
100	Human-Sized, Elven-Forged Banded Mail (GPV 180) (encumbrance and weight reduced by 25%)

RESULTS 101 TO 200	
101	Large (9' x 12', 12 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 180)
102	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 18 gallons (GPV 180)
103	Small (3' x 6', 2 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 180)
104	Small (3' x 6', 2 square yards), Ornate Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 182)
105	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 31.5 gallons (GPV 189)
106	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 31.5 gallons (GPV 189)
107	10 Sticks of Sandalwood Incense (GPV 19 each)
108	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Brandy (GPV 16 GP per gallon); 12 gallons (GPV 192)
109	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 12 gallons (GPV 192)
110	Huge (12' x 18', 24 square yards), Damaged Woven Wool Tapestry (or brocade, rug, etc.) (GPV 192)
111	Large (9' x 12', 12 square yards), Crude Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 192)
112	Large (9' x 12', 12 square yards), Fine Woven Wool Tapestry (or brocade, rug, etc.) (GPV 192)
113	Narrow (3' x 12', 4 square yards), Emblematic Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 192)
114	Narrow (3' x 12', 4 square yards), Exquisite Woven Wool Tapestry (or brocade, rug, etc.) (GPV 192)
115	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 32 gallons (GPV 192)
116	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 32 gallons (GPV 192)

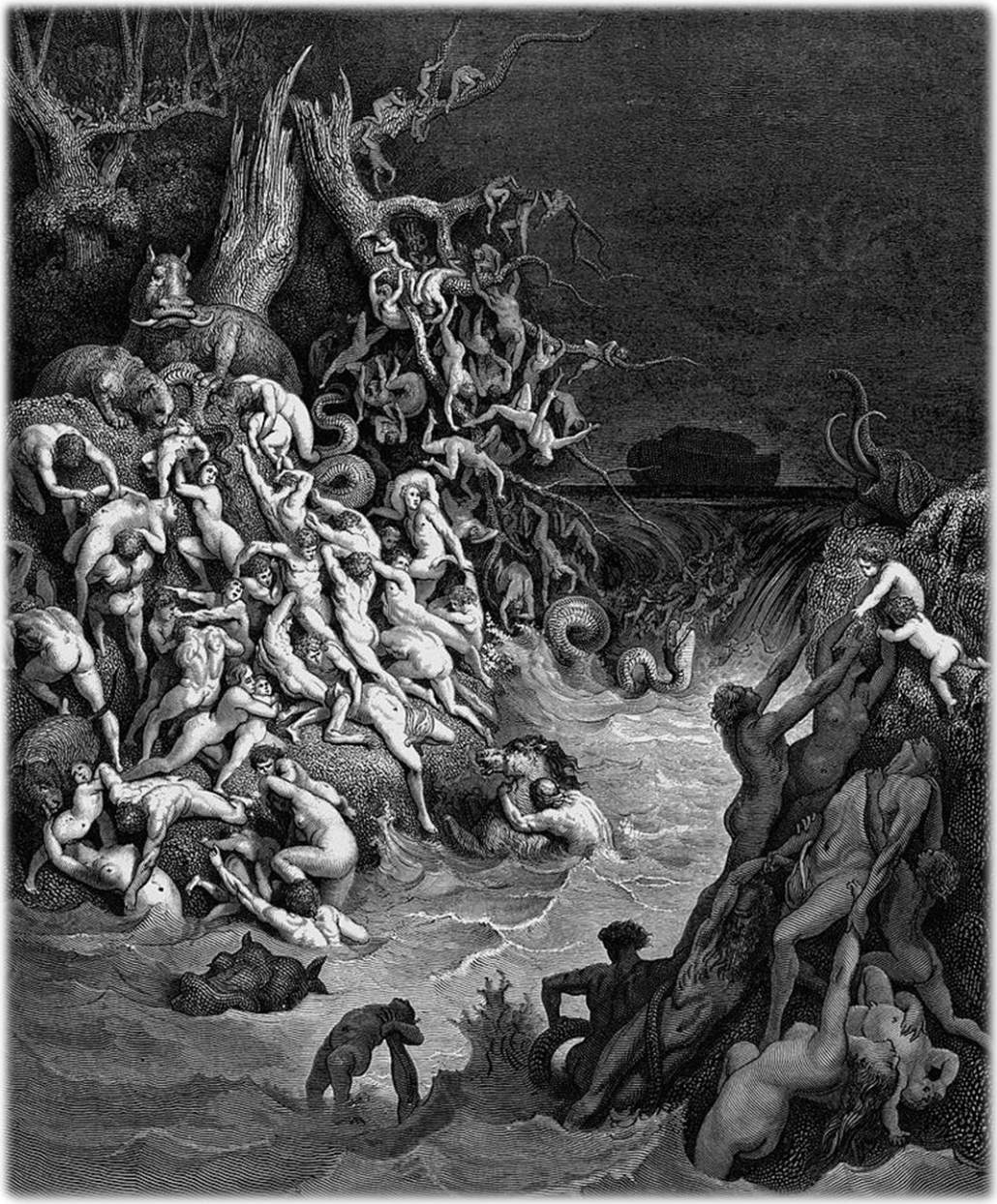
117	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of White Wine (GPV 8 GP per gallon); 24 gallons (GPV 192)
118	Very Large (12' x 12', 16 square yards), Emblematic Woven Wool Tapestry (or brocade, rug, etc.) (GPV 192)
119	Very Large (12' x 12', 16 square yards), Exquisite Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 192)
120	Narrow (3' x 12', 4 square yards), Ornate Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 196)
GPV 200	
121	1 Bolt of Fine Painted Silk (40 yards rolled length) (GPV 200)
122	10 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
123	10 Giant Monster-Fur Pelts (type(s) appropriate to setting) (GPV 20 each)
124	10 Silver Ingots (400 coin equivalent each) (GPV 20 each)
125	10 Sticks of Cassia Incense (GPV 20 each)
126	2 Baku Tusks (GPV 100 each)
127	2 Behemoth Tusk-Teeth (GPV 100 each)
128	2 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
129	2 Immense Gold Nuggets (GPV 100 each)
130	2 Ivory Ogre Mage Tusks (GPV 100 each)
131	2 Narwhal Horns (GPV 100 each)
132	2 Sets of Dwarf-Sized Bronze Plate Mail (GPV 100 each)
133	2 Sets of Elf-Sized Bronze Plate Mail (GPV 100 each)
134	2 Sets of Human-Sized Bronze Plate Mail (GPV 100 each)
135	2 Sets of Large (half-ogre sized) Bronze Plate Mail (GPV 100 each)
136	2 Sets of Small (gnome- or halfling-sized) Bronze Plate Mail (GPV 100 each)
137	2 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
138	2 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)

139	20 Large Monster-Fur Pelts (type(s) appropriate to setting) (GPV 10 each)
140	20 Sticks of Clove Incense (GPV 10 each)
141	4 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
142	4 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
143	4 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
144	4 Huge Gold Nuggets (GPV 50 each)
145	4 Large Ivory Walrus Tusks (GPV 50 each)
146	4 Small Baku Tusks (GPV 50 each)
147	4 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
148	4 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
149	4 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
150	40 Sticks of Bdellium Incense (GPV 5 each)
151	5 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
152	8 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
153	8 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
154	8 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
155	8 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
156	8 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
157	8 Ivory Walrus Tusks (GPV 25 each)
158	8 Very Large Gold Nuggets (GPV 25 each)
159	Alchemically Preserved Lion's Heart (used to make Heroism Potions) (GPV 200)
160	Beaver-Fur Cape (GPV 200)

161	Beaver-Fur Jacket (GPV 200)
162	Bloodstained Unholy Water Font of Rare Woods and Copper (engraved with infernal symbols; used by evil clerics to hold a precious metal basin for the creation of unholy water) (GPV 200)
163	Carved Small Elephant Tusk (weight 25 pounds; GPV 8 per pound) (GPV 200)
164	Cloth of Silver and Velvet Vestments (GPV 200)



165	Cracked Average-Sized Elephant Tusk (weight 50 pounds; GPV 4 per pound) (GPV 200)
166	Crude Set of Alchemical Instruments (GPV 200)
167	Double Quire (50 sheets) of Crude Parchment (used to create spell scrolls and books; spell transcription has a +1% chance of failure due to middling paper quality) (GPV 4 per sheet)
168	Electrum (gold and silver) Ingot (400 coin equivalent) (GPV 200)
169	Elf-Sized, Elven-Forged Bronze Plate Mail (GPV 200) (encumbrance and weight reduced by 25%)
170	Flask of Balsam Water Perfume (or Unguent) (GPV 20 per ounce) (10 ounces)
171	Flask of Powdered Gargoyle Horn (used to make Invulnerability Potions) (GPV 300)
172	Flask of Scarlet Dye (rare, made from kermes) (GPV 200)
173	Forbidden Folio of Herbalism (teaches the reader the essentials of harvesting healing herbs, spices, and other valuable plants) (GPV 200)
174	Forbidden Folio of History (teaches the reader the general lore of one defining past century in the campaign world's saga; the Dark Ages, the Golden Age, the Deluge, etc.) (GPV 200)



175	Half-Satchel of Herb True-Love Poultice (healing herbs, with two possible effects: [1] 1 dose restores 1 hit point, 3 uses per day; [2] 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (5 doses) (GPV 40 per dose)
176	Heavy Underwater Crossbow (made by a master bowyer for underwater use; capable of firing bolts while the wielder is swimming underwater) (GPV 200)

177	Huge Baku Tusk (GPV 200)
178	Human-Sized, Elven-Forged Bronze Plate Mail (GPV 200) (encumbrance and weight reduced by 25%)
179	Large Narwhal Horn (GPV 200)
180	Large Sandstone Statuette (approximate weight 22 to 30 lbs.) (GPV 200)
181	Large Satchel of Comfrey (healing herbs, 1 dose restores 1D4 hit points if the damage was suffered less than 2 minutes ago, 1 use per 24 hours) (20 doses) (GPV 10 per dose)
182	Large Travertine Statuette (approximate weight 22 to 30 lbs.) (GPV 200)



183	Long (6’ x 12’, 8 square yards), Crude Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 200)
184	Masterwork Horseman's Mace of the Paladin Overlord (non-magical, +1 damage) (GPV 200)
185	Masterwork Military Fork of Oldskull (non-magical, +1 damage) (GPV 200)
186	Masterwork Ranseur of Oldskull (non-magical, +1 damage) (GPV 200)
187	Masterwork Trident of the Sea Prince (non-magical, +1 damage) (GPV 200)
188	Muskrat-Fur Coat (GPV 200)
189	Narrow (3’ x 12’, 4 square yards), Damaged Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 200)
190	Ornately Carved Holy Water Font of Rare Woods and Copper (engraved with cryptic symbols; used by Chaotic Neutral and Lawful Neutral clerics to hold a precious metal basin for the creation of holy water) (GPV 200)
191	Ornately Carved Holy Water Font of Rare Woods and Copper (engraved with sacred symbols; used by good clerics to hold a precious metal basin for the creation of holy water) (GPV 200)
192	Phial of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200)
193	Quadruple Quire (100 sheets) of Crude Papyrus (used to create spell scrolls and books; spell transcription has a +5% chance of failure due to low paper quality) (GPV 2 per sheet)
194	Quire (25 sheets) of Crude Vellum (used to create spell scrolls and books; spell transcription has a -2% chance of failure due to above average surface quality) (GPV 8 per sheet)
195	Satchel of Birthwort (healing herbs, 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (10 doses) (GPV 20 per dose)
196	Scale Mail Horse Barding (improves mount Armor Class by 3; saves vs. damage as hard metal, but at -2) (GPV 200)
197	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 5 gallons (GPV 200)
198	Small (3’ x 6’, 2 square yards), Fine Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 200)

199	Small (gnome- or halfling-sized) Ancient Bronze Plate Mail (GPV 200) (+1 Armor Class bonus, normal weight)
200	Soapstone Carving (approximate weight 1 to 5 lbs.) (GPV 200)
RESULTS 201 TO 300	
201	Spice Satchel of Fine Sugar (GPV 200)
202	Spice Satchel of Ginger (GPV 200)
203	Spice Satchel of Grains of Paradise (GPV 200)
204	Spice Satchel of Mint (GPV 200)
205	Spice Satchel of Sage (GPV 200)
206	Stained Seal-Fur Coat (GPV 200)
207	Unhewn Block of Azurite (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
208	Unhewn Block of Banded Agate (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
209	Unhewn Block of Blue Eye Agate (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
210	Unhewn Block of Blue Quartz (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
211	Unhewn Block of Brown Eye Agate (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
212	Unhewn Block of Cat's Eye Agate (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
213	Unhewn Block of Gray Eye Agate (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
214	Unhewn Block of Green Eye Agate (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)

215	Unhewn Block of Hematite (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
216	Unhewn Block of Lapis Lazuli (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
217	Unhewn Block of Malachite (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
218	Unhewn Block of Obsidian (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
219	Unhewn Block of Olivine (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
220	Unhewn Block of Pink Moss Agate (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
221	Unhewn Block of Rhodochrosite (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
222	Unhewn Block of Sunstone (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
223	Unhewn Block of Tiger Eye (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
224	Unhewn Block of Turquoise (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 200)
225	Vial of Arcane Ink (reagent for Write spell) (GPV 200)
226	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Ale (GPV 8 SP per gallon); 252 gallons (GPV 201.6)
227	Long (6' x 12', 8 square yards), Damaged Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 208)
228	Narrow (3' x 12', 4 square yards), Fine Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 208)
229	Very Large (12' x 12', 16 square yards), Crude Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 208)

230	30 Sticks of Rosemary Incense (GPV 7 each)
231	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 21 gallons (GPV 210)
232	Ragged Fox-Fur Cape (GPV 210)
233	Ragged Fox-Fur Jacket (GPV 210)
234	Ragged Muskrat-Fur Robe (GPV 210)
235	Small (3' x 6', 2 square yards), Masterwork Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 210)
236	Huge (12' x 18', 24 square yards), Antique Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 216)
237	11 Silver Ingots (400 coin equivalent each) (GPV 20 each)
238	Flask of Water Lily Perfume (or Unguent) (GPV 22 per ounce) (10 ounces)
239	Heavy Beaver-Fur Cape (GPV 220)
240	Heavy Beaver-Fur Jacket (GPV 220)
241	Heavy Muskrat-Fur Coat (GPV 220)
242	Long (6' x 12', 8 square yards), Fine Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 224)
243	Long (6' x 12', 8 square yards), Ornate Woven Wool Tapestry (or brocade, rug, etc.) (GPV 224)
244	Small (3' x 6', 2 square yards), Ornate Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 224)
245	Very Large (12' x 12', 16 square yards), Damaged Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 224)
246	15 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
247	15 Huge Monster-Fur Pelts (type(s) appropriate to setting) (GPV 15 each)
248	15 Sticks of Cedar Incense (GPV 15 each)
249	3 Death Flasks of Aqua Fortis (alchemical nitric acid; 8 ounces, can be thrown as a grenade-like missile, damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful per flask) (GPV 75 per flask)
250	3 Death Flasks of Slime Daemon Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile,

	damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful per flask) (GPV 75 per flask)
251	3 Huge Ivory Walrus Tusks (GPV 75 each)
252	9 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
253	9 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
254	9 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
255	9 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
256	9 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
257	9 Very Large Gold Nuggets (GPV 25 each)
258	Belt Pouch of South-Hold Farthing Pipeweed (GPV 225)
259	Damaged Average-Sized Mammoth Tusk (weight 75 pounds; GPV 3 per pound) (GPV 225)
260	Damaged Seal-Fur Robe (GPV 225)
261	Dwarf-Sized Ancient Bronze Plate Mail (GPV 225) (+1 Armor Class bonus, normal weight)
262	Faded Seal-Fur Coat (GPV 225)
263	Long Sword of Silvered Steel (weaker edge, -1 damage) (GPV 225)
264	Scimitar of Silvered Steel (weaker edge, -1 damage) (GPV 225)
265	Small Copper Statuette (approximate weight 5 to 10 lbs.) (GPV 225)
266	Triple Quire (75 sheets) of Good Papyrus (used to create spell scrolls and books; spell transcription has a +3% chance of failure due to low paper quality) (GPV 3 per sheet)
267	10 Sticks of Myrrh Incense (GPV 23 each)
268	Small (3' x 6', 2 square yards), Antique Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 234)
269	12 Silver Ingots (400 coin equivalent each) (GPV 20 each)
270	2 Ancient Scrimshaw Carvings (carved by a mariner from aquatic monster teeth) (GPV 120 each)

271	2 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
272	3 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
273	3 Sets of Dwarf-Sized Splint Mail (GPV 80 each)
274	3 Sets of Elf-Sized Splint Mail (GPV 80 each)
275	3 Sets of Human-Sized Splint Mail (GPV 80 each)
276	3 Sets of Large (half-ogre sized) Splint Mail (GPV 80 each)
277	3 Sets of Small (gnome- or halfling-sized) Splint Mail (GPV 80 each)
278	30 Sticks of Damask Rose Incense (GPV 8 each)
279	40 Sticks of Lavender Incense (GPV 6 each)
280	6 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
281	Carved Small Mastodon Tusk (weight 30 pounds; GPV 8 per pound) (GPV 240)
282	Cracked Average-Sized Mastodon Tusk (weight 60 pounds; GPV 4 per pound) (GPV 240)
283	Damaged Beaver-Fur Coat (GPV 240)
284	Damaged Marten Cape (GPV 240)
285	Damaged Marten Jacket (GPV 240)
286	Fine Beaver-Fur Cape (GPV 240)
287	Fine Beaver-Fur Jacket (GPV 240)
288	Fine Muskrat-Fur Coat (GPV 240)
289	Fine Small Mammoth Tusk (weight 40 pounds; GPV 6 per pound) (GPV 240)
290	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 12 gallons (GPV 240)
291	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 2.5 gallons (GPV 240)
292	Huge (12' x 18', 24 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 240)
293	Large (9' x 12', 12 square yards), Crude Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 240)
294	Large (9' x 12', 12 square yards), Damaged Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 240)

295	Large (half-ogre sized), Elven-Forged Splint Mail (GPV 240) (encumbrance and weight reduced by 25%)
296	Large Satchel of Marsh-Mallow Poultice (healing herbs, 1 dose restores 1D3 hit points, only works on burn damage, 1 use per day) (20 doses) (GPV 12 per dose)
297	Long (6' x 12', 8 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 240)
298	Narrow (3' x 12', 4 square yards), Emblematic Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 240)
299	Narrow (3' x 12', 4 square yards), Masterwork Woven Wool Tapestry (or brocade, rug, etc.) (GPV 240)
300	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 24 gallons (GPV 240)



RESULTS 301 TO 400	
301	Small (3' x 6', 2 square yards), Exquisite Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 240)
302	Stained Fox-Fur Cape (GPV 240)
303	Stained Fox-Fur Jacket (GPV 240)
304	Stained Muskrat-Fur Robe (GPV 240)
305	Very Large (12' x 12', 16 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 240)
GPV 250	
306	10 Flasks of Black Cuttlefish Ink (rare; made from cuttlefish sepia) (GPV 25 each)
307	10 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
308	10 Flasks of Blue Mineral Ink (rare; made from ink, lapis lazuli, azurite, and smalt) (GPV 25 each)
309	10 Flasks of Red Insect Ink (rare; made from ink, carmine, crimson, and lac) (GPV 25 each)
310	10 Flasks of Silver Ink (rare; made from magically influenced liquid silver and tin) (GPV 25 each)
311	10 Sticks of Cinnamon Incense (GPV 25 each)
312	10 Very Large Gold Nuggets (GPV 25 each)
313	2 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)
314	25 Large Monster-Fur Pelts (type(s) appropriate to setting) (GPV 10 each)
315	5 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
316	5 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
317	5 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)

318	5 Huge Gold Nuggets (GPV 50 each)
319	5 Large Ivory Walrus Tusks (GPV 50 each)
320	5 Small Baku Tusks (GPV 50 each)
321	5 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
322	5 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
323	5 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
324	50 Sticks of Bdellium Incense (GPV 5 each)
325	Carved Harp with Ivory Inlay (GPV 250)



326	Chain Mail Horse Barding (improves mount Armor Class by 3; saves vs. damage as hard metal, but at -1) (GPV 250)
327	Cloth of Gold and Velvet Mantle (GPV 250)

328	Death Flask of Aqua Regia (alchemical nitric-hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D+1 damage if successful) (GPV 250, as it is more valuable as a reagent than as a weapon)
329	Death Flask of Fungal Acid (alchemically preserved, derived from the fungal acid that is used by netherworld gnomes who wield poison darts; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250, as it is more valuable as a reagent than as a weapon)
330	Death Flask of Giant Ant Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250, as it is more valuable as a reagent than as a weapon)
331	Double Quire (50 sheets) of Good Parchment (used to create spell scrolls and books; spell transcription has normal chance of failure, due to average paper quality) (GPV 5 per sheet)
332	Elf-Sized Ancient Bronze Plate Mail (GPV 250) (+1 Armor Class bonus, normal weight)
333	Flask of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250)
334	Flask of Jasmine Oil Perfume (or Unguent) (GPV 25 per ounce) (10 ounces)
335	Forbidden Folio of Heraldry (teaches the reader the arms, banners, and shield blazons of the campaign world's various kingdoms and major knightly orders; typically too dense to memorize — unless the reader is a cavalier or a paladin — and used primarily as a reference work) (GPV 250)



336	Huge Behemoth Tusk-Tooth (GPV 250)
337	Human-Sized Ancient Bronze Plate Mail (GPV 250) (+1 Armor Class bonus, normal weight)
338	Keg of Braelinch Pipeweed (GPV 250)
339	Masterwork Battle Axe of the Dwarf Lord (non-magical, +1 damage) (GPV 250)
340	Masterwork Guisarme of Oldskull (non-magical, +1 damage) (GPV 250)

341	Masterwork Horseman's Military Pick of the Paladin Overlord (non-magical, +1 damage) (GPV 250)
342	Masterwork Morning Star of the Dwarf Lord (non-magical, +1 damage) (GPV 250)
343	Ornately Carved Small Elephant Tusk (weight 25 pounds; GPV 10 per pound) (GPV 250)
344	Quire (25 sheets) of Good Vellum (used to create spell scrolls and books; spell transcription has a -3% chance of failure due to good surface quality) (GPV 10 per sheet)
345	Seal-Fur Coat (GPV 250)
346	Serpentine Carving (approximate weight 1 to 5 lbs.) (GPV 250)
347	Small Flask of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250)
348	Small Keg of Long-Leaf Pipeweed (GPV 250)
349	Yellowed Average-Sized Elephant Tusk (weight 50 pounds; GPV 5 per pound) (GPV 250)
350	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Mead (GPV 2 GP per gallon); 126 gallons (GPV 252)
351	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 126 gallons (GPV 252)
352	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of White Wine (GPV 8 GP per gallon); 31.5 gallons (GPV 252)
353	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 63 gallons (GPV 252)
354	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 63 gallons (GPV 252)
355	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 63 gallons (GPV 252)
356	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 42 gallons (GPV 252)

357	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 42 gallons (GPV 252)
358	Immense (18' x 18', 36 square yards), Crude Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 252)
359	Immense (18' x 18', 36 square yards), Ornate Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 252)
360	Large (9' x 12', 12 square yards), Emblematic Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 252)
361	Narrow (3' x 12', 4 square yards), Antique Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 252)
362	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Aged Shire-Kith Cider (GPV 1 GP per gallon); 252 gallons (GPV 252)
363	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 63 gallons (GPV 252)
364	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 63 gallons (GPV 252)
365	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 63 gallons (GPV 252)
366	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Mead (GPV 2 GP per gallon); 126 gallons (GPV 252)
367	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 126 gallons (GPV 252)
368	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 42 gallons (GPV 252)
369	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 42 gallons (GPV 252)
370	15 Sticks of Rosewood Incense (GPV 17 each)
371	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Brandy (GPV 16 GP per gallon); 16 gallons (GPV 256)
372	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 16 gallons (GPV 256)

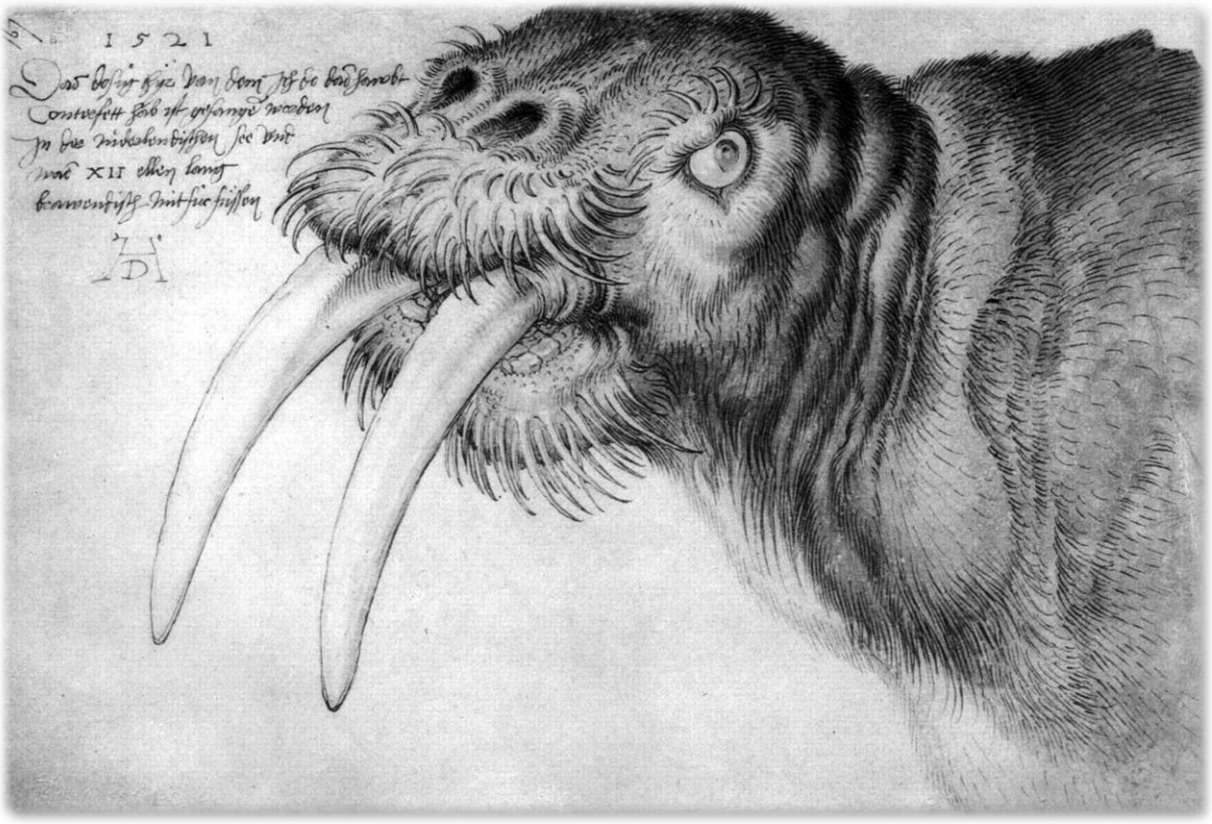
373	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 8 gallons (GPV 256)
374	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 8 gallons (GPV 256)
375	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 8 gallons (GPV 256)
376	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 8 gallons (GPV 256)
377	Long (6' x 12', 8 square yards), Damaged Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 256)
378	Narrow (3' x 12', 4 square yards), Fine Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 256)
379	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of White Wine (GPV 8 GP per gallon); 32 gallons (GPV 256)
380	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 8 gallons (GPV 256)
381	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 8 gallons (GPV 256)
382	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Brandy (GPV 16 GP per gallon); 16 gallons (GPV 256)
383	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 16 gallons (GPV 256)
384	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Brandy (GPV 16 GP per gallon); 16 gallons (GPV 256)
385	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 16 gallons (GPV 256)
386	Very Large (12' x 12', 16 square yards), Crude Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 256)
387	Very Large (12' x 12', 16 square yards), Fine Woven Wool Tapestry (or brocade, rug, etc.) (GPV 256)

388	13 Silver Ingots (400 coin equivalent each) (GPV 20 each)
389	Ragged Seal-Fur Robe (GPV 262)
390	Triple Quire (75 sheets) of Fine Papyrus (used to create spell scrolls and books; spell transcription has a +2% chance of failure due to middling paper quality) (GPV 3.5 per sheet)
391	15 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
392	15 Sticks of Frankincense Incense (GPV 18 each)
393	3 Sets of Dwarf-Sized Banded Mail (GPV 90 each)
394	3 Sets of Dwarf-Sized Chain Mail (GPV 90 each)
395	3 Sets of Elf-Sized Banded Mail (GPV 90 each)
396	3 Sets of Elf-Sized Chain Mail (GPV 90 each)
397	3 Sets of Human-Sized Banded Mail (GPV 90 each)
398	3 Sets of Human-Sized Chain Mail (GPV 90 each)
399	3 Sets of Large (half-ogre sized) Banded Mail (GPV 90 each)
400	3 Sets of Large (half-ogre sized) Chain Mail (GPV 90 each)
RESULTS 401 TO 500	
401	3 Sets of Small (gnome- or halfling-sized) Banded Mail (GPV 90 each)
402	3 Sets of Small (gnome- or halfling-sized) Chain Mail (GPV 90 each)
403	Faded Fox-Fur Cape (GPV 270)
404	Faded Fox-Fur Jacket (GPV 270)
405	Faded Muskrat-Fur Robe (GPV 270)
406	Large (half-ogre sized), Elven-Forged Banded Mail (GPV 270) (encumbrance and weight reduced by 25%)
407	Heavy Seal-Fur Coat (GPV 275)
408	14 Silver Ingots (400 coin equivalent each) (GPV 20 each)
409	40 Sticks of Rosemary Incense (GPV 7 each)
410	7 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
411	Flask of Iris Blossom Perfume (or Unguent) (GPV 28 per ounce) (10 ounces)

412	Narrow (3' x 12', 4 square yards), Ornate Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 280)
413	Ragged Beaver-Fur Coat (GPV 280)
414	Ragged Marten Cape (GPV 280)
415	Ragged Marten Jacket (GPV 280)
416	Small (3' x 6', 2 square yards), Ornate Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 280)
417	15 Sticks of Sandalwood Incense (GPV 19 each)
418	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 9 gallons (GPV 288)
419	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 9 gallons (GPV 288)
420	Huge (12' x 18', 24 square yards), Emblematic Woven Wool Tapestry (or brocade, rug, etc.) (GPV 288)
421	Huge (12' x 18', 24 square yards), Exquisite Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 288)
422	Immense (18' x 18', 36 square yards), Damaged Woven Wool Tapestry (or brocade, rug, etc.) (GPV 288)
423	Long (6' x 12', 8 square yards), Antique Woven Wool Tapestry (or brocade, rug, etc.) (GPV 288)
424	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Brandy (GPV 16 GP per gallon); 18 gallons (GPV 288)
425	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 18 gallons (GPV 288)
426	Small (3' x 6', 2 square yards), Antique Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 288)
427	10 Sticks of Amber Incense (GPV 30 each)
428	15 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
429	15 Giant Monster-Fur Pelts (type(s) appropriate to setting) (GPV 20 each)
430	15 Silver Ingots (400 coin equivalent each) (GPV 20 each)
431	15 Sticks of Cassia Incense (GPV 20 each)

432	2 Death Flasks of Vitriolic Acid (alchemical sulfuric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4-1 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6+1 rounds, requires save vs. poison at +1, resulting in death if save is failed, or 2D6 damage if successful) (GPV 150 per flask, as it is more valuable as a reagent than as a weapon)
433	2 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
434	2 Large Baku Tusks (GPV 150 each)
435	2 Large Behemoth Tusk-Teeth (GPV 150 each)
436	20 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
437	20 Huge Monster-Fur Pelts (type(s) appropriate to setting) (GPV 15 each)
438	20 Sticks of Cedar Incense (GPV 15 each)
439	3 Baku Tusks (GPV 100 each)
440	3 Behemoth Tusk-Teeth (GPV 100 each)
441	3 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
442	3 Immense Gold Nuggets (GPV 100 each)
443	3 Ivory Ogre Mage Tusks (GPV 100 each)
444	3 Narwhal Horns (GPV 100 each)
445	3 Sets of Dwarf-Sized Bronze Plate Mail (GPV 100 each)
446	3 Sets of Elf-Sized Bronze Plate Mail (GPV 100 each)
447	3 Sets of Human-Sized Bronze Plate Mail (GPV 100 each)
448	3 Sets of Large (half-ogre sized) Bronze Plate Mail (GPV 100 each)
449	3 Sets of Small (gnome- or halfling-sized) Bronze Plate Mail (GPV 100 each)
450	3 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
451	3 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
452	30 Large Monster-Fur Pelts (type(s) appropriate to setting) (GPV 10 each)
453	30 Sticks of Clove Incense (GPV 10 each)

454	4 Death Flasks of Aqua Fortis (alchemical nitric acid; 8 ounces, can be thrown as a grenade-like missile, damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful per flask) (GPV 75 per flask)
455	4 Death Flasks of Slime Daemon Secretion (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D6 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +2, resulting in 4D6 damage if save is failed, or 2D4 damage if successful per flask) (GPV 75 per flask)
456	4 Huge Ivory Walrus Tusks (GPV 75 each)



457	50 Sticks of Lavender Incense (GPV 6 each)

458	6 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
459	6 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
460	6 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
461	6 Huge Gold Nuggets (GPV 50 each)
462	6 Large Ivory Walrus Tusks (GPV 50 each)
463	6 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
464	6 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
465	6 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
466	Alchemically Preserved Harpy's Tongue (used to make Persuasiveness Potions) (GPV 300)
467	Alchemically Preserved Mimic Flesh (used to make Polymorph Potions) (GPV 300)
468	Alchemically Preserved Pegasus Heart (used to make Speed Potions) (GPV 300)
469	Bronze Statuette (approximate weight 12 to 20 lbs.) (GPV 300)
470	Cracked Average-Sized Mammoth Tusk (weight 75 pounds; GPV 4 per pound) (GPV 300)
471	Damaged Large Elephant Tusk (weight 100 pounds; GPV 3 per pound) (GPV 300)
472	Fine Average-Sized Elephant Tusk (weight 50 pounds; GPV 6 per pound) (GPV 300)
473	Fine Seal-Fur Coat (GPV 300)
474	Flask of Alchemically Preserved Shedu Fat (used to make Etherealness Potions) (GPV 300)
475	Flask of Alchemically Preserved Tree Giant Sap (used to make Longevity Potions) (GPV 300)
476	Flask of Musk Perfume (or Unguent) (GPV 30 per ounce) (10 ounces)

477	Forbidden Folio of Monstrous Plants (teaches the reader the locales, strengths, and weaknesses of slimes, molds, fungi, shamblers, and similar creatures) (GPV 300)
478	Forbidden Folio of the Humanoid Tribes (teaches the reader the behavior, strengths, and weaknesses of the various humanoids, and generally summarizes their major tribes and clans by region) (GPV 300)
479	Fox-Fur Cape (GPV 300)
480	Fox-Fur Jacket (GPV 300)
481	Granite Statuette (approximate weight 12 to 20 lbs.) (GPV 300)
482	Healing Salve (2 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
483	Huge Narwhal Horn (GPV 300)
484	Large (9' x 12', 12 square yards), Crude Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 300)
485	Large (half-ogre sized), Elven-Forged Bronze Plate Mail (GPV 300) (encumbrance and weight reduced by 25%)
486	Large Satchel of Henbane (healing herbs, 1 dose restores 1D2 hit points, 1 use per day) (20 doses) (GPV 15 per dose)
487	Large Satchel of Juniper Berry Juice (healing herb elixir, 1 dose restores 1D4 hit points, but only if the recipience was at -1 or fewer hit points, 1 use per day) (20 doses) (GPV 15 per dose)
488	Large Satchel of Saint John's Wort Poultice (healing herbs, 1 dose restores 1D3 hit points if the damage was suffered less than 2 minutes ago, 2 uses per day) (20 doses) (GPV 15 per dose)
489	Masterwork Bec de Corbin of Oldskull (non-magical, +1 damage) (GPV 300)
490	Masterwork Bill-Guisarme of Oldskull (non-magical, +1 damage) (GPV 300)
491	Masterwork Glaive of Oldskull (non-magical, +1 damage) (GPV 300)
492	Masterwork Lance of the Paladin Overlord (non-magical, +1 damage) (GPV 300)
493	Muskrat-Fur Robe (GPV 300)
494	Narrow (3' x 12', 4 square yards), Emblematic Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 300)
495	Ornately Carved Small Mastodon Tusk (weight 30 pounds; GPV 10 per pound) (GPV 300)

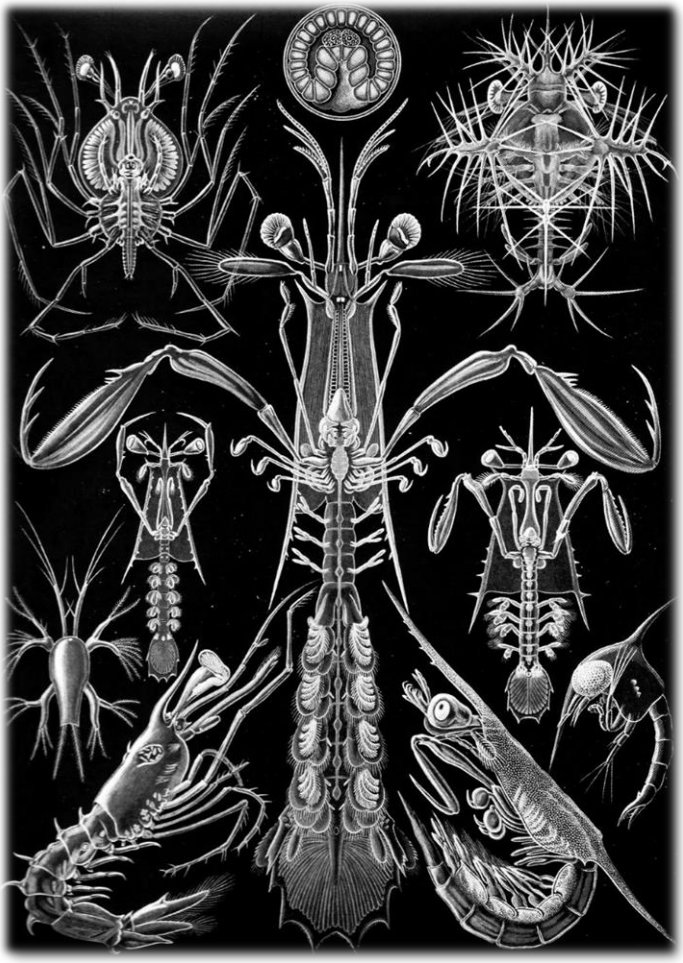
496	Quadruple Quire (100 sheets) of Good Papyrus (used to create spell scrolls and books; spell transcription has a +3% chance of failure due to low paper quality) (GPV 3 per sheet)
497	Small (3' x 6', 2 square yards), Masterwork Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 300)
498	Small Basalt Statuette (approximate weight 5 to 10 lbs.) (GPV 300)
499	Small Limestone Statuette (approximate weight 5 to 10 lbs.) (GPV 300)
500	Small Soapstone Statuette (approximate weight 5 to 10 lbs.) (GPV 300)
RESULTS 501 TO 600	
501	Spice Box of Black Pepper (GPV 300)
502	Spice Box of Coriander (GPV 300)
503	Spice Box of Fine Salt (GPV 300)
504	Spice Box of Galangal (GPV 300)
505	Spice Satchel of Cubeb (GPV 300)
506	Spice Satchel of Long Pepper (GPV 300)
507	Spice Satchel of Thyme (GPV 300)
508	Spice Satchel of Tumeric (GPV 300)
509	Stained Seal-Fur Robe (GPV 300)
510	Triple Quire (75 sheets) of Crude Parchment (used to create spell scrolls and books; spell transcription has a +1% chance of failure due to middling paper quality) (GPV 4 per sheet)
511	Yellowed Average-Sized Mammoth Tusk (weight 75 pounds; GPV 5 per pound) (GPV 300)
512	Yellowed Average-Sized Mastodon Tusk (weight 60 pounds; GPV 5 per pound) (GPV 300)
513	Huge (12' x 18', 24 square yards), Crude Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 312)
514	Large (9' x 12', 12 square yards), Damaged Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 312)
515	Long (6' x 12', 8 square yards), Emblematic Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 312)

516	Small (3' x 6', 2 square yards), Exquisite Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 312)
517	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 31.5 gallons (GPV 315)
518	16 Silver Ingots (400 coin equivalent each) (GPV 20 each)
519	2 Ancient Scrimshaw Carvings (carved by a mariner from whale teeth) (GPV 160 each)
520	4 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
521	40 Sticks of Damask Rose Incense (GPV 8 each)
522	8 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
523	Carved Small Mammoth Tusk (weight 40 pounds; GPV 8 per pound) (GPV 320)
524	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 16 gallons (GPV 320)
525	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 8 gallons (GPV 320)
526	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 8 gallons (GPV 320)
527	Long (6' x 12', 8 square yards), Damaged Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 320)
528	Long (6' x 12', 8 square yards), Fine Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 320)
529	Narrow (3' x 12', 4 square yards), Fine Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 320)
530	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 32 gallons (GPV 320)
531	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 8 gallons (GPV 320)
532	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 1 gallon (GPV 320)

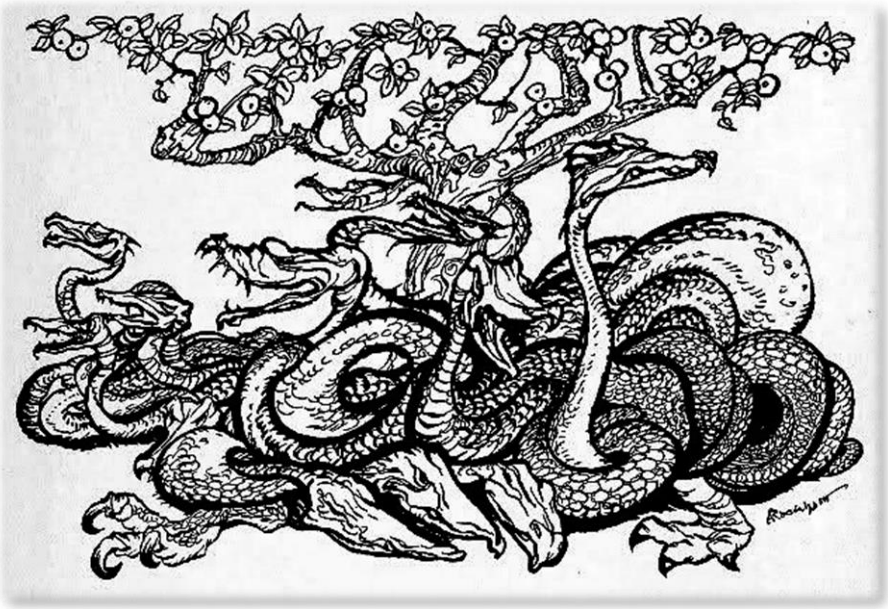
533	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 16 gallons (GPV 320)
534	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 16 gallons (GPV 320)
535	Small (gnome- or halfling-sized) Plate Mail (GPV 320)
536	Stained Beaver-Fur Coat (GPV 320)
537	Stained Marten Cape (GPV 320)
538	Stained Marten Jacket (GPV 320)
539	Very Large (12' x 12', 16 square yards), Crude Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 320)
540	Very Large (12' x 12', 16 square yards), Damaged Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 320)
541	Immense (18' x 18', 36 square yards), Antique Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 324)
542	Heavy Fox-Fur Cape (GPV 330)
543	Heavy Fox-Fur Jacket (GPV 330)
544	Heavy Muskrat-Fur Robe (GPV 330)
545	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of White Wine (GPV 8 GP per gallon); 42 gallons (GPV 336)
546	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Brandy (GPV 16 GP per gallon); 21 gallons (GPV 336)
547	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 21 gallons (GPV 336)
548	Huge (12' x 18', 24 square yards), Damaged Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 336)
549	Large (9' x 12', 12 square yards), Fine Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 336)
550	Large (9' x 12', 12 square yards), Ornate Woven Wool Tapestry (or brocade, rug, etc.) (GPV 336)
551	Narrow (3' x 12', 4 square yards), Exquisite Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 336)
552	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 84 gallons (GPV 336)

553	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 84 gallons (GPV 336)
554	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 84 gallons (GPV 336)
555	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of White Wine (GPV 8 GP per gallon); 42 gallons (GPV 336)
556	Very Large (12' x 12', 16 square yards), Emblematic Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 336)
557	Faded Seal-Fur Robe (GPV 337)
558	17 Silver Ingots (400 coin equivalent each) (GPV 20 each)
559	20 Sticks of Rosewood Incense (GPV 17 each)
560	15 Sticks of Myrrh Incense (GPV 23 each)
GPV 350	
561	50 Sticks of Rosemary Incense (GPV 7 each)
562	7 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
563	7 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
564	7 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
565	7 Huge Gold Nuggets (GPV 50 each)
566	7 Large Ivory Walrus Tusks (GPV 50 each)
567	7 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
568	7 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
569	7 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
570	Armillary (GPV 350)
571 or 572	Banded Mail Barding (improves mount Armor Class by 4; saves vs. damage as hard metal) (GPV 450)

573 or 574	Double Quire (50 sheets) of Fine Parchment (used to create spell scrolls and books; spell transcription has a -1% chance of failure due to above average paper quality) (GPV 7 per sheet)
575 or 576	Flask of Alchemically Preserved Troll Blood (used to make Extra Healing Potions) (GPV 350)
577 or 578	Flask of Terebinth Oil Perfume (or Unguent) (GPV 35 per ounce) (10 ounces)
579 or 580	Forbidden Folio of Avians (teaches the reader the locales, strengths, and weaknesses of normal and giant birds, butterflies, moths, winged insects, gliding creatures, etc.) (GPV 350)
581 or 582	Forbidden Folio of Freshwater Creatures (teaches the reader the locales, values, strengths, and weaknesses of normal and giant freshwater fish, crabs, crayfish, leeches, turtles, etc.) (GPV 350)



583 or 584	Forbidden Folio of Monstrous Vermin (teaches the reader the locales, strengths, and weaknesses of giant beetles, centipedes, scorpions, spiders, ticks, and similar creatures) (GPV 350)
585 or 586	Forbidden Folio of Saltwater Creatures (teaches the reader the locales, values, strengths, and weaknesses of normal and giant eels, octopi, rays, sharks, whales, etc.) (GPV 350)
587 or 588	Forbidden Folio of Serpents (teaches the reader the locales, strengths, and weaknesses of normal and giant snakes) (GPV 350)



589 or 590	Forbidden Folio of the Animated Ones (teaches the reader the nature, strengths, and weaknesses of constructs such as golems, living statues, juggernauts, and so forth) (GPV 350)
591 or 592	Masterwork Bardiche of Oldskull (non-magical, +1 damage) (GPV 350)
593 or 594	Masterwork Guisarme-Voulge of Oldskull (non-magical, +1 damage) (GPV 350)
595 or 596	Masterwork Lucern Hammer of Oldskull (non-magical, +1 damage) (GPV 350)

597 or 598	Quadruple Quire (100 sheets) of Fine Papyrus (used to create spell scrolls and books; spell transcription has a +2% chance of failure due to middling paper quality) (GPV 3.5 per sheet)
599 or 600	Sandstone Idol (approximate weight 35 to 45 lbs.) (GPV 350)
RESULTS 601 TO 700	
601 or 602	Satchel of Woundwort (healing herbs, 1 dose restores 1D3 hit points, only works on bleeding wounds, 2 uses per day) (10 doses) (GPV 35 per dose)
603 or 604	Small (3' x 6', 2 square yards), Ornate Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 350)
605 or 606	Splint Mail Horse Barding (improves mount Armor Class by 4; saves vs. damage as hard metal, but at -1) (GPV 350)
607 or 608	Travertine Idol (approximate weight 35 to 45 lbs.) (GPV 350)
609 or 610	18 Silver Ingots (400 coin equivalent each) (GPV 20 each)
611 or 612	20 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
613 or 614	20 Sticks of Frankincense Incense (GPV 18 each)
615 or 616	9 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
617 or 618	Damaged Beaver-Fur Robe (GPV 360)
619 or 620	Damaged Fox-Fur Coat (GPV 360)
621 or 622	Dwarf-Sized Plate Mail (GPV 360)
623 or 624	Faded Beaver-Fur Coat (GPV 360)
625 or 626	Faded Marten Cape (GPV 360)
627 or 628	Faded Marten Jacket (GPV 360)

629 or 630	Fine Average-Sized Mastodon Tusk (weight 60 pounds; GPV 6 per pound) (GPV 360)
631 or 632	Fine Fox-Fur Cape (GPV 360)
633 or 634	Fine Fox-Fur Jacket (GPV 360)
635 or 636	Fine Muskrat-Fur Robe (GPV 360)
637 or 638	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 9 gallons (GPV 360)
639 or 640	Huge (12' x 18', 24 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 360)
641 or 642	Immense (18' x 18', 36 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 360)
643 or 644	Large (9' x 12', 12 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 360)
645 or 646	Narrow (3' x 12', 4 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 360)
647 or 648	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 18 gallons (GPV 360)
649 or 650	Small (3' x 6', 2 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 360)
651 or 652	Small (gnome- or halfling-sized), Dwarf-Forged Splint Mail (GPV 360) (+1 Armor Class bonus, normal weight)
653 or 654	Narrow (3' x 12', 4 square yards), Ornate Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 364)
655 or 656	15 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
657 or 548	15 Sticks of Cinnamon Incense (GPV 25 each)
659 or 660	25 Flasks of Olive-Brown Dye (uncommon, made from cutch and copper) (GPV 15 per flask)
661 or 662	25 Huge Monster-Fur Pelts (type(s) appropriate to setting) (GPV 15 each)
663 or 664	3 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible

	serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)
665 or 666	5 Huge Ivory Walrus Tusks (GPV 75 each)
667 or 668	Bastard Sword of Silvered Steel (weaker edge, -1 damage) (GPV 375)
669 or 670	Damaged Large Mastodon Tusk (weight 125 pounds; GPV 3 per pound) (GPV 375)
671 or 672	Flask of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375)
673 or 674	Large (half-ogre sized) Ancient Bronze Plate Mail (GPV 375) (+1 Armor Class bonus, normal weight)
675 or 676	Seal-Fur Robe (GPV 375)
677 or 678	Small Serpentine Statuette (approximate weight 5 to 10 lbs.) (GPV 375)
679 or 680	Triple Quire (75 sheets) of Good Parchment (used to create spell scrolls and books; spell transcription has normal chance of failure, due to average paper quality) (GPV 5 per sheet)
681 or 682	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 63 gallons (GPV 378)
683 or 684	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 63 gallons (GPV 378)
685 or 686	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 63 gallons (GPV 378)
687 or 688	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 63 gallons (GPV 378)
689 or 690	19 Silver Ingots (400 coin equivalent each) (GPV 20 each)
691 or 692	20 Sticks of Sandalwood Incense (GPV 19 each)

693 or 694	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 12 gallons (GPV 384)
695 or 696	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 12 gallons (GPV 384)
697 or 698	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 4 gallons (GPV 384)
699 or 700	Huge (12' x 18', 24 square yards), Crude Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 384)
RESULTS 701 TO 800	
701 or 704	Huge (12' x 18', 24 square yards), Fine Woven Wool Tapestry (or brocade, rug, etc.) (GPV 384)
703 or 704	Large (9' x 12', 12 square yards), Damaged Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 384)
705 or 706	Long (6' x 12', 8 square yards), Emblematic Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 384)
707 or 708	Long (6' x 12', 8 square yards), Exquisite Woven Wool Tapestry (or brocade, rug, etc.) (GPV 384)
709 or 710	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Brandy (GPV 16 GP per gallon); 24 gallons (GPV 384)
711 or 712	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 24 gallons (GPV 384)
713 or 714	Small (3' x 6', 2 square yards), Exquisite Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 384)
715 or 716	Damaged Very Large Elephant Tusk (weight 130 pounds; GPV 3 per pound) (GPV 390)
717 or 718	Small (3' x 6', 2 square yards), Masterwork Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 390)
719 or 720	Long (6' x 12', 8 square yards), Ornate Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 392)
721 or 722	1 Bolt of Samite (40 yards rolled length) (GPV 400)
723 or 724	10 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)

725 or 726	2 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
727 or 728	2 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
729 or 730	2 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
731 or 732	2 Huge Baku Tusks (GPV 200 each)
733 or 734	2 Large Narwhal Horns (GPV 200 each)
735 or 736	2 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
737 or 738	20 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
739 or 740	20 Giant Monster-Fur Pelts (type(s) appropriate to setting) (GPV 20 each)
741 or 742	20 Silver Ingots (400 coin equivalent each) (GPV 20 each)
743 or 744	20 Sticks of Cassia Incense (GPV 20 each)
745 or 746	3 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
747 or 748	4 Baku Tusks (GPV 100 each)
749 or 750	4 Behemoth Tusk-Teeth (GPV 100 each)
751 or 752	4 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
753 or 754	4 Immense Gold Nuggets (GPV 100 each)
755 or 756	4 Ivory Ogre Mage Tusks (GPV 100 each)
757 or 758	4 Narwhal Horns (GPV 100 each)
759 or 760	4 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)

761 or 762	4 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
763 or 764	40 Sticks of Clove Incense (GPV 10 each)
765 or 766	5 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
767 or 768	50 Sticks of Damask Rose Incense (GPV 8 each)
769 or 770	8 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
771 or 772	8 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
773 or 774	8 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
775 or 776	8 Huge Gold Nuggets (GPV 50 each)
777 or 778	8 Large Ivory Walrus Tusks (GPV 50 each)
779 or 780	8 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
781 or 782	8 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
783 or 784	8 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
785 or 786	Alabaster Carving (approximate weight 1 to 5 lbs.) (GPV 400)
787 or 788	Alchemically Preserved Lycanthrope Skin (used to make Invulnerability Potions) (GPV 400)
789 or 790	Beaver-Fur Coat (GPV 400)
791 or 792	Carved Average-Sized Elephant Tusk (weight 50 pounds; GPV 8 per pound) (GPV 400)
793 or 794	Cracked Large Elephant Tusk (weight 100 pounds; GPV 4 per pound) (GPV 400)

795 or 796	Double Quire (50 sheets) of Crude Vellum (used to create spell scrolls and books; spell transcription has a -2% chance of failure due to above average surface quality) (GPV 8 per sheet)
797 or 798	Dwarf-Sized Plate Mail (GPV 400)
799 or 800	Elf-Sized Plate Mail (GPV 400)
RESULTS 801 TO 900	
801 or 802	Flask of Alchemically Preserved Dragon's Blood (used to make Longevity Potions) (GPV 400)
803 or 804	Flask of Medusa Serpent Venom (used to make Protection from Petrification Scrolls) (GPV 400)
805 or 806	Forbidden Folio of the Shape-Shifter (teaches the reader the nature, strengths, and weaknesses of lycanthropes, as well as shape-changing monsters such as doppelgangers, jackalweres, and so forth) (GPV 400)
807 or 808	Gold Ingot (400 coin equivalent) (GPV 400)
809 or 810	Human-Sized Plate Mail (GPV 400)
811 or 812	Large (half-ogre sized) Plate Mail (GPV 400)
813 or 814	Large Bronze Statuette (approximate weight 22 to 30 lbs.) (GPV 400)
815 or 816	Large Granite Statuette (approximate weight 22 to 30 lbs.) (GPV 400)
817 or 818	Large Satchel of Birthwort (healing herbs, 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (20 doses) (GPV 20 per dose)



819 or 820	Long (6’ x 12’, 8 square yards), Damaged Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 400)
821 or 822	Marten Cape (GPV 400)
823 or 824	Marten Jacket (GPV 400)
825 or 826	Masterwork Fauchard-Fork of Oldskull (non-magical, +1 damage) (GPV 400)
827 or 828	Masterwork Footman's Flail of the Dwarf Lord (non-magical, +1 damage) (GPV 400)

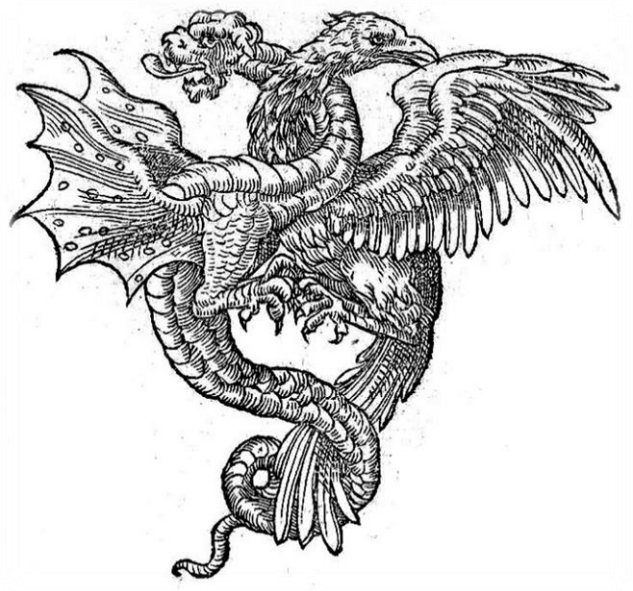
829 or 830	Masterwork Footman's Mace of the High Matriarch (non-magical, +1 damage) (GPV 400)
831 or 832	Fine Fox-Fur Cape (GPV 360)
833 or 834	Fine Fox-Fur Jacket (GPV 360)
835 or 836	Fine Muskrat-Fur Robe (GPV 360)
837 or 838	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 9 gallons (GPV 360)
839 or 840	Huge (12' x 18', 24 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 360)
841 or 842	Immense (18' x 18', 36 square yards), Crude Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 360)
843 or 844	Large (9' x 12', 12 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 360)
845 or 846	Narrow (3' x 12', 4 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 360)
847 or 848	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 18 gallons (GPV 360)
849 or 850	Small (3' x 6', 2 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 360)
851 or 852	Masterwork Footman's Military Pick of the Gnome Laird (non-magical, +1 damage) (GPV 400)
853 or 854	Masterwork Short Sword of the Gnome Laird (non-magical, +1 damage) (GPV 400)
855 or 856	Narrow (3' x 12', 4 square yards), Fine Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 400)
857 or 858	Ornately Carved Small Mammoth Tusk (weight 40 pounds; GPV 10 per pound) (GPV 400)
859 or 860	Quadruple Quire (100 sheets) of Crude Parchment (used to create spell scrolls and books; spell transcription has a +1% chance of failure due to middling paper quality) (GPV 4 per sheet)
861 or 862	Satchel of Herb True-Love Poultice (healing herbs, with two possible effects: [1] 1 dose restores 1 hit point, 3 uses per day; [2] 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (10 doses) (GPV 40 per dose)

863 or 864	Small (gnome- or halfling-sized) Plate Mail (GPV 400)
865 or 866	Small Set of Alchemical Instruments (GPV 400)
867 or 868	Spice Satchel of Anise (GPV 400)
869 or 870	Spice Satchel of Cumin (GPV 400)
871 or 872	Spice Satchel of Nutmeg (GPV 400)
873 or 874	Very Large (12' x 12', 16 square yards), Crude Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 400)
875 or 876	Dwarf-Sized, Dwarf-Forged Splint Mail (GPV 405) (+1 Armor Class bonus, normal weight)
877 or 878	Heavy Seal-Fur Robe (GPV 412)
879 or 880	Long (6' x 12', 8 square yards), Fine Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 416)
881 or 882	Very Large (12' x 12', 16 square yards), Damaged Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 416)
883 or 884	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 42 gallons (GPV 420)
885 or 886	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 21 gallons (GPV 420)
887 or 888	Narrow (3' x 12', 4 square yards), Masterwork Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 420)
889 or 890	Ragged Beaver-Fur Robe (GPV 420)
891 or 892	Ragged Fox-Fur Coat (GPV 420)
893 or 894	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 42 gallons (GPV 420)
895 or 896	Immense (18' x 18', 36 square yards), Emblematic Woven Wool Tapestry (or brocade, rug, etc.) (GPV 432)
897 or 898	Immense (18' x 18', 36 square yards), Exquisite Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 432)

889 or 890	Large (9' x 12', 12 square yards), Antique Woven Wool Tapestry (or brocade, rug, etc.) (GPV 432)
891 or 892	Heavy Beaver-Fur Coat (GPV 440)
893 or 894	Heavy Marten Cape (GPV 440)
895 or 896	Heavy Marten Jacket (GPV 440)
897 or 898	Narrow (3' x 12', 4 square yards), Ornate Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 448)
899 or 900	Very Large (12' x 12', 16 square yards), Fine Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 448)
RESULTS 901 TO 1,000	
901 or 902	Very Large (12' x 12', 16 square yards), Ornate Woven Wool Tapestry (or brocade, rug, etc.) (GPV 448)
903 or 904	15 Sticks of Amber Incense (GPV 30 each)
905 or 906	25 Flasks of Gray Dye (uncommon, made from maple and similar plants) (GPV 18 per flask)
907 or 908	3 Death Flasks of Vitriolic Acid (alchemical sulfuric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4-1 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6+1 rounds, requires save vs. poison at +1, resulting in death if save is failed, or 2D6 damage if successful) (GPV 150 per flask, as it is more valuable as a reagent than as a weapon)
909 or 910	3 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
911 or 912	3 Large Baku Tusks (GPV 150 each)
913 or 914	3 Large Behemoth Tusk-Teeth (GPV 150 each)
915 or 916	30 Huge Monster-Fur Pelts (type(s) appropriate to setting) (GPV 15 each)
917 or 918	30 Sticks of Cedar Incense (GPV 15 each)

919 or 920	6 Huge Ivory Walrus Tusks (GPV 75 each)
921 or 922	9 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
923 or 924	9 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
925 or 926	9 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
927 or 928	9 Huge Gold Nuggets (GPV 50 each)
929 or 930	9 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
931 or 932	9 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
933 or 934	9 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
935 or 936	Alchemically Preserved Minotaur's Heart (used to make Super-Heroism Potions) (GPV 450)
937 or 938	Copper Statuette (approximate weight 12 to 20 lbs.) (GPV 450)
939 or 940	Damaged Large Mammoth Tusk (weight 150 pounds; GPV 3 per pound) (GPV 450)
941 or 942	Elf-Sized, Dwarf-Forged Splint Mail (GPV 450) (+1 Armor Class bonus, normal weight)
943 or 944	Fine Average-Sized Mammoth Tusk (weight 75 pounds; GPV 6 per pound) (GPV 450)
945 or 946	Fine Seal-Fur Robe (GPV 450)
947 or 948	Forbidden Folio of the Undead (teaches the reader the behavior, strengths, and weaknesses of the various types of undead, but is also filled with superstitions and well-intended untruths) (GPV 450)
949 or 950	Healing Salve (3 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
951 or 952	Human-Sized, Dwarf-Forged Splint Mail (GPV 450) (+1 Armor Class bonus, normal weight)

953 or 954	Marble Carving (approximate weight 1 to 5 lbs.) (GPV 450)
955 or 956	Masterwork Halberd of Oldskull (non-magical, +1 damage) (GPV 450)
957 or 958	Satchel of Alchemically Preserved Salamander Scales (used to make Fire Resistance Potions) (GPV 450)
959 or 960	Satchel of Cockatrice Feathers (used to make Protection from Petrification Scrolls) (GPV 450)



961 or 962	Small (3' x 6', 2 square yards), Antique Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 450)
963 or 964	Small Silver Statuette (approximate weight 5 to 10 lbs.) (GPV 450)
965 or 966	Two-Handed Sword of Silvered Steel (weaker edge, -1 damage) (GPV 450)
967 or 968	20 Sticks of Myrrh Incense (GPV 23 each)
969 or 970	Immense (18' x 18', 36 square yards), Crude Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 468)
971 or 972	Large (9' x 12', 12 square yards), Emblematic Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 468)

973 or 974	Narrow (3' x 12', 4 square yards), Antique Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 468)
975 or 976	4 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
977 or 978	6 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
979	Carved Average-Sized Mastodon Tusk (weight 60 pounds; GPV 8 per pound) (GPV 480)
980	Damaged Huge Elephant Tusk (weight 160 pounds; GPV 3 per pound) (GPV 480)
981	Damaged Marten Coat (GPV 480)
982	Fine Beaver-Fur Coat (GPV 480)
983	Fine Marten Cape (GPV 480)
984	Fine Marten Jacket (GPV 480)
985	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 12 gallons (GPV 480)
986	Huge (12' x 18', 24 square yards), Crude Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 480)
987	Huge (12' x 18', 24 square yards), Damaged Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 480)
989	Large (9' x 12', 12 square yards), Damaged Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 480)
990	Large (9' x 12', 12 square yards), Fine Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 480)
991	Long (6' x 12', 8 square yards), Emblematic Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 480)
992	Long (6' x 12', 8 square yards), Masterwork Woven Wool Tapestry (or brocade, rug, etc.) (GPV 480)
993	Narrow (3' x 12', 4 square yards), Exquisite Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 480)
994	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 24 gallons (GPV 480)
995	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 5 gallons (GPV 480)

996	Small (3' x 6', 2 square yards), Exquisite Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 480)
997	Small (3' x 6', 2 square yards), Masterwork Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 480)
998	Stained Beaver-Fur Robe (GPV 480)
999	Stained Fox-Fur Coat (GPV 480)
000	Very Large (12' x 12', 16 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 480)

[III-7]

MISCELLANEOUS TREASURE TABLE V: TREASURES OF VALUE 500 TO 1,520 GOLD PIECES

RESULTS 001 TO 100	
GPV 500	
D1000 Roll	**Miscellaneous Treasure**
001	10 Flasks of Gold Ink (very rare; made from magically influenced liquid gold) (GPV 50 each)
002	10 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
003	10 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
004	10 Huge Gold Nuggets (GPV 50 each)
005	10 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)

006	10 Vial-Measures of Octopus Ink (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
007	10 Vial-Measures of Squid Sepia (used to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 50 each)
008	2 Death Flasks of Aqua Regia (alchemical nitric-hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
009	2 Death Flasks of Fungal Acid (alchemically preserved, derived from the fungal acid that is used by netherworld gnomes who wield poison darts; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
010	2 Death Flasks of Giant Ant Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
011	2 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
012	2 Huge Behemoth Tusk-Teeth (GPV 250 each)
013	2 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250 each)
014	20 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
015	20 Sticks of Cinnamon Incense (GPV 25 each)

016	25 Flasks of Olive Green Dye (uncommon, made from iron mordant, along with measures of yellow dye) (GPV 20 per flask)
017	25 Giant Monster-Fur Pelts (type(s) appropriate to setting) (GPV 20 each)
018	5 Baku Tusks (GPV 100 each)
019	5 Behemoth Tusk-Teeth (GPV 100 each)
020	5 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
021	5 Immense Gold Nuggets (GPV 100 each)
022	5 Ivory Ogre Mage Tusks (GPV 100 each)
023	5 Narwhal Horns (GPV 100 each)
024	5 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
025	5 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
026	50 Sticks of Clove Incense (GPV 10 each)
027	Alchemically Preserved Basilisk Eye (used to make Protection from Petrification Scrolls) (GPV 500)
028	Bloodstained Unholy Water Font of Rare Woods and Silver (engraved with infernal symbols; used by evil clerics to hold a precious metal basin for the creation of unholy water) (GPV 500)
029	Colossal Gold Nugget (GPV 500)
030	Cracked Large Mastodon Tusk (weight 125 pounds; GPV 4 per pound) (GPV 500)
031	Death Flask of Acidum Salis (alchemical hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500, as it is more valuable as a reagent than as a weapon)
032	Death Flask of Giant Bombardier Beetle Vapor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500, as it is more valuable as a reagent than as a weapon)

033	Death Flask of Giant Shadow Worm Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500, as it is more valuable as a reagent than as a weapon)
034	Death Flask of Gray Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500, as it is more valuable as a reagent than as a weapon)
035	Death Flask of Hangman Tree Sap (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500, as it is more valuable as a reagent than as a weapon)
036	Death Flask of Ochre Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500, as it is more valuable as a reagent than as a weapon)
037	Demonomicon (teaches the reader the nature, strengths, and weaknesses of the various types of demons, as well as the lore of Abyssal Realm) (GPV 500)



038	Double Quire (50 sheets) of Good Vellum (used to create spell scrolls and books; spell transcription has a -3% chance of failure due to good surface quality) (GPV 10 per sheet)
039	Eye Patch Set with Gemstone (GPV 500)
040	Flask of Alchemically Preserved Invisible Monster Ichor (used to make Invisibility Potions) (GPV 500)
041	Flask of Alchemically Preserved Rakshasa Ichor (used to make Delusion Potions) (GPV 500)
042	Flask of Amber Perfume (or Unguent) (GPV 50 per ounce) (10 ounces)
043	Flask of Powdered Topaz (reagent for Fool's Gold spell) (GPV 500)
044	Forbidden Folio of Diablerie (teaches the reader the nature, strengths, and weaknesses of the various types of devils, as well as the lore of the Hells) (GPV 500)

045	Gold Holy Symbol, All-Seeing Hawk Wedja (symbol of Horus, lesser god of righteous vengeance in the Egyptian Mythos) (GPV 500)
046	Gold Holy Symbol, All-Seeing Iris Mamitu (symbol of Ki, greater goddess of nature in the Sumerian Mythos) (GPV 500)
047	Gold Holy Symbol, Ankh and Star Wedja (symbol of Isis, greater goddess of magic in the Egyptian Mythos) (GPV 500)
048	Gold Holy Symbol, Axe and Blade Periapt (symbol of Ulkros, greater good of dooms in the Nowhen Mythos) (GPV 500)
049	Gold Holy Symbol, Axe and Moon Mamitu (symbol of Nanna-Sin, lesser god of the moon in the Sumerian Mythos) (GPV 500)
050	Gold Holy Symbol, Bearded Man Taufr (symbol of Forseti, greater god of justice in the Norse Mythos) (GPV 500)
051	Gold Holy Symbol, Binding Cord Wedja (symbol of Anhur, lesser god of war in the Egyptian Mythos) (GPV 500)
052	Gold Holy Symbol, Bird Among Clouds Amulet (symbol of Aedha of the Fey, lesser goddess of sky and weather in the Elven and Oldskull Mythoi) (GPV 500)
053	Gold Holy Symbol, Black Bow Tabij (symbol of Rudra, greater god of beasts in the Indian Mythos) (GPV 500)
054	Gold Holy Symbol, Black Cat Sigil (symbol of Aelurus, lord of cats in the Oldskull Mythos) (GPV 500)
055	Gold Holy Symbol, Black Hourglass Signum (symbol of Sish the Destroyer, greater god of time, entropy and decay in the Pegana and Oldskull Mythoi) (GPV 500)
056	Gold Holy Symbol, Black Jackal Wedja (symbol of Anubis, lesser god of the dead in the Egyptian Mythos) (GPV 500)
057	Gold Holy Symbol, Black Pearl Hushenfu (symbol of Chao Kung Ming, demigod of war in the Chinese Mythos) (GPV 500)
058	Gold Holy Symbol, Black Wheel Signum (symbol of Trogool the Thing, greater god of inescapable magic and inevitability in the Pegana and Oldskull Mythoi) (GPV 500)
059	Gold Holy Symbol, Blue Diamond Mamitu (symbol of Nin-Hursag, lesser goddess of the earth in the Sumerian Mythos) (GPV 500)
060	Gold Holy Symbol, Blue Eye Taufr (symbol of Odin, greater god of the heavens in the Norse Mythos) (GPV 500)
061	Gold Holy Symbol, Blue Rod Amulet (symbol of Ishtar, greater goddess of love and war in the Babylonian Mythos) (GPV 500)

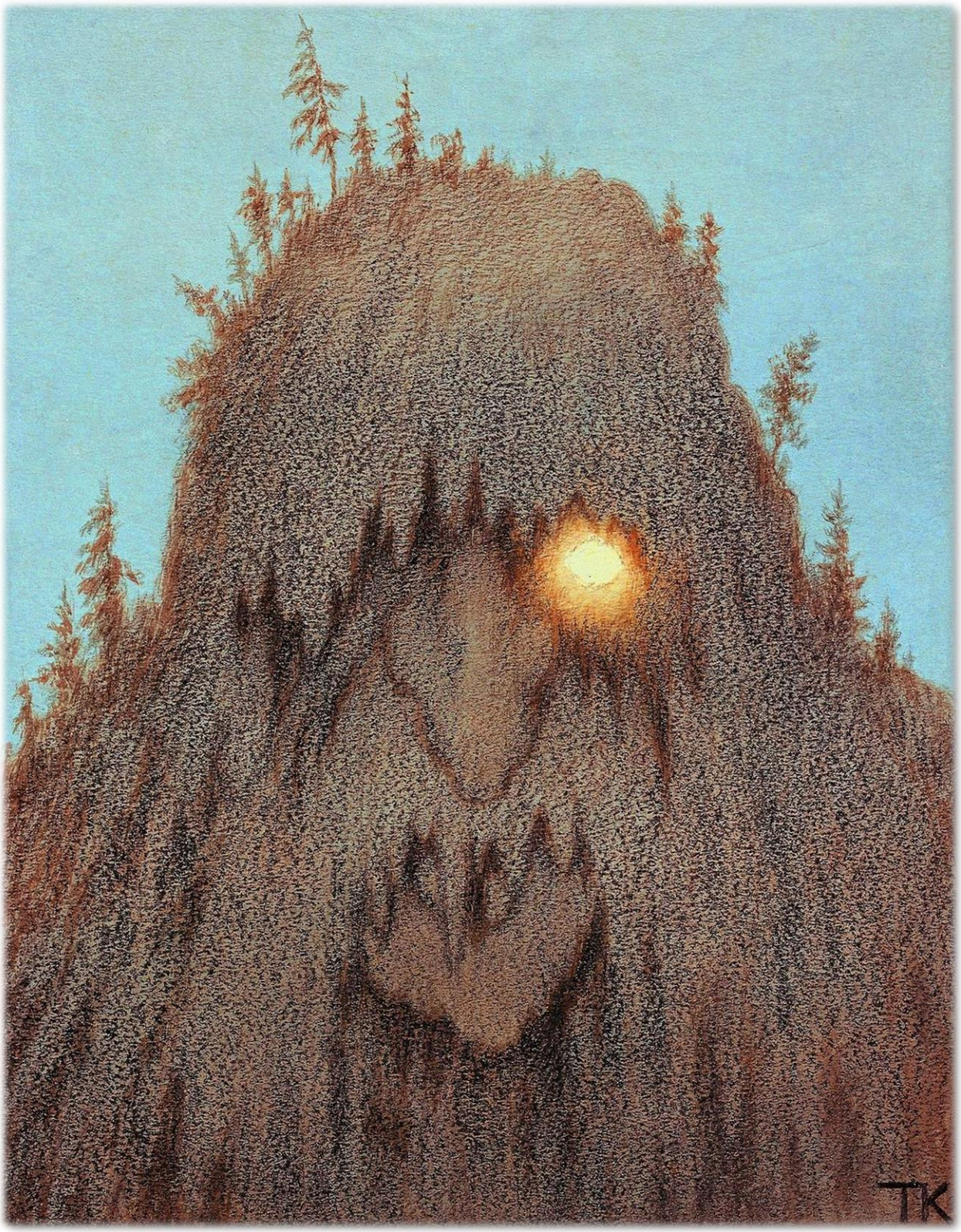
062	Gold Holy Symbol, Bow and Moon Telesma (symbol of Artemis, lesser goddess of the hunt in the Greek Mythos) (GPV 500)
063	Gold Holy Symbol, Bowed Gargoyle Signum (symbol of Nodens, lesser god of the celestial abyss and protection in the Celtic, Cthulhu, and Oldskull Mythoi) (GPV 500)
064	Gold Holy Symbol, Broken Staff Signum (symbol of Jabim, demigod of broken things and scavenging in the Pegana and Oldskull Mythoi) (GPV 500)
065	Gold Holy Symbol, Bulging Pouch Periapt (symbol of Eterishaal, demigod of stealth in the Nowhen Mythos) (GPV 500)
066	Gold Holy Symbol, Burning Fire Tabij (symbol of Agni, greater god of fire in the Indian Mythos) (GPV 500)
067	Gold Holy Symbol, Burning Flame Signum (symbol of Gribaun, demigod of flame and burning in the Pegana and Oldskull Mythoi) (GPV 500)
068	Gold Holy Symbol, Cackling Goose Wedja (symbol of Geb, greater god of the earth in the Egyptian Mythos) (GPV 500)
069	Gold Holy Symbol, Cane Staff Omamori (symbol of Ebisu, lesser god of labor in the Japanese Mythos) (GPV 500)
070	Gold Holy Symbol, Cauldron Orra (symbol of Dagda, greater god of rulership in the Celtic Mythos) (GPV 500)



226	Gold Unholy Symbol, Cloud and Thunderbolt Hushenfu (symbol of Lei Kung, greater god of thunder in the Chinese Mythos) (GPV 500)
227	Gold Unholy Symbol, Cloven Hoof Sigil (symbol of the Dis Pater, arch-devil of furies and torment in the Oldskull Mythos) (GPV 500)
228	Gold Unholy Symbol, Clutched Club Amuletti (symbol of Tuoni, greater god of the underworld in the Finnish Mythos) (GPV 500)
229	Gold Unholy Symbol, Clutched Dagger Amuletti (symbol of Loviatar, demigoddess of pain in the Finnish Mythos) (GPV 500)
230	Gold Unholy Symbol, Coiled Cobra Wedja (symbol of Set, greater god of evil in the Egyptian Mythos) (GPV 500)
231	Gold Unholy Symbol, Coiled Serpents Signum (symbol of Yig, lesser god of serpents and the underworld in the Cthulhu and Oldskull Mythoi) (GPV 500)

232	Gold Unholy Symbol, Crimson Mace Amulet (symbol of Druaga, lesser god of devils in the Babylonian Mythos) (GPV 500)
233	Gold Unholy Symbol, Crowned Skull Sigil (symbol of Koschei the Deathless, demon lord of frigid eternity in the Oldskull Mythos) (GPV 500)
234	Gold Unholy Symbol, Cyclopean Eye Fetish (symbol of Doruum-Sha, greater god of all orc kind in the Oldskull Mythos) (GPV 500)
235	Gold Unholy Symbol, Death Dog Talisman (symbol of Mictlantecuhtli, greater god of death in the Central American Mythos) (GPV 500)
236	Gold Unholy Symbol, Decapitated Head Amuletti (symbol of Tuonetar, greater goddess of the underworld in the Finnish Mythos) (GPV 500)
237	Gold Unholy Symbol, Diamond Eye Periapt (symbol of Grumloch, lesser god of the earth's treasures in the Nowhen Mythos) (GPV 500)
238	Gold Unholy Symbol, Ebon Spearman Amulet (symbol of Nergal, lesser god of the underworld in the Babylonian Mythos) (GPV 500)
239	Gold Unholy Symbol, Fanged Baboon Heads Sigil (symbol of Ulthrogorgon, demon prince of wrath in the Oldskull Mythos) (GPV 500)
240	Gold Unholy Symbol, Fanged Bat Talisman (symbol of Camazotz, greater god of bats and evil in the Central American Mythos) (GPV 500)
241	Gold Unholy Symbol, Fanged Spider Talisman (symbol of Shraetha, demon queen of the dark elves in the Oldskull Mythos) (GPV 500)
242	Gold Unholy Symbol, Fiery Demon Talisman (symbol of Huhueteotl, greater god of fire in the Central American Mythos) (GPV 500)
243	Gold Unholy Symbol, Five-Headed Dragon Sigil (symbol of Thalassa, queen of all evil dragons in the Oldskull Mythos) (GPV 500)
244	Gold Unholy Symbol, Flaming Greatsword (symbol of Surtr, lesser god of fire giants in the Norse Mythos) (GPV 500)
245	Gold Unholy Symbol, Forked Lightning Bolt Amuletti (symbol of Hiisi, greater god of evil in the Finnish Mythos) (GPV 500)

246	Gold Unholy Symbol, Forked Tongue Sigil (symbol of Mephistopheles, arch-devil of falsehood in the Oldskull Mythos) (GPV 500)
247	Gold Unholy Symbol, Gnome Skull Fetish (symbol of Khorkhortuul, lesser god of kobolds and gremlins in the Oldskull Mythos) (GPV 500)
248	Gold Unholy Symbol, Green Longbow Hushenfu (symbol of Chih-Chiang Fyu-Ya, demigod of archers in the Chinese Mythos) (GPV 500)
249	Gold Unholy Symbol, Horned Fly Sigil (symbol of Baal-Zebub, arch-devil of lies and decay in the Oldskull Mythos) (GPV 500)
250	Gold Unholy Symbol, Howling Wolf Signum (symbol of Wohoon, lesser god of unknown noises and fear in the Pegana and Oldskull Mythoi) (GPV 500)
251	Gold Unholy Symbol, Ice Spear Totem (symbol of Shakak, greater god of winter in the Native American Mythos) (GPV 500)
252	Gold Unholy Symbol, Icy Battle Axe Taufr (symbol of Thrym, lesser god of frost giants in the Norse Mythos) (GPV 500)
253	Gold Unholy Symbol, Infernal Bracelet Hushenfu (symbol of No Cha, demigod of thieves in the Chinese Mythos) (GPV 500)
254	Gold Unholy Symbol, Infernal Staff Mamitu (symbol of Inanna, greater goddess of love and war in the Sumerian Mythos) (GPV 500)
255	Gold Unholy Symbol, Inverted Pentacle Sigil (symbol of Baphometh, demon lord of forbidden knowledge in the Oldskull Mythos) (GPV 500)
256	Gold Unholy Symbol, Jeweled Dagger Amulet (symbol of Aurvangr, Lord of Greed, greater god of covetousness in the Dwarven and Oldskull Mythoi) (GPV 500)
257	Gold Unholy Symbol, Knotted Club Fetish (symbol of Blunderbore, lesser god of hill giants in the Oldskull Mythos) (GPV 500)


TK

258	Gold Unholy Symbol, Leering Demon Face Sigil (symbol of Moloch, arch-devil of sacrifices in the Oldskull Mythos) (GPV 500)
259	Gold Unholy Symbol, Leering Reptile Fetish (symbol of Zaloshaar, lesser god of troglodytes in the Oldskull Mythos) (GPV 500)
260	Gold Unholy Symbol, Leering Skull Periapt (symbol of the Mortis, greater god of death in the Nowhen Mythos) (GPV 500)
261	Gold Unholy Symbol, Mist of Eyes Periapt (symbol of the Hatred, lesser god of hate in the Nowhen Mythos) (GPV 500)
262	Gold Unholy Symbol, Morning Star Fetish (symbol of Grugluch, lesser god of bugbears in the Oldskull Mythos) (GPV 500)
263	Gold Unholy Symbol, Pouncing Ocelot Talisman (symbol of Tlazolteotl, lesser goddess of vice in the Central American Mythos) (GPV 500)
264	Gold Unholy Symbol, Rat's Eyes Periapt (symbol of Kriskrich, lesser god of rats in the Nowhen Mythos) (GPV 500)
265	Gold Unholy Symbol, Robed Maiden Tabij (symbol of Ratri, demigoddess of thieves in the Indian Mythos) (GPV 500)
266	Gold Unholy Symbol, Rotted Ram's Head Sigil (symbol of Bubonicus, daemon lord of plagues in the Oldskull Mythos) (GPV 500)
267	Gold Unholy Symbol, Rotting Mushroom Sigil (symbol of Tz'gyrru, demon queen of fungi in the Oldskull Mythos) (GPV 500)



268	Gold Unholy Symbol, Ruby Sceptre Sigil (symbol of Ashmodai, arch-devil of rulership in the Oldskull Mythos) (GPV 500)
269	Gold Unholy Symbol, Scarlet Mace Tabij (symbol of Yama, demigod of death in the Indian Mythos) (GPV 500)
270	Gold Unholy Symbol, Screaming Skull Tabij (symbol of Kali, lesser goddess of destruction in the Indian Mythos) (GPV 500)
271	Gold Unholy Symbol, Setting Moon Telesma (symbol of Hecate, lesser goddess of magic in the Greek Mythos) (GPV 500)
272	Gold Unholy Symbol, Shadow Maiden Taufr (symbol of Hel, greater goddess of death in the Norse Mythos) (GPV 500)
273	Gold Unholy Symbol, Shadow Sphere Amulet (symbol of Anshar, lesser god of darkness in the Babylonian Mythos) (GPV 500)
274	Gold Unholy Symbol, Shark Head Fetish (symbol of Thragola'a, lesser god of sea devils in the Oldskull Mythos) (GPV 500)
275	Gold Unholy Symbol, Skull Obolus Telesma (symbol of Charon, daemon lord of the nether rivers in the Greek and Oldskull Mythoi) (GPV 500)
276	Gold Unholy Symbol, Skull Wand Sigil (symbol of Kholthruss, demon prince of the undead in the Oldskull Mythos) (GPV 500)
277	Gold Unholy Symbol, Smoke Jaguar Talisman (symbol of Tezcatlipoca, greater god of the sun in the Central American Mythos) (GPV 500)
278	Gold Unholy Symbol, Spear and Shield Totem (symbol of Tobadzistsini, lesser god of war in the Native American Mythos) (GPV 500)
279	Gold Unholy Symbol, Spider and Opal Periapt (symbol of the Spider God, demigod of spiders in the Nowhen Mythos) (GPV 500)



280	Gold Unholy Symbol, Staff-Bearing Skeleton Periapt (symbol of the Roaming Gods, the great undead ancestors in the Nowhen Mythos) (GPV 500)
281	Gold Unholy Symbol, Three-Headed Demon Hushenfu (symbol of Lu Yueh, lesser god of plagues in the Chinese Mythos) (GPV 500)
282	Gold Unholy Symbol, Three-Headed Flail Sigil (symbol of Haenog'ghul, demon lord of gnoles and ghouls in the Oldskull Mythos) (GPV 500)
283	Gold Unholy Symbol, Three-Pointed Star Periapt (symbol of the Gods of Trouble, lesser gods of woe in the Nowhen Mythos) (GPV 500)
284	Gold Unholy Symbol, Torch Totem (symbol of Hastsezini, lesser god of fire in the Native American Mythos) (GPV 500)
285	Gold Unholy Symbol, Tusked Deer Talisman (symbol of Tlaloc, greater god of rain in the Central American Mythos) (GPV 500)
286	Gold Unholy Symbol, Twisting Flame Taufr (symbol of Loki, greater god of mischief in the Norse Mythos) (GPV 500)
287	Gold Unholy Symbol, Two-Pronged Fork Sigil (symbol of Belial, arch-devil of pain in the Oldskull Mythos) (GPV 500)
288	Gold Unholy Symbol, War Spear Telesma (symbol of Ares, greater god of war in the Greek Mythos) (GPV 500)
289	Gold Unholy Symbol, Water Lizard Signum (symbol of Bokrug, lesser god of amphibians and intolerance in the Cthulhu and Oldskull Mythoi) (GPV 500)
290	Gold Unholy Symbol, Wild Beast Sigil (symbol of Geryone, arch-devil of labyrinths and minotaurs in the Oldskull Mythos) (GPV 500)
291	Gold Unholy Symbol, Winged Ape Sigil (symbol of Ruz-Dol'Muu, demon prince of deception in the Oldskull Mythos) (GPV 500)
292	Gold Unholy Symbol, Winged Demon Sigil (symbol of Pazuzu, demon prince of storms in the Oldskull Mythos) (GPV 500)
293	Gold Unholy Symbol, Withered Oak Bough Amuletti (symbol of Surma, demigod of death in the Finnish Mythos) (GPV 500)
294	Great Electrum (gold and silver) Dwarven Forge Ingot (1,000 coin equivalent) (GPV 500)
295	Ivory Carving (approximate weight 1 to 5 lbs.) (GPV 500)
296	Keg of Long-Leaf Pipeweed (GPV 500)

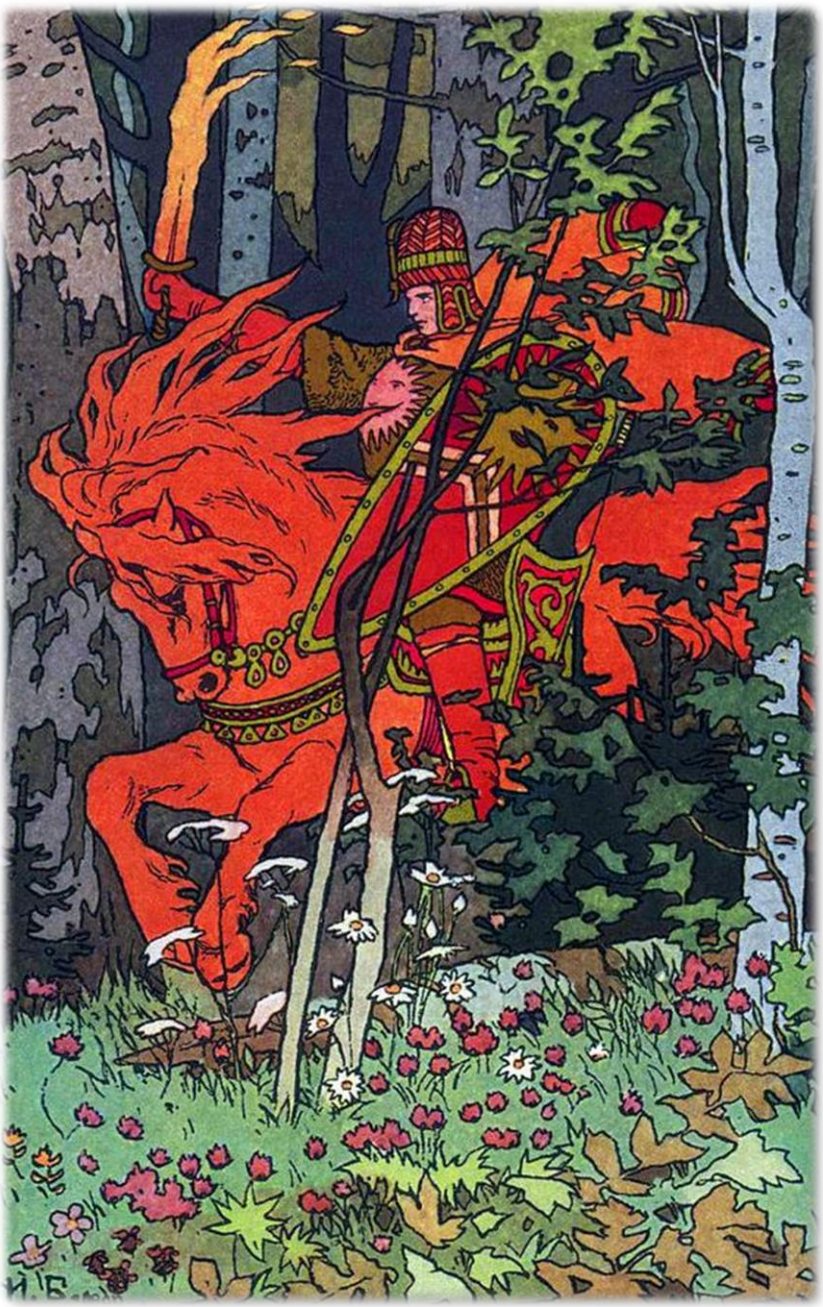
297	Large Flask of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500)



071	Gold Holy Symbol, Celestial Bull Wedja (symbol of Ptah, greater god of creation in the Egyptian Mythos) (GPV 500)
072	Gold Holy Symbol, Chained Man Signum (symbol of Dorozhand, greater god of fate and destiny in the Pegana and Oldskull Mythoi) (GPV 500)
073	Gold Holy Symbol, Chest of Apples Taufr (symbol of Idun, lesser goddess of spring in the Norse Mythos) (GPV 500)
074	Gold Holy Symbol, Clawed Cat Signum (symbol of Ulthar, lesser god of cats and righteous vengeance in the Cthulhu and Oldskull Mythoi) (GPV 500)
075	Gold Holy Symbol, Closed Eye Signum (symbol of Yoharneth-Lahai, lesser god of dreams and daydreams in the Pegana and Oldskull Mythoi) (GPV 500)

076	Gold Holy Symbol, Closed Eyes Amuletti (symbol of Untamo, lesser god of sleep in the Finnish Mythos) (GPV 500)
077	Gold Holy Symbol, Cloud and Wave Signum (symbol of Slid by the Sea, greater god of oceans and storms in the Pegana and Oldskull Mythoi) (GPV 500)
078	Gold Holy Symbol, Cloud Totem (symbol of Hotoru, lesser god of the wind in the Native American Mythos) (GPV 500)
079	Gold Holy Symbol, Clouded Sun Amulet (symbol of Anu, greater god of the sky in the Babylonian Mythos) (GPV 500)
080	Gold Holy Symbol, Clutched Stalactite Fetish (symbol of Olmberg Oldskull, lesser god of stone giants in the Oldskull Mythos) (GPV 500)
081	Gold Holy Symbol, Coin Triad Omamori (symbol of Daikoku, lesser god of wealth in the Japanese Mythos) (GPV 500)
082	Gold Holy Symbol, Conjoined Sphere Signum (symbol of Mana-Yood-Sushai, the creator god in the Pegana and Oldskull Mythoi) (GPV 500)
083	Gold Holy Symbol, Covered Mouth Signum (symbol of Hish, lesser god of silence in the Pegana and Oldskull Mythoi) (GPV 500)
084	Gold Holy Symbol, Coyote Totem (symbol of the Coyote Spirit, lesser god of lore in the Native American Mythos) (GPV 500)
085	Gold Holy Symbol, Crimson Hand Talisman (symbol of Itzamna, greater god of healing in the Central American Mythos) (GPV 500)
086	Gold Holy Symbol, Crimson Pentagram Telesma (symbol of Tyche, lesser goddess of fortune in the Greek Mythos) (GPV 500)
087	Gold Holy Symbol, Crimson Sword Omamori (symbol of Oh-Kuni-Nushi, demigod of heroes in the Japanese Mythos) (GPV 500)
088	Gold Holy Symbol, Crossed Battle Axes Amulet (symbol of Brokkr of the Silver Beard, greater god of warfare in the Dwarven and Oldskull Mythoi) (GPV 500)
089	Gold Holy Symbol, Crossed Sistrums Signum (symbol of Limpang-Tung, lesser god of revelry and roguery in the Pegana and Oldskull Mythoi) (GPV 500)
090	Gold Holy Symbol, Crossed Spears Orra (symbol of Morrigan, lesser goddess of war in the Celtic Mythos) (GPV 500)
091	Gold Holy Symbol, Crowned Oak Talisman (symbol of Erelane Elethil, lesser god of wood elves in the Oldskull Mythos) (GPV 500)

092	Gold Holy Symbol, Dancing Monkey Talisman (symbol of Xochipilli, lesser god of chance in the Central American Mythos) (GPV 500)
093	Gold Holy Symbol, Dancing Silhouette Signum (symbol of Treboge, demigod of shadows in the Pegana and Oldskull Mythoi) (GPV 500)
094	Gold Holy Symbol, Divine Thyrsus Telesma (symbol of Dionysus, lesser god of revelry in the Greek Mythos) (GPV 500)
095	Gold Holy Symbol, Dusty Ziggurat Signum (symbol of Zumbiboo, demigod of dust in the Pegana and Oldskull Mythoi) (GPV 500)
096	Gold Holy Symbol, Encircled Heart Amulet (symbol of Genovefa of the Eternal Pool, lesser goddess of love in the Elven and Oldskull Mythoi) (GPV 500)
097	Gold Holy Symbol, Evergreen Amuletti (symbol of Mielikki, lesser goddess of nature in the Finnish Mythos) (GPV 500)
098	Gold Holy Symbol, Fanged Lioness Wedja (symbol of Tefnut, lesser goddess of storms in the Egyptian Mythos) (GPV 500)
099	Gold Holy Symbol, Fanning Peacock Telesma (symbol of Heres, greater goddess of women in the Greek Mythos) (GPV 500)
100	Gold Holy Symbol, Feathered Serpent Talisman (symbol of Quetzalcoatl, greater god of the air in the Central American Mythos) (GPV 500)
RESULTS 101 TO 200	
101	Gold Holy Symbol, Fiery Axe Amulet (symbol of Girru, lesser god of fire in the Babylonian Mythos) (GPV 500)
102	Gold Holy Symbol, Fiery Maiden Orra (symbol of Brigit, lesser goddess of fire in the Celtic Mythos) (GPV 500)
103	Gold Holy Symbol, Fistful of Thunderbolts Telesma (symbol of Zeus, greater god of the heavens in the Greek Mythos) (GPV 500)
104	Gold Holy Symbol, Flaming Sword Amuletti (symbol of Ukko, greater god of the heavens in the Finnish Mythos) (GPV 500)



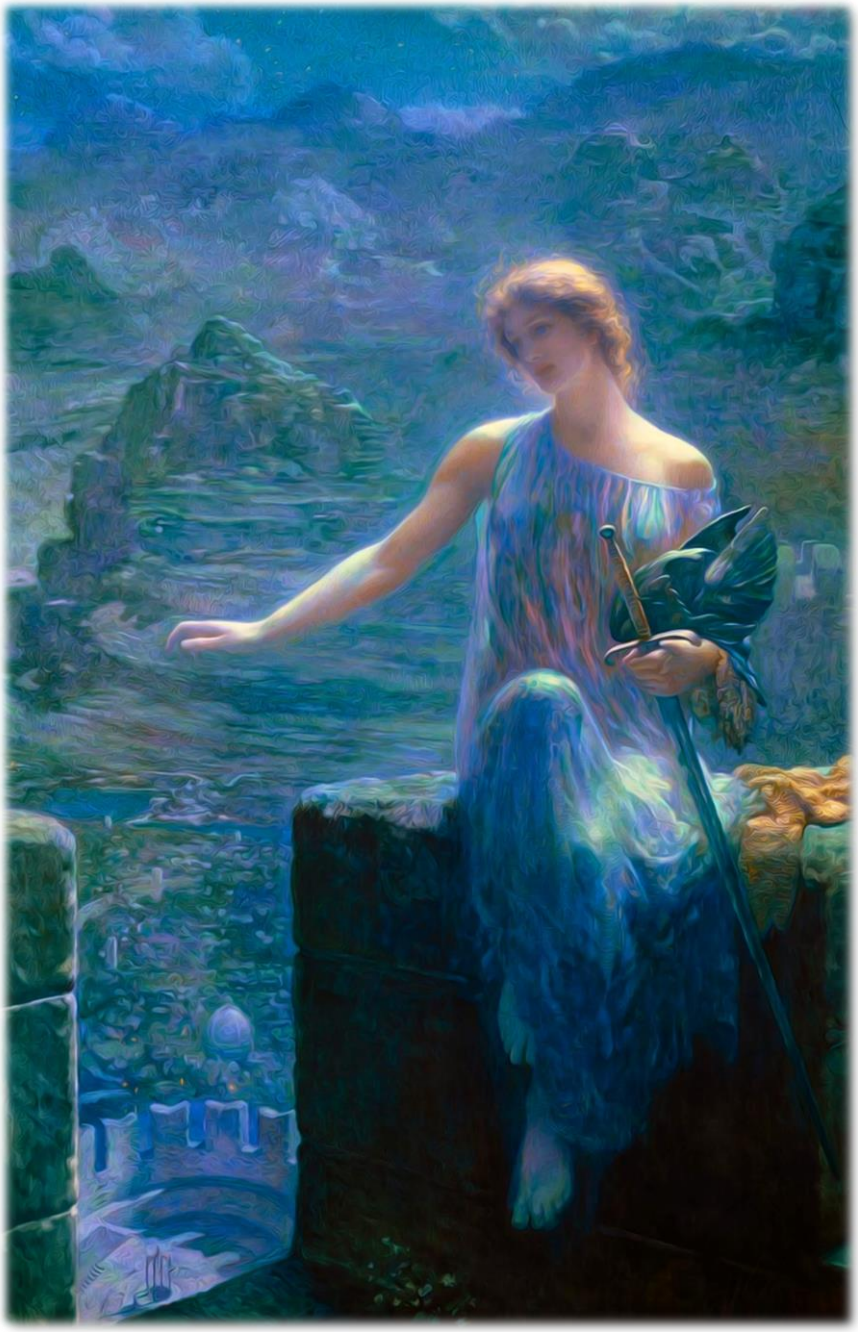
105	Gold Holy Symbol, Full Moon Tabij (symbol of Varuna, greater god of order in the Indian Mythos) (GPV 500)
106	Gold Holy Symbol, Gem and Mountain Amulet (symbol of Durinn Lorestone, greater god of buried wealth and secrets in the Dwarven and Oldskull Mythoi) (GPV 500)

107	Gold Holy Symbol, Glowing Rectangle Periapt (symbol of Ooreth, demigod of wizardry in the Nowhen Mythos) (GPV 500)
108	Gold Holy Symbol, Goddess and Child Hushenfu (symbol of Kuan Yin, greater goddess of mercy in the Chinese Mythos) (GPV 500)
109	Gold Holy Symbol, Gold Nugget Talisman (symbol of Gorius Glimmerstone, greater god of all gnome kind in the Oldskull Mythos) (GPV 500)
110	Gold Holy Symbol, Grasped Sunbolt Hushenfu (symbol of Shang-Ti, greater god of the heavens in the Chinese Mythos) (GPV 500)
111	Gold Holy Symbol, Gray Mountain Signum (symbol of Crom, greater god of daring and heroes in the Hyborian and Oldskull Mythoi) (GPV 500)
112	Gold Holy Symbol, Great Beetle Wedja (symbol of Apshai, demigod of insects in the Egyptian Mythos) (GPV 500)
113	Gold Holy Symbol, Great Hammer Taufr (symbol of Thor, greater god of thunder in the Norse Mythos) (GPV 500)
114	Gold Holy Symbol, Great Longbow Taufr (symbol of Uller, lesser god of hunting in the Norse Mythos) (GPV 500)
115	Gold Holy Symbol, Great Oak Orra (symbol of Silvanus, greater god of the forest in the Celtic Mythos) (GPV 500)
116	Gold Holy Symbol, Great Trident Telesma (symbol of Poseidon, greater god of the seas in the Greek Mythos) (GPV 500)
117	Gold Holy Symbol, Guardian's Horn Taufr (symbol of Heimdall, greater god of the realm gates in the Norse Mythos) (GPV 500)
118	Gold Holy Symbol, Hammer and Anvil Talisman (symbol of Durion, greater god of all dwarf kind in the Oldskull Mythos) (GPV 500)
119	Gold Holy Symbol, Hammer and Anvil Telesma (symbol of Hephaestus, lesser god of artifice in the Greek Mythos) (GPV 500)
120	Gold Holy Symbol, Hawkman Wedja (symbol of Seker, lesser god of light in the Egyptian Mythos) (GPV 500)
121	Gold Holy Symbol, Hill and Shield Talisman (symbol of Rosamunda, greater goddess of all Halfling kind in the Oldskull Mythos) (GPV 500)
122	Gold Holy Symbol, Horned Lunar Disc Wedja (symbol of Nephthys, lesser goddess of wealth in the Egyptian Mythos) (GPV 500)
123	Gold Holy Symbol, Horse Totem (symbol of Hastseltsi, lesser god of racing in the Native American Mythos) (GPV 500)

124	Gold Holy Symbol, Icy Greatsword Taufr (symbol of Frey, greater god of the sun and the light elves in the Norse Mythos) (GPV 500)
125	Gold Holy Symbol, Icy Mountain Taufr (symbol of Magni, god of strength in the Norse Mythos) (GPV 500)
126	Gold Holy Symbol, Immaculate Seashell Telesma (symbol of Aphrodite, greater goddess of love in the Greek Mythos) (GPV 500)
127	Gold Holy Symbol, Iron Boot Taufr (symbol of Vidar, lesser god of strength in the Norse Mythos) (GPV 500)
128	Gold Holy Symbol, Jeweled Chalice Taufr (symbol of Balder, greater god of charisma in the Norse Mythos) (GPV 500)
129	Gold Holy Symbol, Joined Rings Amulet (symbol of Brunna Truehearth, greater goddess of homes and protection in the Dwarven and Oldskull Mythoi) (GPV 500)
130	Gold Holy Symbol, Kneeling Sage Signum (symbol of Hoodrazai, greater god of secrets and sorrow in the Pegana and Oldskull Mythoi) (GPV 500)
131	Gold Holy Symbol, Leaping Dolphin Talisman (symbol of Raesharis, lesser god of aquatic elves in the Oldskull Mythos) (GPV 500)
132	Gold Holy Symbol, Leaping Fish Talisman (symbol of Chalchiuhtlicue, lesser goddess of water in the Central American Mythos) (GPV 500)
133	Gold Holy Symbol, Lightning Bolt Hushenfu (symbol of Fei Lien and Feng Po, demigods of the wind in the Chinese Mythos) (GPV 500)
134	Gold Holy Symbol, Lightning Bolt Totem (symbol of Heng the Thunder Spirit, lesser god of storms in the Native American Mythos) (GPV 500)
135	Gold Holy Symbol, Lizard Egg Fetish (symbol of Srethriss, lesser god of lizard men in the Oldskull Mythos) (GPV 500)
136	Gold Holy Symbol, Long Arrow Amulet (symbol of Suibhne Many-Feather, lesser god of archery in the Elven and Oldskull Mythoi) (GPV 500)
137	Gold Holy Symbol, Looped Cross Amuletti (symbol of Ilmatar, lesser goddess of motherhood in the Finnish Mythos) (GPV 500)
138	Gold Holy Symbol, Lotus and Mace Tabij (symbol of Vishnu, greater god of mercy in the Indian Mythos) (GPV 500)
139	Gold Holy Symbol, Lotus Flower Tabij (symbol of Lakshmi, lesser goddess of fortune in the Indian Mythos) (GPV 500)

140	Gold Holy Symbol, Lunar Ibis Wedja (symbol of Thoth, greater god of knowledge in the Egyptian Mythos) (GPV 500)
141	Gold Holy Symbol, Mace and Thunderbolt Omamori (symbol of Raiden, greater god of thunder in the Japanese Mythos) (GPV 500)
142	Gold Holy Symbol, Man of Clay Signum (symbol of Kib the Sculptor, greater god of beasts and primitive men in the Pegana and Oldskull Mythoi) (GPV 500)
143	Gold Holy Symbol, Mare's Head Telesma (symbol of Demeter, lesser goddess of the harvest in the Greek Mythos) (GPV 500)
144	Gold Holy Symbol, Moon Disc Omamori (symbol of Tsukiyomi, greater god of the moon in the Japanese Mythos) (GPV 500)
145	Gold Holy Symbol, Mountain Ibex Mamitu (symbol of Enki, greater god of the waters in the Sumerian Mythos) (GPV 500)
146	Gold Holy Symbol, Oak and Mistletoe Orra (symbol of Diancecht, lesser god of healing in the Celtic Mythos) (GPV 500)
147	Gold Holy Symbol, Octagonal Mirror Omamori (symbol of Amaterasu, greater goddess of the sun in the Japanese Mythos) (GPV 500)
148	Gold Holy Symbol, Open Book Hushenfu (symbol of Chung Kuel, greater god of truth in the Chinese Mythos) (GPV 500)
149	Gold Holy Symbol, Open Hand Orra (symbol of Nuada, greater god of war in the Celtic Mythos) (GPV 500)
150	Gold Holy Symbol, Ostrich Feather Wedja (symbol of Shu, lesser god of the sky in the Egyptian Mythos) (GPV 500)
151	Gold Holy Symbol, Paired Hands Orra (symbol of Lugh, greater god of battle prowess in the Celtic Mythos) (GPV 500)
152	Gold Holy Symbol, Pinwheel Rod Tabij (symbol of Tvashtri, demigod of artifice in the Indian Mythos) (GPV 500)
153	Gold Holy Symbol, Quarter Moon Talisman (symbol of Aeterelon Tharelian, greater god of all elf kind in the Oldskull Mythos) (GPV 500)
154	Gold Holy Symbol, Radiant Fire Pit Signum (symbol of Habaniah, demigoddess of hearth and home in the Pegana and Oldskull Mythoi) (GPV 500)
155	Gold Holy Symbol, Radiant Ouroboros Sigil (symbol of the Ouroboros, king of all good dragons in the Oldskull Mythos) (GPV 500)

156	Gold Holy Symbol, Radiant Sunburst Mamitu (symbol of Utu, greater god of the sun in the Sumerian Mythos) (GPV 500)
157	Gold Holy Symbol, Radiant Sword Taufr (symbol of Tyr, god of righteous war in the Norse Mythos) (GPV 500)



158	Gold Holy Symbol, Raised Blade Taufr (symbol of Sif, lesser goddess of battle prowess in the Norse Mythos) (GPV 500)
159	Gold Holy Symbol, Raven Totem (symbol of the Raven Spirit, greater god of creation in the Native American Mythos) (GPV 500)
160	Gold Holy Symbol, Ribboned Helm Hushenfu (symbol of Yen-Wang-Yeh, greater god of the dead in the Chinese Mythos) (GPV 500)
161	Gold Holy Symbol, Rippling Water Amuletti (symbol of Ahto, greater god of the sea in the Finnish Mythos) (GPV 500)
162	Gold Holy Symbol, Rising Phoenix Signum (symbol of Mitra, lesser god of mercy and protection in the Hyborian and Oldskull Mythoi) (GPV 500)
163	Gold Holy Symbol, Rising Sun Tabij (symbol of Ushas, lesser goddess of the dawn in the Indian Mythos) (GPV 500)
164	Gold Holy Symbol, Runic Coin Amulet (symbol of Veigr Goldmane, greater god of wealth in the Dwarven and Oldskull Mythoi) (GPV 500)
165	Gold Holy Symbol, Running Man Signum (symbol of Roon the Going, lesser god of celerity and movement in the Pegana and Oldskull Mythoi) (GPV 500)
166	Gold Holy Symbol, Sagely Owl Telesma (symbol of Athena, greater goddess of wisdom in the Greek Mythos) (GPV 500)
167	Gold Holy Symbol, Sand Serpent Totem (symbol of the Snake-Man, greater god of reptiles in the Native American Mythos) (GPV 500)
168	Gold Holy Symbol, Scarlet Bird Hushenfu (symbol of Chih Sung-Tzu, greater god of rain in the Chinese Mythos) (GPV 500)
169	Gold Holy Symbol, Setting Sun Amulet (symbol of Luigsech the Unfading, lesser god of longevity in the Elven and Oldskull Mythoi) (GPV 500)
170	Gold Holy Symbol, Shining Pillar Sigil (symbol of Unum the Prime, great spirit of Nirvana in the Oldskull Mythos) (GPV 500)
171	Gold Holy Symbol, Sitting Dog Signum (symbol of Hobith, demigod of dogs in the Pegana and Oldskull Mythoi) (GPV 500)
172	Gold Holy Symbol, Sleeping Cat Signum (symbol of Pitsu, demigod of cats in the Pegana and Oldskull Mythoi) (GPV 500)
173	Gold Holy Symbol, Sleeping Maiden Signum (symbol of Hypnos, lesser god of sleep in the Greek, Cthulhu, and Oldskull Mythoi) (GPV 500)

174	Gold Holy Symbol, Slender Lyre Telesma (symbol of Apollo, greater god of the arts in the Greek Mythos) (GPV 500)
175	Gold Holy Symbol, Smoke Cloud Signum (symbol of Kilooloogung, demigod of smoke in the Pegana and Oldskull Mythoi) (GPV 500)
176	Gold Holy Symbol, Soaring Falcon Taufr (symbol of Freya, greater goddess of love in the Norse Mythos) (GPV 500)
177	Gold Holy Symbol, Solar Disc Wedja (symbol of Ra, greater god of the sun in the Egyptian Mythos) (GPV 500)
178	Gold Holy Symbol, Spiral Seashell Talisman (symbol of Nereus, lesser god of merfolk in the Greek and Oldskull Mythoi) (GPV 500)
179	Gold Holy Symbol, Sprouting Acorn Talisman (symbol of Taeanas, lesser god of centaurs and satyrs in the Oldskull Mythos) (GPV 500)
180	Gold Holy Symbol, Stone Drum Signum (symbol of Skarl the Drummer, lesser good of mesmerism and dance in the Pegana and Oldskull Mythoi) (GPV 500)
181	Gold Holy Symbol, Storm Net Amulet (symbol of Marduk, greater god of cities and storms in the Babylonian Mythos) (GPV 500)
182	Gold Holy Symbol, Stout Harp Taufr (symbol of Bragi, lesser god of storytelling in the Norse Mythos) (GPV 500)
183	Gold Holy Symbol, Striking Katana Omamori (symbol of Susanowo, greater god of storms in the Japanese Mythos) (GPV 500)
184	Gold Holy Symbol, Sun and Mountain Orra (symbol of Dunatis, lesser god of mountains in the Celtic Mythos) (GPV 500)
185	Gold Holy Symbol, Sun Bearer Talisman (symbol of Camaxtli, greater god of fate in the Central American Mythos) (GPV 500)
186	Gold Holy Symbol, Sun Disc Tabij (symbol of Surya, greater god of the sun in the Indian Mythos) (GPV 500)
187	Gold Holy Symbol, Sword and Flame Periapt (symbol of the Crimson God, lesser god of war in the Nowhen Mythos) (GPV 500)
188	Gold Holy Symbol, Sword and Hammer Orra (symbol of Goibhnie, lesser god of artifice in the Celtic Mythos) (GPV 500)
189	Gold Holy Symbol, Sword and Hammer Taufr (symbol of Modi, lesser god of valor in the Norse Mythos) (GPV 500)
190	Gold Holy Symbol, Sword and Thunderbolt Hushenfu (symbol of Wen Chung, demigod of thunder in the Chinese Mythos) (GPV 500)

191	Gold Holy Symbol, Tailed Dwarf Wedja (symbol of Bes, lesser god of luck in the Egyptian Mythos) (GPV 500)
192	Gold Holy Symbol, Taloned Eagle Talisman (symbol of Huitzilopochtli, lesser god of war in the Central American Mythos) (GPV 500)
193	Gold Holy Symbol, Three Waves Hushenfu (symbol of Shan Hai Ching, greater god of the sea in the Chinese Mythos) (GPV 500)
194	Gold Holy Symbol, Throwing Dagger Omamori (symbol of Hachiman, demigod of war in the Japanese Mythos) (GPV 500)
195	Gold Holy Symbol, Thunder Axe Mamitu (symbol of Enlil, greater god of the heavens in the Sumerian Mythos) (GPV 500)
196	Gold Holy Symbol, Thunderbolt Cloud Amulet (symbol of Ramman, lesser god of storms in the Babylonian Mythos) (GPV 500)
197	Gold Holy Symbol, Tormented Man Periapt (symbol of Raesek, demigod of perseverance in the Nowhen Mythos) (GPV 500)
198	Gold Holy Symbol, Tri-Forked Lightning Bolt Taufr (symbol of the Norns, spirits of fate in the Norse Mythos) (GPV 500)
199	Gold Holy Symbol, Twin-Bladed Axe Omamori (symbol of Ama-Tsu-Mara, lesser god of artifice in the Japanese Mythos) (GPV 500)
200	Gold Holy Symbol, Unfurled Scroll Orra (symbol of Oghma, greater god of knowledge in the Celtic Mythos) (GPV 500)
RESULTS 201 TO 300	
201	Gold Holy Symbol, Upright Peacock Tabij (symbol of Karttikeya, demigod of war in the Indian Mythos) (GPV 500)
202	Gold Holy Symbol, Upright Syrinx Telesma (symbol of Pan, lesser god of nature in the Greek Mythos) (GPV 500)
203	Gold Holy Symbol, Waiting Cat Wedja (symbol of Bast, lesser goddess of cats in the Egyptian Mythos) (GPV 500)
204	Gold Holy Symbol, Wave-Rayed Star Amulet (symbol of Eogan the Fickle, lesser god of mischief in the Elven and Oldskull Mythoi) (GPV 500)
205	Gold Holy Symbol, White Cat Taufr (symbol of Frigga, greater goddess of the sky in the Norse Mythos) (GPV 500)

206	Gold Holy Symbol, White Crown Wedja (symbol of Osiris, greater god of resurrection in the Egyptian Mythos) (GPV 500)
207	Gold Holy Symbol, White Diamond Omamori (symbol of Kishijoten, lesser goddess of luck in the Japanese Mythos) (GPV 500)
208	Gold Holy Symbol, White Elephant Tabij (symbol of Indra, greater god of the heavens in the Indian Mythos) (GPV 500)
209	Gold Holy Symbol, White Wave Orra (symbol of Manannan Mac Lir, greater god of the sea in the Celtic Mythos) (GPV 500)
210	Gold Holy Symbol, Wild Wave Taufr (symbol of Aegir, lesser god of storms in the Norse Mythos) (GPV 500)
211	Gold Holy Symbol, Winged Caduceus Telesma (symbol of Hermes, lesser god of rogues in the Greek Mythos) (GPV 500)
212	Gold Holy Symbol, Winged Chariot Hushenfu (symbol of Huan-Ti, lesser god of war in the Chinese Mythos) (GPV 500)
213	Gold Holy Symbol, Winged Maiden Telesma (symbol of Nike, lesser goddess of victory in the Greek Mythos) (GPV 500)
214	Gold Unholy Symbol, Acid-Dripping Sword Sigil (symbol of Zraal'et, demon prince of temptation in the Oldskull Mythos) (GPV 500)
215	Gold Unholy Symbol, Arrow Lotus Hushenfu (symbol of Tou Mu, lesser goddess of the north star in the Chinese Mythos) (GPV 500)
216	Gold Unholy Symbol, Beslimed Eye Sigil (symbol of Shoggoth'lex, demon lord of slimes in the Oldskull Mythos) (GPV 500)
217	Gold Unholy Symbol, Black Pearl Fetish (symbol of Mother Hydra, lesser goddess of the Deep Ones in the Cthulhu Mythos) (GPV 500)
218	Gold Unholy Symbol, Black Ram Telesma (symbol of Hades, greater god of the underworld in the Greek Mythos) (GPV 500)
219	Gold Unholy Symbol, Black Star Orra (symbol of Arawn, greater god of the dead in the Celtic Mythos) (GPV 500)
220	Gold Unholy Symbol, Blood-Dripping Axe Fetish (symbol of Ohlgroyalech, lesser god of goblins and hobgoblins in the Oldskull Mythos) (GPV 500)
221	Gold Unholy Symbol, Blood-Dripping Coin Sigil (symbol of Mammon, arch-devil of greed in the Oldskull Mythos) (GPV 500)
222	Gold Unholy Symbol, Burning Bowl Amuletti (symbol of Kiputytto, lesser goddess of sickness in the Finnish Mythos) (GPV 500)

223	Gold Unholy Symbol, Clawed Bird Periapt (symbol of Atiria, lesser goddess of devouring birds in the Nowhen Mythos) (GPV 500)
224	Gold Unholy Symbol, Clawed Hand Fetish (symbol of Vuldruul the Obliterator, lesser god of ogres and trolls in the Oldskull Mythos) (GPV 500)
225	Gold Unholy Symbol, Clawed Skull Signum (symbol of Mung, Lord of All Deaths, greater god of death in the Pegana and Oldskull Mythoi) (GPV 500)



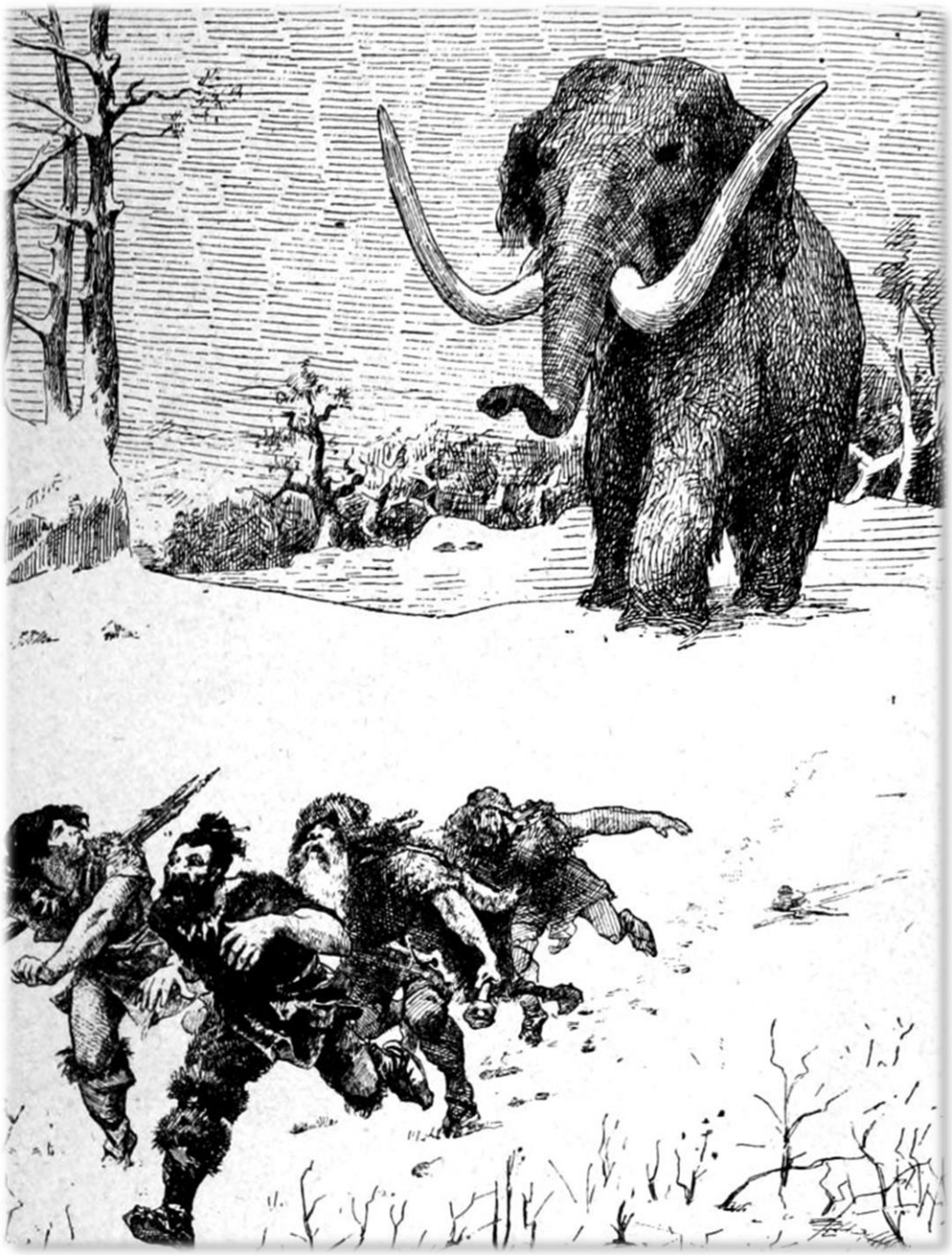
298	Masterwork Broad Sword of the Dwarf Lord (non-magical, +1 damage) (GPV 500)
299	Masterwork Glaive-Guisarme of Oldskull (non-magical, +1 damage) (GPV 500)
300	Masterwork Partisan of Oldskull (non-magical, +1 damage) (GPV 500)

RESULTS 301 TO 400	
301	Ornamental Platinum Sword (reagent for Magic Sword spell) (GPV 500)
302	Ornately Carved Average-Sized Elephant Tusk (weight 50 pounds; GPV 10 per pound) (GPV 500)
303	Ornately Carved Holy Water Font of Rare Woods and Silver (engraved with cryptic symbols; used by Chaotic Neutral and Lawful Neutral clerics to hold a precious metal basin for the creation of holy water) (GPV 500)
304	Ornately Carved Holy Water Font of Rare Woods and Silver (engraved with sacred symbols; used by good clerics to hold a precious metal basin for the creation of holy water) (GPV 500)
305	Plate Mail Horse Barding (improves mount Armor Class by 4; saves vs. damage as hard metal, at +1) (GPV 500)
306	Quadruple Quire (100 sheets) of Good Parchment (used to create spell scrolls and books; spell transcription has normal chance of failure, due to average paper quality) (GPV 5 per sheet)
307	Quire (25 sheets) of Fine Vellum (used to create spell scrolls and books; spell transcription has a -5% chance of failure due to excellent surface quality) (GPV 20 per sheet)
308	Sheaf (250 sheets) of Crude Papyrus (used to create spell scrolls and books; spell transcription has a +5% chance of failure due to low paper quality) (GPV 2 per sheet)
309	Small Barrel of Braelinch Pipeweed (GPV 500)
310	Small Keg of Old Tobias Pipeweed (GPV 500)
311	Small Platinum Ingot (100 coin equivalent) (GPV 500)
312	Unicorn Horn (GPV 500)
313	Yellowed Large Elephant Tusk (weight 100 pounds; GPV 5 per pound) (GPV 500)
314	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 126 gallons (GPV 504)
315	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 126 gallons (GPV 504)

316	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 126 gallons (GPV 504)
317	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Brandy (GPV 16 GP per gallon); 31.5 gallons (GPV 504)
318	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 31.5 gallons (GPV 504)
319	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of White Wine (GPV 8 GP per gallon); 63 gallons (GPV 504)
320	Huge (12' x 18', 24 square yards), Emblematic Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 504)
321	Immense (18' x 18', 36 square yards), Damaged Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 504)
322	Long (6' x 12', 8 square yards), Antique Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 504)
323	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Mead (GPV 2 GP per gallon); 252 gallons (GPV 504)
324	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Watered-Down Wine (GPV 2 GP per gallon); 252 gallons (GPV 504)
325	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of White Wine (GPV 8 GP per gallon); 63 gallons (GPV 504)
326	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Ale (GPV 4 GP per gallon); 126 gallons (GPV 504)
327	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Good-Quality Wine (GPV 4 per gallon); 126 gallons (GPV 504)
328	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Honey Mead (GPV 4 GP per gallon); 126 gallons (GPV 504)
329	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 84 gallons (GPV 504)
330	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 84 gallons (GPV 504)

331	30 Sticks of Rosewood Incense (GPV 17 each)
332	Damaged Very Large Mastodon Tusk (weight 170 pounds; GPV 3 per pound) (GPV 510)
333	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 16 gallons (GPV 512)
334	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 16 gallons (GPV 512)
335	Long (6' x 12', 8 square yards), Fine Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 512)
336	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Brandy (GPV 16 GP per gallon); 32 gallons (GPV 512)
337	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 32 gallons (GPV 512)
338	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 16 gallons (GPV 512)
339	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 16 gallons (GPV 512)
340	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 16 gallons (GPV 512)
341	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 16 gallons (GPV 512)
342	Very Large (12' x 12', 16 square yards), Damaged Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 512)
343	Cracked Very Large Elephant Tusk (weight 130 pounds; GPV 4 per pound) (GPV 520)
344	25 Flasks of Blue Dye (uncommon, made from indigo, woad, and similar plants) (GPV 25 per flask)
345	7 Huge Ivory Walrus Tusks (GPV 75 each)
346	Triple Quire (75 sheets) of Fine Parchment (used to create spell scrolls and books; spell transcription has a -1% chance of failure due to above average paper quality) (GPV 7 per sheet)
347	30 Sticks of Frankincense Incense (GPV 18 each)

348	Damaged Fox-Fur Robe (GPV 540)
349	Faded Beaver-Fur Robe (GPV 540)
350	Faded Fox-Fur Coat (GPV 540)
351	Immense (18' x 18', 36 square yards), Masterwork Woven Cotton Tapestry (or brocade, rug, etc.) (GPV 540)
352	11 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
353	11 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
354	Alabaster and Ivory Carving (approximate weight 1 to 5 lbs.) (GPV 550)
355	7 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
356	Long (6' x 12', 8 square yards), Ornate Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 560)
357	Narrow (3' x 12', 4 square yards), Ornate Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 560)
358	Ragged Marten Coat (GPV 560)
359	30 Sticks of Sandalwood Incense (GPV 19 each)



360	Damaged Very Large Mammoth Tusk (weight 190 pounds; GPV 3 per pound) (GPV 570)
361	Immense (18' x 18', 36 square yards), Crude Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 576)

362	Immense (18' x 18', 36 square yards), Fine Woven Wool Tapestry (or brocade, rug, etc.) (GPV 576)
363	Large (9' x 12', 12 square yards), Emblematic Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 576)
364	Large (9' x 12', 12 square yards), Exquisite Woven Wool Tapestry (or brocade, rug, etc.) (GPV 576)
365	Narrow (3' x 12', 4 square yards), Antique Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 576)
366	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 18 gallons (GPV 576)
367	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 18 gallons (GPV 576)
368	Very Large (12' x 12', 16 square yards), Antique Woven Wool Tapestry (or brocade, rug, etc.) (GPV 576)
369	Large (9' x 12', 12 square yards), Ornate Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 588)
370	12 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
371	12 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
372	15 Bolts of Raw Silk (40 yards rolled length each) (GPV 40 each)
373	2 Huge Narwhal Horns (GPV 300 each)
374	20 Sticks of Amber Incense (GPV 30 each)
375	3 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
376	3 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
377	3 Huge Baku Tusks (GPV 200 each)
378	3 Large Narwhal Horns (GPV 200 each)
379	3 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
380	30 Giant Monster-Fur Pelts (type(s) appropriate to setting) (GPV 20 each)
381	30 Sticks of Cassia Incense (GPV 20 each)

382	4 Death Flasks of Vitriolic Acid (alchemical sulfuric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4-1 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6+1 rounds, requires save vs. poison at +1, resulting in death if save is failed, or 2D6 damage if successful) (GPV 150 per flask, as it is more valuable as a reagent than as a weapon)
383	4 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
384	4 Large Baku Tusks (GPV 150 each)
385	4 Large Behemoth Tusk-Teeth (GPV 150 each)
386	40 Sticks of Cedar Incense (GPV 15 each)
387	5 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
388	6 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
389	6 Immense Gold Nuggets (GPV 100 each)
390	6 Ivory Ogre Mage Tusks (GPV 100 each)
391	6 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
392	6 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
393	8 Huge Ivory Walrus Tusks (GPV 75 each)
394	Alchemically Preserved Amber Behemoth Eye (used to make Plant Control Potions) (GPV 600)
395	Alchemically Preserved Water Elemental Eye (used to make Sweet Water Potions) (GPV 600)
396	Basalt Statuette (approximate weight 12 to 20 lbs.) (GPV 600)
397	Beaver-Fur Robe (GPV 600)
398	Bloodstone Carving (approximate weight 1 to 5 lbs.) (GPV 600)
399	Carved Average-Sized Mammoth Tusk (weight 75 pounds; GPV 8 per pound) (GPV 600)
400	Cracked Large Mammoth Tusk (weight 150 pounds; GPV 4 per pound) (GPV 600)

RESULTS
401 TO 500

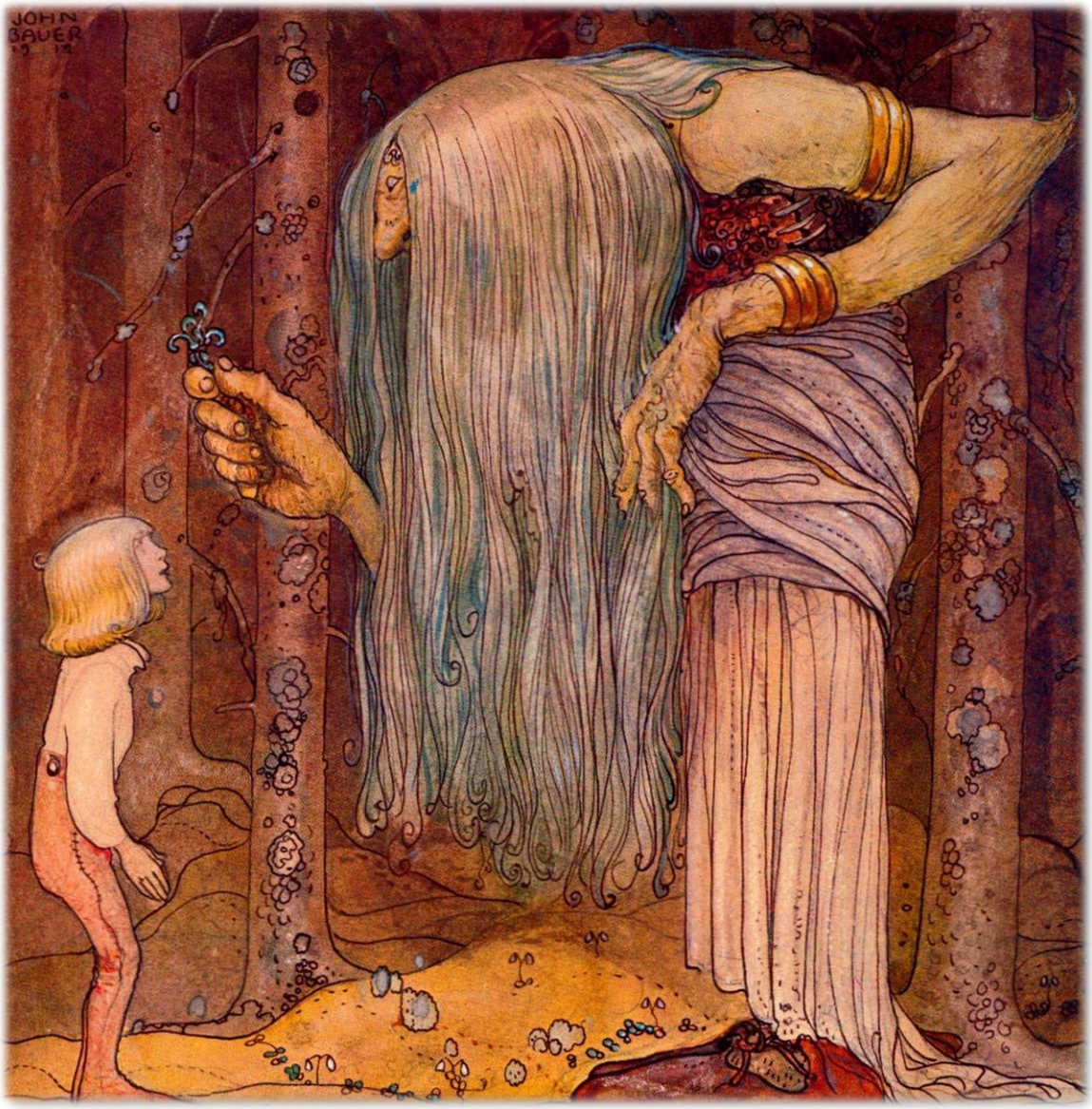
401	Damaged Enormous Elephant Tusk (weight 200 pounds; GPV 3 per pound) (GPV 600)
402	Fine Large Elephant Tusk (weight 100 pounds; GPV 6 per pound) (GPV 600)
403	Flask of Alchemically Preserved Ogre Mage Blood (used to make Healing Potions) (GPV 600)
404	Flask of Alchemically Preserved Wyvern Blood (used to make Flying Potions) (GPV 600)
405	Forbidden Folio of the Gargantus (teaches the reader the nature, strengths, and weaknesses of giants, ettins, cyclopes, titans, and similar creatures) (GPV 600)
406	Fox-Fur Coat (GPV 600)
407	Healing Salve (4 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
408	Huge (12' x 18', 24 square yards), Crude Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 600)
409	Large (9' x 12', 12 square yards), Damaged Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 600)
410	Large (half-ogre sized) Plate Mail (GPV 600)
411	Large Copper Statuette (approximate weight 22 to 30 lbs.) (GPV 600)
412	Limestone Statuette (approximate weight 12 to 20 lbs.) (GPV 600)
413	Long (6' x 12', 8 square yards), Emblematic Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 600)
414	Narrow (3' x 12', 4 square yards), Masterwork Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 600)
415	Onyx Carving (approximate weight 1 to 5 lbs.) (GPV 600)
416	Ornately Carved Average-Sized Mastodon Tusk (weight 60 pounds; GPV 10 per pound) (GPV 600)
417	Set of Alchemical Instruments (GPV 600)
418	Small (3' x 6', 2 square yards), Exquisite Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 600)
419	Small (3' x 6', 2 square yards), Masterwork Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 600)
420	Small (gnome- or halfling-sized), Elven-Forged Chain Mail (GPV 600) (encumbrance and weight reduced by 50%, no movement rate penalty)

421	Small Alabaster Statuette (approximate weight 5 to 10 lbs.) (GPV 600)
422	Soapstone Statuette (approximate weight 12 to 20 lbs.) (GPV 600)
423	Spice Box of Fine Sugar (GPV 600)
424	Spice Box of Ginger (GPV 600)
425	Spice Box of Grains of Paradise (GPV 600)
426	Spice Box of Mint (GPV 600)
427	Spice Box of Sage (GPV 600)
428	Spice Chest of Black Pepper (GPV 600)
429	Spice Chest of Coriander (GPV 600)
430	Spice Chest of Fine Salt (GPV 600)
431	Spice Chest of Galangal (GPV 600)
432	Spice Satchel of Balm (GPV 600)
433	Triple Quire (75 sheets) of Crude Vellum (used to create spell scrolls and books; spell transcription has a -2% chance of failure due to above average surface quality) (GPV 8 per sheet)
434	Yellowed Large Mammoth Tusk (weight 150 pounds; GPV 5 per pound) (GPV 600)
435	Huge (12' x 18', 24 square yards), Damaged Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 624)
436	Large (9' x 12', 12 square yards), Fine Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 624)
437	Narrow (3' x 12', 4 square yards), Exquisite Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 624)
438	Very Large (12' x 12', 16 square yards), Emblematic Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 624)
439	5 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)
440	Yellowed Large Mastodon Tusk (weight 125 pounds; GPV 5 per pound) (GPV 625)
441	Damaged Huge Mastodon Tusk (weight 210 pounds; GPV 3 per pound) (GPV 630)

442	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 31.5 gallons (GPV 630)
443	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 63 gallons (GPV 630)
444	Ragged Fox-Fur Robe (GPV 630)
445	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 63 gallons (GPV 630)
446	8 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
447	Cracked Huge Elephant Tusk (weight 160 pounds; GPV 4 per pound) (GPV 640)
448	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 16 gallons (GPV 640)
449	Long (6' x 12', 8 square yards), Fine Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 640)
450	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 32 gallons (GPV 640)
451	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 16 gallons (GPV 640)
452	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 16 gallons (GPV 640)
453	Small (gnome- or halfling-sized), Dwarf-Forged Banded Mail (GPV 640) (+1 Armor Class bonus, normal weight)
454	Small (gnome- or halfling-sized), Elven-Forged Plate Mail (GPV 640) (encumbrance and weight reduced by 25%)
455	Stained Marten Coat (GPV 640)
456	Very Large (12' x 12', 16 square yards), Damaged Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 640)
457	Very Large (12' x 12', 16 square yards), Fine Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 640)
458	13 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)

459	13 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
460	Silver-Inlaid Ivory Carving (approximate weight 1 to 5 lbs.) (GPV 650)
461	Yellowed Very Large Elephant Tusk (weight 130 pounds; GPV 5 per pound) (GPV 650)
462	Heavy Beaver-Fur Robe (GPV 660)
463	Heavy Fox-Fur Coat (GPV 660)
464	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Brandy (GPV 16 GP per gallon); 42 gallons (GPV 672)
465	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 42 gallons (GPV 672)
466	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 21 gallons (GPV 672)
467	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 21 gallons (GPV 672)
468	Huge (12' x 18', 24 square yards), Fine Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 672)
469	Huge (12' x 18', 24 square yards), Ornate Woven Wool Tapestry (or brocade, rug, etc.) (GPV 672)
470	Long (6' x 12', 8 square yards), Exquisite Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 672)
471	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of White Wine (GPV 8 GP per gallon); 84 gallons (GPV 672)
472	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Brandy (GPV 16 GP per gallon); 42 gallons (GPV 672)
473	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 42 gallons (GPV 672)
474	Dwarf-Sized, Elven-Forged Chain Mail (GPV 675) (encumbrance and weight reduced by 50%, no movement rate penalty)
475	Large (half-ogre sized), Dwarf-Forged Splint Mail (GPV 675) (+1 Armor Class bonus, normal weight)
476	Small Marble Statuette (approximate weight 5 to 10 lbs.) (GPV 675)
477	40 Sticks of Rosewood Incense (GPV 17 each)

478	Cracked Very Large Mastodon Tusk (weight 170 pounds; GPV 4 per pound) (GPV 680)
479	30 Sticks of Myrrh Incense (GPV 23 each)
480	14 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
481	14 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
482	7 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
483	7 Immense Gold Nuggets (GPV 100 each)
484	7 Ivory Ogre Mage Tusks (GPV 100 each)
485	7 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
486	7 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
487	Alchemically Preserved Vampire's Eye (used to make Human Control Potions) (GPV 700)
488	Bronze Idol (approximate weight 35 to 45 lbs.) (GPV 700)
489	Granite Idol (approximate weight 35 to 45 lbs.) (GPV 700)
490	Large Satchel of Woundwort (healing herbs, 1 dose restores 1D3 hit points, only works on bleeding wounds, 2 uses per day) (20 doses) (GPV 35 per dose)



491	Narrow (3' x 12', 4 square yards), Ornate Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 700)
492	Quadruple Quire (100 sheets) of Fine Parchment (used to create spell scrolls and books; spell transcription has a -1% chance of failure due to above average paper quality) (GPV 7 per sheet)
493	Spice Satchel of Rosemary (GPV 700)
494	40 Sticks of Frankincense Incense (GPV 18 each)
495	6 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)

496	9 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
497	Damaged Huge Mammoth Tusk (weight 240 pounds; GPV 3 per pound) (GPV 720)
498	Damaged Marten Robe (GPV 720)
499	Dwarf-Sized, Dwarf-Forged Banded Mail (GPV 720) (+1 Armor Class bonus, normal weight)
500	Dwarf-Sized, Elven-Forged Plate Mail (GPV 720) (encumbrance and weight reduced by 25%)



RESULTS 501 TO 600	
501	Faded Marten Coat (GPV 720)
502	Fine Beaver-Fur Robe (GPV 720)

503	Fine Fox-Fur Coat (GPV 720)
504	Huge (12' x 18', 24 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 720)
505	Immense (18' x 18', 36 square yards), Crude Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 720)
506	Immense (18' x 18', 36 square yards), Damaged Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 720)
507	Large (9' x 12', 12 square yards), Emblematic Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 720)
508	Large (9' x 12', 12 square yards), Masterwork Woven Wool Tapestry (or brocade, rug, etc.) (GPV 720)
509	Long (6' x 12', 8 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 720)
510	Narrow (3' x 12', 4 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 720)
511	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 18 gallons (GPV 720)
512	Stained Fox-Fur Robe (GPV 720)
513	Long (6' x 12', 8 square yards), Ornate Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 728)
514	15 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
515	15 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
516	15 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
517	2 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
518	3 Death Flasks of Aqua Regia (alchemical nitric-hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)

519	3 Death Flasks of Fungal Acid (alchemically preserved, derived from the fungal acid that is used by netherworld gnomes who wield poison darts; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
520	3 Death Flasks of Giant Ant Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
521	3 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
522	3 Huge Behemoth Tusk-Teeth (GPV 250 each)
523	3 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 250 each)
524	30 Sticks of Cinnamon Incense (GPV 25 each)
GPV 750	
525	5 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
526	5 Large Baku Tusks (GPV 150 each)
527	5 Large Behemoth Tusk-Teeth (GPV 150 each)
528	50 Sticks of Cedar Incense (GPV 15 each)
529	6 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)
530	Alchemically Preserved Demon's Brain (used to make Etherealness Potions) (GPV 750)

531	Alchemically Preserved Giant's Brain (used to make Giant Compulsion Potions) (GPV 750)
532	Damaged Enormous Elephant Tusk (weight 250 pounds; GPV 3 per pound) (GPV 750)
533	Elf-Sized, Elven-Forged Chain Mail (GPV 750) (encumbrance and weight reduced by 50%, no movement rate penalty)
534	Fine Large Mastodon Tusk (weight 125 pounds; GPV 6 per pound) (GPV 750)
535	Forbidden Folio of Chaotic Evil Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Chaotic Evil gods and goddesses) (GPV 750)
536	Forbidden Folio of Chaotic Evil Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's True Neutral gods and goddesses) (GPV 750)
537	Forbidden Folio of Chaotic Good Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Chaotic Good gods and goddesses) (GPV 750)
538	Forbidden Folio of Chaotic Neutral Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Chaotic Neutral gods and goddesses) (GPV 750)
539	Forbidden Folio of Clockwork and of Iron (teaches the reader the basics of mining, ship building, siege artillery, and so forth; but the knowledge is limited and difficult to apply in a practical manner) (GPV 750)
540	Forbidden Folio of Lawful Evil Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Lawful Evil gods and goddesses) (GPV 750)
541	Forbidden Folio of Lawful Good Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Lawful Good gods and goddesses) (GPV 750)
542	Forbidden Folio of Lawful Neutral Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Lawful Neutral gods and goddesses) (GPV 750)

543	Forbidden Folio of Neutral Evil Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Neutral Evil gods and goddesses) (GPV 750)
544	Forbidden Folio of Neutral Good Gods (teaches the reader the rituals, beliefs, lore, treasures, plants, animals, monsters, and minions pertaining to some — but not all — of the campaign world's Neutral Good gods and goddesses) (GPV 750)
545	Healing Salve (5 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
546	Human-Sized, Elven-Forged Chain Mail (GPV 750) (encumbrance and weight reduced by 50%, no movement rate penalty)
547	Masterwork Long Sword of the Elf Lord (non-magical, +1 damage) (GPV 750)
548	Masterwork Scimitar of the Godfather of Assassins (non-magical, +1 damage) (GPV 750)
549	Ornately Carved Average-Sized Mammoth Tusk (weight 75 pounds; GPV 10 per pound) (GPV 750)
550	Serpentine Statuette (approximate weight 12 to 20 lbs.) (GPV 750)
551	Sheaf (250 sheets) of Good Papyrus (used to create spell scrolls and books; spell transcription has a +3% chance of failure due to low paper quality) (GPV 3 per sheet)
552	Small (3' x 6', 2 square yards), Masterwork Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 750)
553	Small Electrum (gold and silver) Statuette (approximate weight 5 to 10 lbs.) (GPV 750)
554	Small Ivory Statuette (approximate weight 5 to 10 lbs.) (GPV 750)
555	Small Keg of South-Hold Farthing Pipeweed (GPV 750)
556	Triple Quire (75 sheets) of Good Vellum (used to create spell scrolls and books; spell transcription has a -3% chance of failure due to good surface quality) (GPV 10 per sheet)
557	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 126 gallons (GPV 756)
558	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 126 gallons (GPV 756)
559	Immense (18' x 18', 36 square yards), Emblematic Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 756)

560	Large (9' x 12', 12 square yards), Antique Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 756)
561	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 126 gallons (GPV 756)
562	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 126 gallons (GPV 756)
563	40 Sticks of Sandalwood Incense (GPV 19 each)
564	Cracked Very Large Mammoth Tusk (weight 190 pounds; GPV 4 per pound) (GPV 760)
565	Yellowed Very Large Mammoth Tusk (weight 190 pounds; GPV 5 per pound) (GPV 760)
566	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 8 gallons (GPV 768)
567	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 8 gallons (GPV 768)
568	Huge (12' x 18', 24 square yards), Damaged Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 768)
569	Large (9' x 12', 12 square yards), Fine Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 768)
570	Narrow (3' x 12', 4 square yards), Exquisite Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 768)
571	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 24 gallons (GPV 768)
572	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 24 gallons (GPV 768)
573	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 8 gallons (GPV 768)
574	Very Large (12' x 12', 16 square yards), Emblematic Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 768)
575	Very Large (12' x 12', 16 square yards), Exquisite Woven Wool Tapestry (or brocade, rug, etc.) (GPV 768)

576	Fine Very Large Elephant Tusk (weight 130 pounds; GPV 6 per pound) (GPV 780)
577	Narrow (3' x 12', 4 square yards), Masterwork Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 780)
578	Very Large (12' x 12', 16 square yards), Ornate Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 784)
579	10 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
580	16 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
581	16 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
582	2 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
583	2 Gold Ingots (400 coin equivalent each) (GPV 400 each)
584	2 Sets of Dwarf-Sized Plate Mail (GPV 400 each)
585	2 Sets of Elf-Sized Plate Mail (GPV 400 each)
586	2 Sets of Human-Sized Plate Mail (GPV 400 each)
587	2 Sets of Large (half-ogre sized) Plate Mail (GPV 400 each)
588	2 Sets of Small (gnome- or halfling-sized) Plate Mail (GPV 400 each)
589	3 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
590	4 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
591	4 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
592	4 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
593	4 Huge Baku Tusks (GPV 200 each)
594	4 Large Narwhal Horns (GPV 200 each)
595	4 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
596	40 Sticks of Cassia Incense (GPV 20 each)
597	8 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
598	8 Immense Gold Nuggets (GPV 100 each)
599	8 Ivory Ogre Mage Tusks (GPV 100 each)

600	8 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)



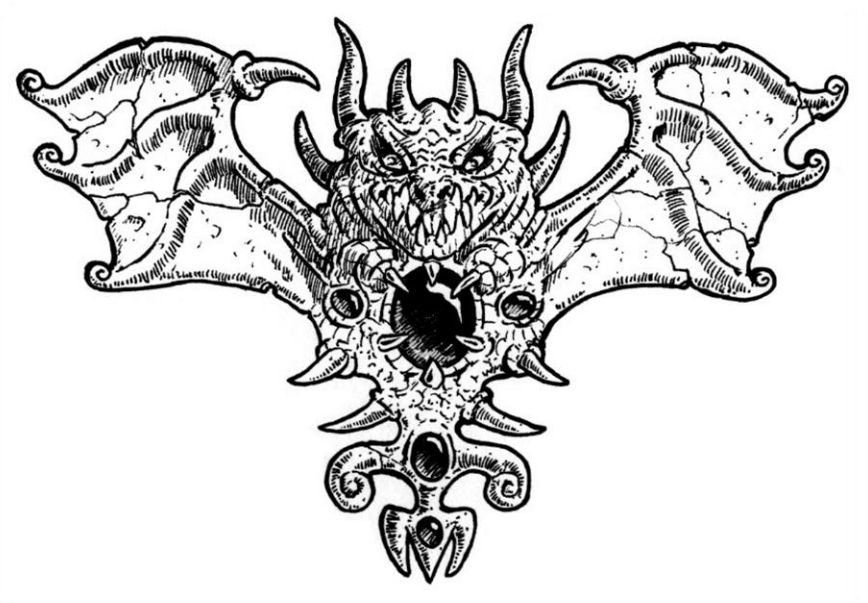
RESULTS 601 TO 700	
601	8 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
602	Alchemically Preserved Devil's Tongue (used to make Persuasiveness Potions) (GPV 800)
603	Alchemically Preserved Ogre Mage Gland (used to make Growth Potions) (GPV 800)

604	Alchemically Preserved Thrall of Cthulhu Brain (used to make ESP Potions) (GPV 800)
605	Carved Large Elephant Tusk (weight 100 pounds; GPV 8 per pound) (GPV 800)
606	Cracked Enormous Elephant Tusk (weight 200 pounds; GPV 4 per pound) (GPV 800)
607	Elf-Sized, Dwarf-Forged Banded Mail (GPV 800) (+1 Armor Class bonus, normal weight)
608	Elf-Sized, Elven-Forged Plate Mail (GPV 800) (encumbrance and weight reduced by 25%)
609	Flask of Spectre Dust (used to make Undead Control Potions) (GPV 800)
610	Forbidden Folio of Elemental Lore (teaches the reader about the strengths and weaknesses of elementals, as well as the lore of the Elemental and Para-Elemental Planes of Existence) (GPV 800)
611	Gold-Inlaid Ivory Carving (approximate weight 1 to 5 lbs.) (GPV 800)
612	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 2.5 gallons (GPV 800)
613	Human-Sized, Dwarf-Forged Banded Mail (GPV 800) (+1 Armor Class bonus, normal weight)
614	Human-Sized, Elven-Forged Plate Mail (GPV 800) (encumbrance and weight reduced by 25%)
615	Large Basalt Statuette (approximate weight 22 to 30 lbs.) (GPV 800)
616	Large Limestone Statuette (approximate weight 22 to 30 lbs.) (GPV 800)
617	Large Satchel of Herb True-Love Poultice (healing herbs, with two possible effects: [1] 1 dose restores 1 hit point, 3 uses per day; [2] 1 dose gives a +2 bonus to a saving throw vs. poison, if poison effect is not instantaneous) (20 doses) (GPV 40 per dose)
618	Large Set of Alchemical Instruments (GPV 800)
619	Large Soapstone Statuette (approximate weight 22 to 30 lbs.) (GPV 800)
620	Long (6' x 12', 8 square yards), Fine Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 800)
621	Marten Coat (GPV 800)

622	Quadruple Quire (100 sheets) of Crude Vellum (used to create spell scrolls and books; spell transcription has a -2% chance of failure due to above average surface quality) (GPV 8 per sheet)
623	Small (gnome- or halfling-sized), Dwarf-Forged Plate Mail (GPV 800) (+1 Armor Class bonus, normal weight)
624	Very Large (12' x 12', 16 square yards), Damaged Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 800)
625	Yellowed Huge Elephant Tusk (weight 160 pounds; GPV 5 per pound) (GPV 800)
626	Faded Fox-Fur Robe (GPV 810)
627	Small Alabaster and Ivory Statuette (approximate weight 5 to 10 lbs.) (GPV 825)
628	Very Large (12' x 12', 16 square yards), Fine Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 832)
629	7 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
630	Cracked Huge Mastodon Tusk (weight 210 pounds; GPV 4 per pound) (GPV 840)
631	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 42 gallons (GPV 840)
632	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 21 gallons (GPV 840)
633	Large (9' x 12', 12 square yards), Ornate Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 840)
634	Long (6' x 12', 8 square yards), Masterwork Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 840)
635	Ragged Marten Robe (GPV 840)
636	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 84 gallons (GPV 840)
637	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 42 gallons (GPV 840)
638	17 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
639	17 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
640	50 Sticks of Rosewood Incense (GPV 17 each)

641	Yellowed Very Large Mastodon Tusk (weight 170 pounds; GPV 5 per pound) (GPV 850)
642	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 9 gallons (GPV 864)
643	Huge (12' x 18', 24 square yards), Antique Woven Wool Tapestry (or brocade, rug, etc.) (GPV 864)
644	7 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)
645	Sheaf (250 sheets) of Fine Papyrus (used to create spell scrolls and books; spell transcription has a +2% chance of failure due to middling paper quality) (GPV 3.5 per sheet)
646	Heavy Marten Coat (GPV 880)
647	Long (6' x 12', 8 square yards), Ornate Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 896)
648	18 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
649	18 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
650	3 Huge Narwhal Horns (GPV 300 each)
651	30 Sticks of Amber Incense (GPV 30 each)
652	50 Sticks of Frankincense Incense (GPV 18 each)
653	6 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
654	9 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
655	9 Immense Gold Nuggets (GPV 100 each)
656	9 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
657	9 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
658	Damaged Enormous Mammoth Tusk (weight 300 pounds; GPV 3 per pound) (GPV 900)
659	Dwarf-Sized, Dwarf-Forged Plate Mail (GPV 900) (+1 Armor Class bonus, normal weight)

660	Fine Large Mammoth Tusk (weight 150 pounds; GPV 6 per pound) (GPV 900)
661	Flask of Alchemically Preserved Water Naga Blood (used to make Underwater Breathing Potions) (GPV 900)
662	Flask of Magically Stabilized Fire Elemental Phlogiston (used to make Fire Resistance Potions) (GPV 900)
663	Forbidden Folio of Dragon Lore (teaches the reader the behavior, strengths, and weaknesses of the various colors of dragons) (GPV 900)



664	Fox-Fur Robe (GPV 900)
665	Healing Salve (6 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
666	Immense (18' x 18', 36 square yards), Crude Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 900)
667	Large (9' x 12', 12 square yards), Emblematic Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 900)
668	Narrow (3' x 12', 4 square yards), Antique Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 900)
669	Silver Statuette (approximate weight 12 to 20 lbs.) (GPV 900)

670	Small Bloodstone Statuette (approximate weight 5 to 10 lbs.) (GPV 900)
671	Small Onyx Statuette (approximate weight 5 to 10 lbs.) (GPV 900)
672	Spice Box of Cubeb (GPV 900)
673	Spice Box of Long Pepper (GPV 900)
674	Spice Box of Thyme (GPV 900)
675	Spice Box of Tumeric (GPV 900)
676	40 Sticks of Myrrh Incense (GPV 23 each)
677	Huge (12' x 18', 24 square yards), Emblematic Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 936)
678	Immense (18' x 18', 36 square yards), Damaged Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 936)
679	Long (6' x 12', 8 square yards), Antique Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 936)
670	19 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
671	19 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
672	50 Sticks of Sandalwood Incense (GPV 19 each)
673	8 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
674	Cracked Huge Mammoth Tusk (weight 240 pounds; GPV 4 per pound) (GPV 960)
675	Fine Huge Elephant Tusk (weight 160 pounds; GPV 6 per pound) (GPV 960)
676	Fine Marten Coat (GPV 960)
677	Huge (12' x 18', 24 square yards), Damaged Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 960)
678	Huge (12' x 18', 24 square yards), Fine Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 960)
679	Large (9' x 12', 12 square yards), Fine Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 960)
680	Long (6' x 12', 8 square yards), Exquisite Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 960)
681	Narrow (3' x 12', 4 square yards), Exquisite Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 960)
682	Narrow (3' x 12', 4 square yards), Masterwork Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 960)

683	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 24 gallons (GPV 960)
684	Stained Marten Robe (GPV 960)
685	Very Large (12' x 12', 16 square yards), Emblematic Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 960)
686	Very Large (12' x 12', 16 square yards), Masterwork Woven Wool Tapestry (or brocade, rug, etc.) (GPV 960)
687	Yellowed Huge Mammoth Tusk (weight 240 pounds; GPV 5 per pound) (GPV 960)
688	Small Silver-Inlaid Ivory Statuette (approximate weight 5 to 10 lbs.) (GPV 975)
689	Heavy Fox-Fur Robe (GPV 990)
690	10 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
691	8 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
692	Alchemically Preserved Devil's Tongue (used to make Persuasiveness Potions) (GPV 800)
693	Alchemically Preserved Ogre Mage Gland (used to make Growth Potions) (GPV 800)
694	Alchemically Preserved Thrall of Cthulhu Brain (used to make ESP Potions) (GPV 800)
695	Carved Large Elephant Tusk (weight 100 pounds; GPV 8 per pound) (GPV 800)
696	Cracked Enormous Elephant Tusk (weight 200 pounds; GPV 4 per pound) (GPV 800)
697	Elf-Sized, Dwarf-Forged Banded Mail (GPV 800) (+1 Armor Class bonus, normal weight)
698	Elf-Sized, Elven-Forged Plate Mail (GPV 800) (encumbrance and weight reduced by 25%)
699	Flask of Spectre Dust (used to make Undead Control Potions) (GPV 800)
700	Forbidden Folio of Elemental Lore (teaches the reader about the strengths and weaknesses of elementals, as well as the lore of the Elemental and Para-Elemental Planes of Existence) (GPV 800)

RESULTS 701 TO 800	
GPV 1,000	
701	10 Immense Gold Nuggets (GPV 100 each)
702	10 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
703	10 Vial-Measures of Invisible Serpent Ichor (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 100 each)
704	2 Colossal Gold Nuggets (GPV 500 each)
705	2 Death Flasks of Acidum Salis (alchemical hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
706	2 Death Flasks of Giant Bombardier Beetle Vapor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
707	2 Death Flasks of Giant Shadow Worm Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
708	2 Death Flasks of Gray Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)

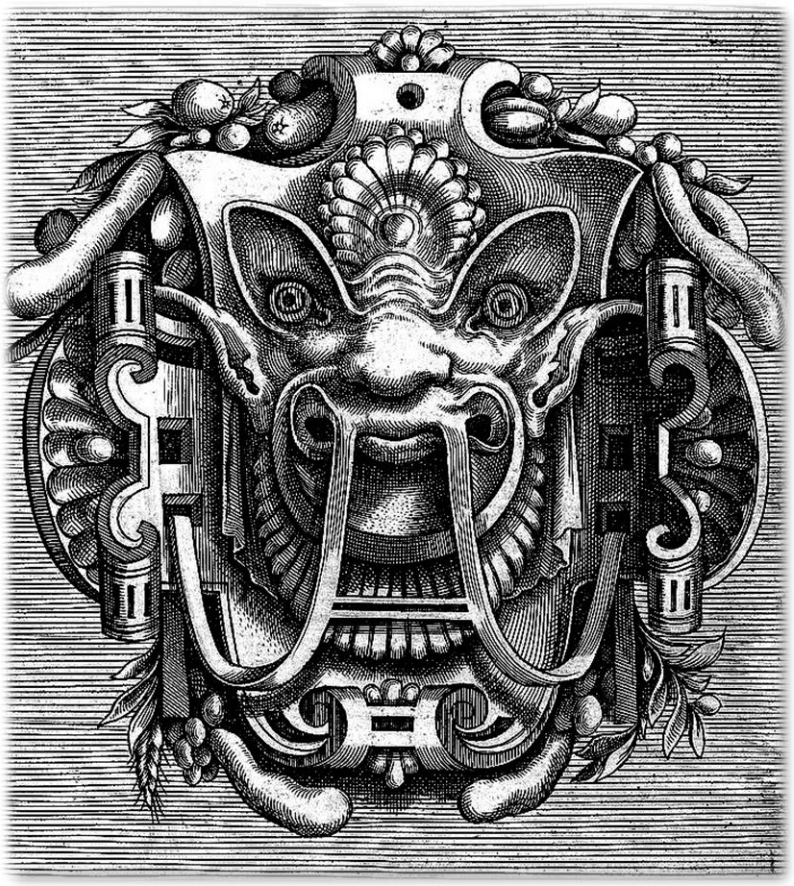
709	2 Death Flasks of Hangman Tree Sap (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
710	2 Death Flasks of Ochre Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
711	2 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
712	2 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
713	2 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
714	2 Unicorn Horns (GPV 500 each)
715	20 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
716	20 Great Silver Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 50 each)
717	20 Small Electrum (gold and silver) Ingots (100 coin equivalent each) (GPV 50 each)
718	4 Death Flasks of Aqua Regia (alchemical nitric-hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
719	4 Death Flasks of Fungal Acid (alchemically preserved, derived from the fungal acid that is used by netherworld gnomes who wield poison darts; 8 ounces, can be thrown as a grenade-like

	missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
720	4 Death Flasks of Giant Ant Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4 for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 rounds, requires save vs. poison, resulting in death if save is failed, or 2D6+1 damage if successful) (GPV 250 per flask, as it is more valuable as a reagent than as a weapon)
721	4 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
722	4 Huge Behemoth Tusk-Teeth (GPV 250 each)
723	4 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 250 each)
724	40 Sticks of Cinnamon Incense (GPV 25 each)
725	5 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
726	5 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
727	5 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
728	5 Huge Baku Tusks (GPV 200 each)
729	5 Large Narwhal Horns (GPV 200 each)
730	5 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
731	50 Sticks of Cassia Incense (GPV 20 each)
732	8 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)

733	Alchemically Preserved Dragon Brain (used to make Dragon Control Potions) (GPV 1,000)
734	Bloodstained Unholy Water Font of Rare Woods and Electrum (engraved with infernal symbols; used by evil clerics to hold a precious metal basin for the creation of unholy water) (GPV 1,000)
735	Carved Large Mastodon Tusk (weight 125 pounds; GPV 8 per pound) (GPV 1,000)
736	Cracked Enormous Elephant Tusk (weight 250 pounds; GPV 4 per pound) (GPV 1,000)
737	Death Flask of Brown Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000, as it is more valuable as a reagent than as a weapon)
738	Death Flask of Mustard Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000, as it is more valuable as a reagent than as a weapon)
739	Death Flask of Thorn Hydra Acid (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000, as it is more valuable as a reagent than as a weapon)
740	Double Quire (50 sheets) of Fine Vellum (used to create spell scrolls and books; spell transcription has a -5% chance of failure due to excellent surface quality) (GPV 20 per sheet)
741	Elaborate Set of Alchemical Instruments (GPV 1,000)
742	Elf-Sized, Dwarf-Forged Plate Mail (GPV 1,000) (+1 Armor Class bonus, normal weight)
743	Flask of Crushed Black Pearl (reagent for Death Spell) (GPV 1,000)

744	Flask of Powdered Oriental Topaz (reagent for Fool's Gold spell) (GPV 1,000)
745	Flask of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000)
746	Forbidden Folio of a Lost World (teaches the reader fascinating secrets of one of the alternate worlds in the Material Plane — such as Barsoom, Hyboria, Nowhen, or Pegana — but it is also filled with lies and well-intended half-truths) (GPV 1,000)
747	Forbidden Folio of Planar Lore (teaches the reader fascinating secrets of one of the Planes of Existence, but it is also filled with lies and well-intended half-truths) (GPV 1,000)
748	Gargantuan Gold Nugget (GPV 1,000)
749	Great Gold Dwarven Forge Ingot (1,000 coin equivalent) (GPV 1,000)
750	Half-Full Gallon (a small barrel type with a 1-gallon capacity) of Obsidian Wine of the Dark Elves (slightly magical, ages very slowly unless exposed to sunlight) (GPV 2,000 per gallon); .5 gallon (GPV 1000)
751	Hollow Bronze Statue (approximate weight 50 to 70 lbs.) (GPV 1,000)
752	Human-Sized, Dwarf-Forged Plate Mail (GPV 1,000) (+1 Armor Class bonus, normal weight)
753	Keg of Old Tobias Pipeweed (GPV 1,000)
754	Large Serpentine Statuette (approximate weight 22 to 30 lbs.) (GPV 1,000)
755	Large Unicorn Horn (GPV 1,000)
756	Mithril-Alloy Steel Buckler (+2 Armor Class, saves vs. damage as hard metal; can block 1 attack per melee round) (GPV 1,000)
757	Ornately Carved Holy Water Font of Rare Woods and Electrum (engraved with cryptic symbols; used by Chaotic Neutral and Lawful Neutral clerics to hold a precious metal basin for the creation of holy water) (GPV 1,000)
758	Ornately Carved Holy Water Font of Rare Woods and Electrum (engraved with sacred symbols; used by good clerics to hold a precious metal basin for the creation of holy water) (GPV 1,000)
759	Ornately Carved Large Elephant Tusk (weight 100 pounds; GPV 10 per pound) (GPV 1,000)

760	Quadruple Quire (100 sheets) of Good Vellum (used to create spell scrolls and books; spell transcription has a -3% chance of failure due to good surface quality) (GPV 10 per sheet)
761	Ream (500 sheets) of Crude Papyrus (used to create spell scrolls and books; spell transcription has a +5% chance of failure due to low paper quality) (GPV 2 per sheet)
762	Sandstone Statue (approximate weight 75 to 100 lbs.) (GPV 1,000)
763	Secret Tome of Potions (includes a full recipe for the creation of one random type of potion, including a detailed list of reagents and materials and where to find them) (GPV 1,000)
764	Sheaf (250 sheets) of Crude Parchment (used to create spell scrolls and books; spell transcription has a +1% chance of failure due to middling paper quality) (GPV 4 per sheet)
765	Small Barrel of Long-Leaf Pipeweed (GPV 1,000)
776	Spice Satchel of Cloves (GPV 1,000)
777	Travertine Statue (approximate weight 75 to 100 lbs.) (GPV 1,000)
778	Unhewn Block of Apple Green Chrysoprase (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
779	Unhewn Block of Black and White Onyx (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
780	Unhewn Block of Black Jasper (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
781	Unhewn Block of Black Onyx (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
782	Unhewn Block of Bloodstone (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
783	Unhewn Block of Blue Jasper (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)



784	Unhewn Block of Brown Jasper (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
785	Unhewn Block of Cairngorm (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
786	Unhewn Block of Chalcedony (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
787	Unhewn Block of Citrine (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
788	Unhewn Block of Emerald Green Chrysoprase (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)

789	Unhewn Block of Gray Smoky Quartz (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
790	Unhewn Block of Moonstone (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
791	Unhewn Block of Orange Carnelian (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
792	Unhewn Block of Red Carnelian (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
793	Unhewn Block of Rock Crystal (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
794	Unhewn Block of Sardonyx (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
795	Unhewn Block of Star Rose Quartz (precious stone; can be chiseled apart by a skilled jewel cutter into 20+1D10 uncut gem-sized pieces for future cutting and polishing) (GPV 1,000)
796	Vial of Whale Ambergris (GPV 1,000)
797	Yellowed Enormous Elephant Tusk (weight 200 pounds; GPV 5 per pound) (GPV 1,000)
798	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of White Wine (GPV 8 GP per gallon); 126 gallons (GPV 1,008)
799	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 31.5 gallons (GPV 1,008)
800	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 31.5 gallons (GPV 1,008)
RESULTS 801 TO 900	
801	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of White Wine (GPV 8 GP per gallon); 126 gallons (GPV 1,008)

802	Very Large (12' x 12', 16 square yards), Antique Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,008)
803	Fine Very Large Mastodon Tusk (weight 170 pounds; GPV 6 per pound) (GPV 1,020)
804	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 32 gallons (GPV 1,024)
805	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 32 gallons (GPV 1,024)
806	Very Large (12' x 12', 16 square yards), Fine Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,024)
807	7 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
808	Copper Idol (approximate weight 35 to 45 lbs.) (GPV 1,050)
809	Healing Salve (7 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
810	Small Alabaster and Gold Statuette (approximate weight 5 to 10 lbs.) (GPV 1,050)
811	Yellowed Huge Mastodon Tusk (weight 210 pounds; GPV 5 per pound) (GPV 1,050)
812	9 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
813	Faded Marten Robe (GPV 1,080)
814	Fine Fox-Fur Robe (GPV 1,080)
815	Immense (18' x 18', 36 square yards), Emblematic Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,080)
816	Large (9' x 12', 12 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,080)
817	Large (9' x 12', 12 square yards), Ornate Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,092)
818	11 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
819	Alchemically Preserved Eye Stalk of Azathoth (used to make Levitation Potions) (GPV 1,100)
820	Spice Satchel of Cardamom (GPV 1,100)
821	Long (6' x 12', 8 square yards), Ornate Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1120)

822	Very Large (12' x 12', 16 square yards), Ornate Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,120)
823	3 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
824	9 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)
825	Large (half-ogre sized), Elven-Forged Chain Mail (GPV 1,125) (encumbrance and weight reduced by 50%, no movement rate penalty)
826	Carved Very Large Elephant Tusk (weight 130 pounds; GPV 8 per pound) (GPV 1,140)
827	Fine Very Large Mammoth Tusk (weight 190 pounds; GPV 6 per pound) (GPV 1,140)
828	50 Sticks of Myrrh Incense (GPV 23 each)
829	Half-Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 12 gallons (GPV 1,152)
830	Huge (12' x 18', 24 square yards), Emblematic Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,152)
831	Huge (12' x 18', 24 square yards), Exquisite Woven Wool Tapestry (or brocade, rug, etc.) (GPV 1,152)
832	Immense (18' x 18', 36 square yards), Damaged Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,152)
833	Long (6' x 12', 8 square yards), Antique Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,152)
834	Huge (12' x 18', 24 square yards), Ornate Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,176)
835	10 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
836	12 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
837	15 Bolts of Silk (40 yards rolled length each) (GPV 80 each)
838	3 Gold Ingots (400 coin equivalent each) (GPV 400 each)
839	3 Sets of Dwarf-Sized Plate Mail (GPV 400 each)

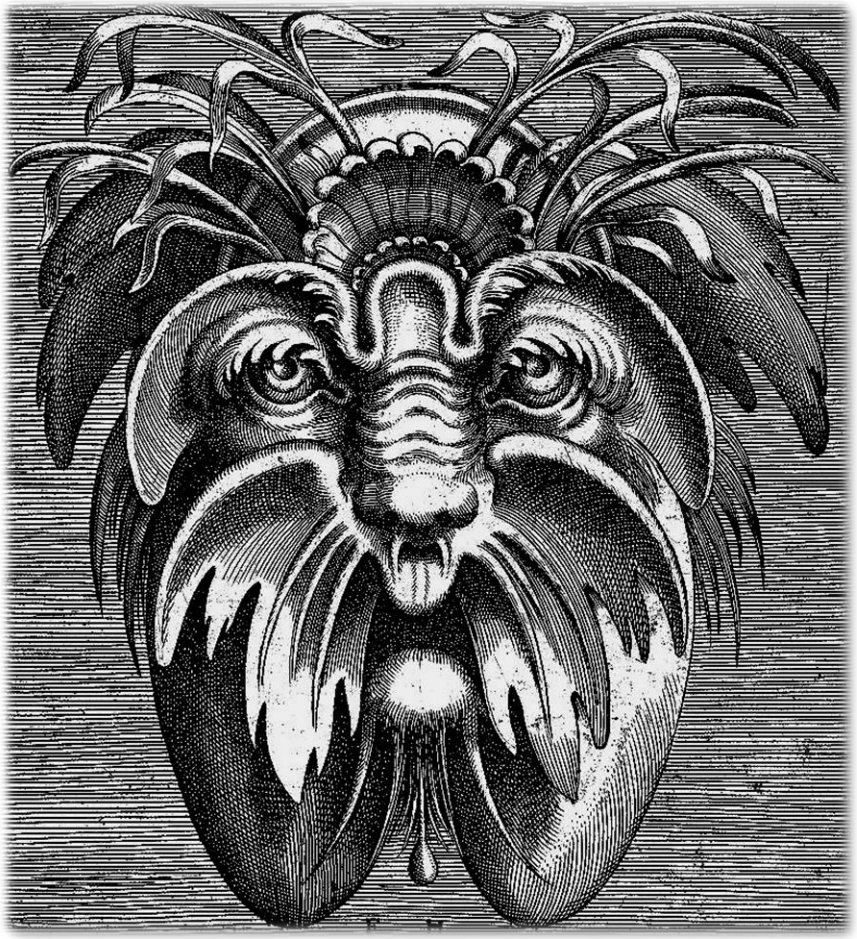
840	3 Sets of Elf-Sized Plate Mail (GPV 400 each)
841	3 Sets of Human-Sized Plate Mail (GPV 400 each)
842	3 Sets of Large (half-ogre sized) Plate Mail (GPV 400 each)
843	3 Sets of Small (gnome- or halfling-sized) Plate Mail (GPV 400 each)
844	4 Huge Narwhal Horns (GPV 300 each)
845	40 Sticks of Amber Incense (GPV 30 each)
846	6 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
847	6 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
848	6 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
849	6 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
850	8 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
851	Alabaster Statuette (approximate weight 12 to 20 lbs.) (GPV 1,200)
852	Carved Large Mammoth Tusk (weight 150 pounds; GPV 8 per pound) (GPV 1,200)
853	Coral Carving (approximate weight 1 to 5 lbs.) (GPV 1,200)
854	Cracked Enormous Mammoth Tusk (weight 300 pounds; GPV 4 per pound) (GPV 1,200)
855	Fine Enormous Elephant Tusk (weight 200 pounds; GPV 6 per pound) (GPV 1,200)
856	Forbidden Folio of Nether Horrors (teaches the reader the nature, strengths, and weaknesses of various deadly netherworld monsters, such as amber behemoths, Deep Ones, dungeon worms, gargoyles, and tentacled centipedes) (GPV 1,200)



857	Forbidden Folio of the Daimonion (teaches the reader the nature, strengths, and weaknesses of the various types of daemons, as well as the lore of the Lower Planes of Existence which lie between the Hells and the Abyssal Realm) (GPV 1,200)
858	Healing Salve (8 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
859	Huge (12' x 18', 24 square yards), Damaged Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1,200)
860	Jade Carving (approximate weight 1 to 5 lbs.) (GPV 1,200)
861	Large (9' x 12', 12 square yards), Fine Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1,200)
862	Large (half-ogre sized), Dwarf-Forged Banded Mail (GPV 1,200) (+1 Armor Class bonus, normal weight)
863	Large (half-ogre sized), Elven-Forged Plate Mail (GPV 1,200) (encumbrance and weight reduced by 25%)
864	Large Silver Statuette (approximate weight 22 to 30 lbs.) (GPV 1,200)
865	Long (6' x 12', 8 square yards), Masterwork Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,200)
866	Marten Robe (GPV 1,200)
867	Narrow (3' x 12', 4 square yards), Exquisite Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1,200)
868	Narrow (3' x 12', 4 square yards), Masterwork Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1,200)

869	Satchel of Gold Dragon Scales (used to make Treasure Finding Potions) (GPV 1,200)
870	Small Gold-Inlaid Ivory Statuette (approximate weight 5 to 10 lbs.) (GPV 1,200)
871	Spice Box of Anise (GPV 1,200)
872	Spice Box of Cumin (GPV 1,200)
873	Spice Box of Nutmeg (GPV 1,200)
874	Spice Chest of Fine Sugar (GPV 1,200)
875	Spice Chest of Ginger (GPV 1,200)
876	Spice Chest of Grains of Paradise (GPV 1,200)
877	Spice Chest of Mint (GPV 1,200)
878	Spice Chest of Sage (GPV 1,200)
879	Very Large (12' x 12', 16 square yards), Emblematic Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1,200)
880	Yellowed Enormous Mammoth Tusk (weight 300 pounds; GPV 5 per pound) (GPV 1,200)
881	Huge (12' x 18', 24 square yards), Fine Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,248)
882	Long (6' x 12', 8 square yards), Exquisite Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,248)
883	10 Vials of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such vial to inscribe 1 spell) (GPV 125 each)
884	25 Flasks of Purple Dye (uncommon, made from measures of fine red and blue dyes) (GPV 50 per flask)
885	5 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
886	5 Huge Behemoth Tusk-Teeth (GPV 250 each)
887	5 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250 each)
888	50 Sticks of Cinnamon Incense (GPV 25 each)

889	Barrel of Braelinch Pipeweed (GPV 1,250)
890	Masterwork Bastard Sword of the Barbarian King (non-magical, +1 damage) (GPV 1,250)
891	Ornately Carved Large Mastodon Tusk (weight 125 pounds; GPV 10 per pound) (GPV 1,250)
892	Sheaf (250 sheets) of Good Parchment (used to create spell scrolls and books; spell transcription has normal chance of failure, due to average paper quality) (GPV 5 per sheet)
893	Spiked Mithril-Alloy Steel Buckler (+2 Armor Class, saves vs. damage as hard metal; can block 1 attack per melee round, or attack for 1D4+1 piercing damage) (GPV 1,250)
894	Yellowed Enormous Elephant Tusk (weight 250 pounds; GPV 5 per pound) (GPV 1,250)
895	Fine Huge Mastodon Tusk (weight 210 pounds; GPV 6 per pound) (GPV 1,260)
896	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 126 gallons (GPV 1,260)
897	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 31.5 gallons (GPV 1,260)
898	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 63 gallons (GPV 1,260)
899	Large (9' x 12', 12 square yards), Masterwork Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,260)
900	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 63 gallons (GPV 1,260)



RESULTS 901 TO 1,000	
901	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 126 gallons (GPV 1,260)
902	Carved Huge Elephant Tusk (weight 160 pounds; GPV 8 per pound) (GPV 1,280)
903	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 4 gallons (GPV 1,280)
904	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 32 gallons (GPV 1,280)

905	Very Large (12' x 12', 16 square yards), Fine Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1,280)
906	Immense (18' x 18', 36 square yards), Antique Woven Wool Tapestry (or brocade, rug, etc.) (GPV 1,296)
907	13 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
908	Flask of Ghost Ectoplasm (used to make Undead Control Potions) (GPV 1,300)
909	Ornately Carved Very Large Elephant Tusk (weight 130 pounds; GPV 10 per pound) (GPV 1,300)
910	Heavy Marten Robe (GPV 1,320)
911	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 42 gallons (GPV 1,344)
912	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 42 gallons (GPV 1,344)
913	Large (9' x 12', 12 square yards), Ornate Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,344)
914	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Brandy (GPV 16 GP per gallon); 84 gallons (GPV 1,344)
915	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 84 gallons (GPV 1,344)
916	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 42 gallons (GPV 1,344)
917	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 42 gallons (GPV 1,344)
918	Very Large (12' x 12', 16 square yards), Exquisite Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1,344)
919	9 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
920	Healing Salve (9 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
921	Marble Statuette (approximate weight 12 to 20 lbs.) (GPV 1,350)
922	Carved Very Large Mastodon Tusk (weight 170 pounds; GPV 8 per pound) (GPV 1,360)

923	14 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
924	7 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
925	7 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
926	7 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
927	7 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
928	Basalt Idol (approximate weight 35 to 45 lbs.) (GPV 1,400)
929	Flask of Vampire Dust (used to make Gaseous Form Potions) (GPV 1,400)
930	Limestone Idol (approximate weight 35 to 45 lbs.) (GPV 1,400)
931	Long (6' x 12', 8 square yards), Ornate Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1400)
932	Soapstone Idol (approximate weight 35 to 45 lbs.) (GPV 1,400)
933	Immense (18' x 18', 36 square yards), Emblematic Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,404)
934	Large (9' x 12', 12 square yards), Antique Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1,404)
935	Fine Huge Mammoth Tusk (weight 240 pounds; GPV 6 per pound) (GPV 1,440)
936	Fine Marten Robe (GPV 1,440)
937	Huge (12' x 18', 24 square yards), Emblematic Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1440)
938	Huge (12' x 18', 24 square yards), Masterwork Woven Wool Tapestry (or brocade, rug, etc.) (GPV 1440)
939	Immense (18' x 18', 36 square yards), Damaged Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1440)
940	Immense (18' x 18', 36 square yards), Fine Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1440)
941	Large (9' x 12', 12 square yards), Exquisite Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1440)
942	Long (6' x 12', 8 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1440)

943	Very Large (12' x 12', 16 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1440)
944	Very Large (12' x 12', 16 square yards), Ornate Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1456)
945	10 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
946	15 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
947	15 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
948	3 Colossal Gold Nuggets (GPV 500 each)
949	3 Death Flasks of Acidum Salis (alchemical hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
950	3 Death Flasks of Giant Bombardier Beetle Vapor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
951	3 Death Flasks of Giant Shadow Worm Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
952	3 Death Flasks of Gray Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
953	3 Death Flasks of Hangman Tree Sap (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1

	for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
954	3 Death Flasks of Ochre Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
955	3 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
956	3 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
957	3 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
958	3 Unicorn Horns (GPV 500 each)
959	4 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
960	5 Huge Narwhal Horns (GPV 300 each)
961	50 Sticks of Amber Incense (GPV 30 each)
962	6 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
963	6 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250 each)
964	Alchemically Preserved Dhole Gland (used to make Slipperiness Potions) (GPV 1,500)

965	Bloodstained Unholy Water Font of Rare Woods and Gold (engraved with infernal symbols; used by evil clerics to hold a precious metal basin for the creation of unholy water) (GPV 1,500)
966	Death Flask of Black Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500, as it is more valuable as a reagent than as a weapon)
967	Death Flask of Draconian Basilisk Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500, as it is more valuable as a reagent than as a weapon)
968	Death Flask of Dun Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500, as it is more valuable as a reagent than as a weapon)
969	Electrum (gold and silver) Statuette (approximate weight 12 to 20 lbs.) (GPV 1,500)
970	Fine Enormous Elephant Tusk (weight 250 pounds; GPV 6 per pound) (GPV 1,500)
971	Flask of Alchemically Preserved Will-o'-Wisp Essence (used to make Levitation Potions) (GPV 1,500)
972	Healing Salve (10 containers, non-magical, heals 1D4+1 damage, 1 use per day) (GPV 150 each)
973	Hollow Copper Statue (approximate weight 50 to 70 lbs.) (GPV 1,500)
974	Huge Unicorn Horn (GPV 1,500)
975	Ivory Statuette (approximate weight 12 to 20 lbs.) (GPV 1,500)
976	Keg of South-Hold Farthing Pipeweed (GPV 1,500)
977	Large (half-ogre sized), Dwarf-Forged Plate Mail (GPV 1,500) (+1 Armor Class bonus, normal weight)

978	Masterwork Two-Handed Sword of the Barbarian King (non-magical, +1 damage) (GPV 1,500)
979	Narrow (3' x 12', 4 square yards), Masterwork Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1500)
980	Ornately Carved Holy Water Font of Rare Woods and Gold (engraved with cryptic symbols; used by Chaotic Neutral and Lawful Neutral clerics to hold a precious metal basin for the creation of holy water) (GPV 1,500)
981	Ornately Carved Holy Water Font of Rare Woods and Gold (engraved with sacred symbols; used by good clerics to hold a precious metal basin for the creation of holy water) (GPV 1,500)
982	Ornately Carved Large Mammoth Tusk (weight 150 pounds; GPV 10 per pound) (GPV 1,500)
983	Ream (500 sheets) of Good Papyrus (used to create spell scrolls and books; spell transcription has a +3% chance of failure due to low paper quality) (GPV 3 per sheet)
984	Secret Tome of Arcana (includes a full recipe for the creation of one random type of miscellaneous magic item, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
985	Secret Tome of Arms (includes a full recipe for the creation of one random type of miscellaneous magic weapon, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
986	Secret Tome of the Blade (includes a full recipe for the creation of one random type of magic sword, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
987	Secret Tome of the Guardian (includes a full recipe for the creation of one random type of magic armor, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
988	Secret Tome of the Ring (includes a full recipe for the creation of one random type of magic ring, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
989	Secret Tome of the Rod (includes a full recipe for the creation of one random type of magic rod, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
990	Secret Tome of the Shield Bearer (includes a full recipe for the creation of one random type of magic shield, including a detailed

	list of reagents and materials and where to find them) (GPV 1,500)
991	Secret Tome of the Staff (includes a full recipe for the creation of one random type of magic staff, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
992	Secret Tome of the Wand (includes a full recipe for the creation of one random type of magic wand, including a detailed list of reagents and materials and where to find them) (GPV 1,500)



993	Secret Tome of Warding (includes a full recipe for the creation of one random type of protection scroll, including a detailed list of reagents and materials and where to find them) (GPV 1,500)
994	Small Gold Statuette (approximate weight 5 to 10 lbs.) (GPV 1,500)
995	Small Mithril-Alloy Steel Shield (+2 Armor Class, saves vs. damage as hard metal; can block 2 attacks per melee round) (GPV 1,500)
996	Triple Quire (75 sheets) of Fine Vellum (used to create spell scrolls and books; spell transcription has a -5% chance of failure due to excellent surface quality) (GPV 20 per sheet)
997	Huge (12' x 18', 24 square yards), Antique Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1512)
998	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Fine Mead (GPV 6 GP per gallon); 252 gallons (GPV 1512)
999	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Golden Wine (GPV 6 GP per gallon); 252 gallons (GPV 1512)

000	Carved Very Large Mammoth Tusk (weight 190 pounds; GPV 8 per pound) (GPV 1,520)

[III-8]

MISCELLANEOUS TREASURE TABLE VI:
TREASURES OF VALUE
1,536 TO 2,880 GOLD PIECES



RESULTS 001 TO 100	
D1000 Roll	**Miscellaneous Treasure**
001 or 002	Half-Full Barrel (a large barrel with a standard 32-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 16 gallons (GPV 1536)
003 or 004	Huge (12' x 18', 24 square yards), Fine Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1536)
005 or 006	Long (6' x 12', 8 square yards), Exquisite Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1536)
007 or 008	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 16 gallons (GPV 1536)
009 or 010	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 16 gallons (GPV 1536)
011 or 012	Long (6' x 12', 8 square yards), Masterwork Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1560)
013 or 014	16 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
015 or 016	4 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
017 or 018	4 Gold Ingots (400 coin equivalent each) (GPV 400 each)
019 or 020	8 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
021 or 022	8 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
023 or 024	8 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
025 or 026	8 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
027 or 028	Alchemically Preserved Vampire's Brain (used to make Undead Control Potions) (GPV 1,600)

029 or 030	Carved Enormous Elephant Tusk (weight 200 pounds; GPV 8 per pound) (GPV 1,600)
031 or 032	Large Alabaster Statuette (approximate weight 22 to 30 lbs.) (GPV 1,600)
033 or 034	Ornately Carved Huge Elephant Tusk (weight 160 pounds; GPV 10 per pound) (GPV 1,600)
035 or 036	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 5 gallons (GPV 1600)
037 or 038	Small (gnome- or halfling-sized) Field Plate Armor (GPV 1,600)
039 or 040	Small (gnome- or halfling-sized), Elven-Forged Full Plate Armor (GPV 6,400) (encumbrance and weight reduced by 25%)
041 or 042	Very Large (12' x 12', 16 square yards), Fine Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1600)
043 or 044	Damaged Mink Cape (GPV 1,620)
045 or 046	Damaged Mink Jacket (GPV 1,620)
047 or 048	Alabaster and Ivory Statuette (approximate weight 12 to 20 lbs.) (GPV 1,650)
049 or 050	Carved Huge Mastodon Tusk (weight 210 pounds; GPV 8 per pound) (GPV 1,680)
051 or 052	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 42 gallons (GPV 1680)
053 or 054	Huge (12' x 18', 24 square yards), Ornate Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1680)
055 or 056	Large (9' x 12', 12 square yards), Ornate Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1680)
057 or 058	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 84 gallons (GPV 1680)
059 or 060	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 42 gallons (GPV 1680)
061 or 062	Very Large (12' x 12', 16 square yards), Masterwork Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1680)

063 or 064	17 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
065 or 066	Ornately Carved Very Large Mastodon Tusk (weight 170 pounds; GPV 10 per pound) (GPV 1,700)
067 or 068	Immense (18' x 18', 36 square yards), Emblematic Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1728)
069 or 070	Immense (18' x 18', 36 square yards), Exquisite Woven Wool Tapestry (or brocade, rug, etc.) (GPV 1728)
071 or 072	Large (9' x 12', 12 square yards), Antique Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1728)
073 or 074	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 18 gallons (GPV 1728)
075 or 076	7 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
077 or 078	7 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250 each)
079 or 080	Ream (500 sheets) of Fine Papyrus (used to create spell scrolls and books; spell transcription has a +2% chance of failure due to middling paper quality) (GPV 3.5 per sheet)
081 or 082	Serpentine Idol (approximate weight 35 to 45 lbs.) (GPV 1,750)
083 or 084	Sheaf (250 sheets) of Fine Parchment (used to create spell scrolls and books; spell transcription has a -1% chance of failure due to above average paper quality) (GPV 7 per sheet)
085 or 086	Small Spiked Mithril-Alloy Steel Shield (+2 Armor Class, saves vs. damage as hard metal; can block 2 attacks per melee round, or attack for 1D4+2 piercing damage) (GPV 1,750)
087 or 088	Immense (18' x 18', 36 square yards), Ornate Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1764)
089 or 090	Very Large (12' x 12', 16 square yards), Ornate Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1792)
091 or 092	18 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)

093 or 094	9 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
095 or 096	9 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
097 or 098	9 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
099 or 100	9 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
RESULTS 101 TO 200	
101 or 102	Bloodstone Statuette (approximate weight 12 to 20 lbs.) (GPV 1,800)
013 or 104	Dwarf-Sized Field Plate Armor (GPV 1,800)
105 or 106	Fine Enormous Mammoth Tusk (weight 300 pounds; GPV 6 per pound) (GPV 1,800)
107 or 108	Huge (12' x 18', 24 square yards), Emblematic Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1800)
109 or 110	Immense (18' x 18', 36 square yards), Damaged Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1800)
111 or 112	Incense Box of Frankincense (GPV 1,800)
113 or 114	Large (9' x 12', 12 square yards), Masterwork Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1800)
115 or 116	Large Marble Statuette (approximate weight 22 to 30 lbs.) (GPV 1,800)
117 or 118	Long (6' x 12', 8 square yards), Antique Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1800)
119 or 120	Onyx Statuette (approximate weight 12 to 20 lbs.) (GPV 1,800)
121 or 122	Small Coral Statuette (approximate weight 5 to 10 lbs.) (GPV 1,800)
123 or 124	Small Jade Statuette (approximate weight 5 to 10 lbs.) (GPV 1,800)

125 or 126	Spice Box of Balm (GPV 1,800)
127 or 128	Spice Chest of Cubeb (GPV 1,800)
129 or 130	Spice Chest of Long Pepper (GPV 1,800)
131 or 132	Spice Chest of Thyme (GPV 1,800)
133 or 134	Spice Chest of Tumeric (GPV 1,800)
135 or 136	Immense (18' x 18', 36 square yards), Fine Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1872)
137 or 138	Large (9' x 12', 12 square yards), Exquisite Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1872)
139 or 140	Very Large (12' x 12', 16 square yards), Antique Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1872)
141 or 142	5 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
143 or 144	Ragged Mink Cape (GPV 1,890)
145 or 146	Ragged Mink Jacket (GPV 1,890)
147 or 148	19 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
149 or 150	Ornately Carved Very Large Mammoth Tusk (weight 190 pounds; GPV 10 per pound) (GPV 1,900)
151 or 152	Carved Huge Mammoth Tusk (weight 240 pounds; GPV 8 per pound) (GPV 1,920)
153 or 154	Huge (12' x 18', 24 square yards), Fine Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1920)
155 or 156	Long (6' x 12', 8 square yards), Exquisite Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 1920)
157 or 158	Long (6' x 12', 8 square yards), Masterwork Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 1920)

159 or 160	Very Large (12' x 12', 16 square yards), Exquisite Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 1920)
161 or 162	Silver-Inlaid Ivory Statuette (approximate weight 12 to 20 lbs.) (GPV 1,950)
GPV 2,000	
163 or 164	10 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
165 or 166	10 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
167 or 168	10 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
169 or 170	10 Phials of Miscellaneous Powdered Gems (used for Write spells, and to create ink for the inscription of scrolls; this is one of several necessary ingredients) (GPV 200 each)
171 or 172	2 Death Flasks of Brown Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
173 or 174	2 Death Flasks of Mustard Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
175 or 176	2 Death Flasks of Thorn Hydra Acid (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
177 or 178	2 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)

179 or 180	2 Gargantuan Gold Nuggets (GPV 1,000 each)
181 or 182	2 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
183 or 184	2 Large Unicorn Horns (GPV 1,000 each)
185 or 186	2 Vials of Whale Ambergris (GPV 1,000 each)
187 or 188	20 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
189 or 190	20 Small Gold Ingots (100 coin equivalent each) (GPV 100 each)
191 or 192	4 Colossal Gold Nuggets (GPV 500 each)
193 or 194	4 Death Flasks of Acidum Salis (alchemical hydrochloric acid; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
195 or 196	4 Death Flasks of Giant Bombardier Beetle Vapor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
197 or 198	4 Death Flasks of Giant Shadow Worm Venom (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
199 or 200	4 Death Flasks of Gray Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save

	is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)



RESULTS 201 TO 300	
201 or 202	4 Death Flasks of Hangman Tree Sap (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)

203 or 204	4 Death Flasks of Ochre Slime Ichor (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 2D4+1 for a direct hit and 1D2 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D3 rounds, requires save vs. poison at -2, resulting in death if save is failed, or 3D6 damage if successful) (GPV 500 per flask, as it is more valuable as a reagent than as a weapon)
205 or 206	4 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
207 or 208	4 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
209 or 210	4 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
211 or 212	4 Unicorn Horns (GPV 500 each)
213 or 214	5 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
215 or 216	5 Gold Ingots (400 coin equivalent each) (GPV 400 each)
217 or 218	8 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
219 or 220	8 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250 each)
221 or 222	Alchemically Preserved Lich's Tongue (used to make Undead Control Potions) (GPV 2,000)
223 or 224	Bloodstained Unholy Water Font of Rare Woods and Platinum (engraved with infernal symbols; used by evil clerics to hold a precious metal basin for the creation of unholy water) (GPV 2,000)
225 or 226	Bronze Statue (approximate weight 75 to 100 lbs.) (GPV 2,000)
227 or 228	Carved Enormous Elephant Tusk (weight 250 pounds; GPV 8 per pound) (GPV 2,000)

229 or 230	Cloth of Gold and Velvet Vestments (GPV 2,000)
231 or 232	Death Flask of Acid Mantis Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000, as it is more valuable as a reagent than as a weapon)
233 or 234	Death Flask of White Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000, as it is more valuable as a reagent than as a weapon)
235 or 236	Dwarf-Sized Field Plate Armor (GPV 2,000)
237 or 238	Elf-Sized Field Plate Armor (GPV 2,000)



239 or 240	Flask of Powdered Diamond (reagent for Glyph of Warding and Symbol spells) (GPV 2,000)
241 or 242	Flask of Powdered Glimmering Gemstones (used to make Treasure Finding Potions) (GPV 2,000)
243 or 244	Garish and Horrific Silver Unholy Water Basin (engraved with infernal symbols; used by evil clerics to create vials of unholy water) (GPV 2,000)
245 or 246	Granite Statue (approximate weight 75 to 100 lbs.) (GPV 2,000)
247 or 248	Human-Sized Field Plate Armor (GPV 2,000)
249 or 250	Immaculate and Ornate Silver Holy Water Basin (engraved with cryptic symbols; used by Chaotic Neutral or Lawful Neutral clerics to create vials of holy water) (GPV 2,000)
251 or 252	Immaculate and Ornate Silver Holy Water Basin (engraved with sacred symbols; used by good clerics to create vials of holy water) (GPV 2,000)
253 or 254	Large (half-ogre sized) Field Plate Armor (GPV 2,000)
255 or 256	Large Electrum (gold and silver) Statuette (approximate weight 22 to 30 lbs.) (GPV 2,000)
257 or 258	Large Ivory Statuette (approximate weight 22 to 30 lbs.) (GPV 2,000)
259 or 260	Mithril-Alloy Steel Shield (requires Strength 16+ to use effectively; +2 Armor Class, saves vs. damage as hard metal; can block 3 attacks per melee round) (GPV 2,000)
261 or 262	Ornately Carved Enormous Elephant Tusk (weight 200 pounds; GPV 10 per pound) (GPV 2,000)
263 or 264	Ornately Carved Holy Water Font of Rare Woods and Platinum (engraved with cryptic symbols; used by Chaotic Neutral and Lawful Neutral clerics to hold a precious metal basin for the creation of holy water) (GPV 2,000)
265 or 266	Ornately Carved Holy Water Font of Rare Woods and Platinum (engraved with sacred symbols; used by good clerics to hold a precious metal basin for the creation of holy water) (GPV 2,000)
267 or 268	Platinum Ingot (400 coin equivalent) (GPV 2,000)

269 or 270	Quadruple Quire (100 sheets) of Fine Vellum (used to create spell scrolls and books; spell transcription has a -5% chance of failure due to excellent surface quality) (GPV 20 per sheet)
271 or 272	Ream (500 sheets) of Crude Parchment (used to create spell scrolls and books; spell transcription has a +1% chance of failure due to middling paper quality) (GPV 4 per sheet)
273 or 274	Sealed Full Gallon (a small barrel type with a 1-gallon capacity) of Obsidian Wine of the Dark Elves (slightly magical, ages very slowly unless exposed to sunlight) (GPV 2,000 per gallon); 1 gallon (GPV 2000)
275 or 276	Sheaf (250 sheets) of Crude Vellum (used to create spell scrolls and books; spell transcription has a -2% chance of failure due to above average surface quality) (GPV 8 per sheet)
277 or 278	Small (gnome- or halfling-sized) Field Plate Armor (GPV 2,000)
279 or 280	Small Barrel of Old Tobias Pipeweed (GPV 2,000)
281 or 282	Spice Satchel of Cassia (GPV 2,000)
283 or 284	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Brandy (GPV 16 GP per gallon); 126 gallons (GPV 2016)
285 or 286	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 126 gallons (GPV 2016)
287 or 288	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 63 gallons (GPV 2016)
289 or 290	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 63 gallons (GPV 2016)
291 or 292	Half-Full Tierce (a large barrel type with a 42-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 21 gallons (GPV 2016)
293 or 294	Huge (12' x 18', 24 square yards), Exquisite Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 2016)
295 or 296	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of White Wine (GPV 8 GP per gallon); 252 gallons (GPV 2016)

297 or 298	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 63 gallons (GPV 2016)
299 or 300	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 63 gallons (GPV 2016)
RESULTS 301 TO 400	
301 or 302	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Brandy (GPV 16 GP per gallon); 126 gallons (GPV 2016)
303 or 304	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 126 gallons (GPV 2016)
305 or 306	Alabaster and Gold Statuette (approximate weight 12 to 20 lbs.) (GPV 2,100)
307 or 308	Large (9' x 12', 12 square yards), Ornate Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2100)
309 or 310	Ornately Carved Huge Mastodon Tusk (weight 210 pounds; GPV 10 per pound) (GPV 2,100)
311 or 312	Silver Idol (approximate weight 35 to 45 lbs.) (GPV 2,100)
313 or 314	Spice Box of Rosemary (GPV 2,100)
315 or 316	Damaged Ermine Cape (GPV 2,160)
317 or 318	Damaged Ermine Jacket (GPV 2,160)
319 or 320	Huge (12' x 18', 24 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 2160)
321 or 322	Immense (18' x 18', 36 square yards), Emblematic Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2160)
323 or 324	Immense (18' x 18', 36 square yards), Masterwork Woven Wool Tapestry (or brocade, rug, etc.) (GPV 2160)
325 or 326	Large (9' x 12', 12 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2160)

327 or 328	Stained Mink Cape (GPV 2,160)
329 or 330	Stained Mink Jacket (GPV 2,160)
331 or 332	Huge (12' x 18', 24 square yards), Ornate Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2184)
333 or 334	11 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
335 or 336	Large Alabaster and Ivory Statuette (approximate weight 22 to 30 lbs.) (GPV 2,200)
337 or 338	Very Large (12' x 12', 16 square yards), Ornate Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2240)
339 or 340	15 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
341 or 342	6 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
343 or 344	9 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
345 or 346	9 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250 each)
347 or 348	Small Jeweled Silver Statuette (approximate weight 5 to 10 lbs.) (GPV 2,250)
349 or 350	Spiked Mithril-Alloy Steel Shield (requires Strength 17+ to use effectively; +2 Armor Class, saves vs. damage as hard metal; can block 3 attacks per melee round, or attack for 1D6+1 piercing damage) (GPV 2,250)
351 or 352	Immense (18' x 18', 36 square yards), Antique Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 2268)
353 or 354	Incense Box of Myrrh (GPV 2,300)
355 or 356	Immense (18' x 18', 36 square yards), Fine Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2304)

357 or 358	Large (9' x 12', 12 square yards), Exquisite Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2304)
359 or 360	Sealed Full Cask (a medium-sized barrel type, with a 24-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 24 gallons (GPV 2304)
361 or 362	Very Large (12' x 12', 16 square yards), Antique Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2304)
363 or 364	Large (9' x 12', 12 square yards), Masterwork Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2340)
365 or 366	12 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
367 or 368	15 Bolts of Fine Silk (40 yards rolled length each) (GPV 120 each)
369 or 370	6 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
371 or 372	6 Gold Ingots (400 coin equivalent each) (GPV 400 each)
373 or 374	Carved Enormous Mammoth Tusk (weight 300 pounds; GPV 8 per pound) (GPV 2,400)
375 or 376	Gold-Inlaid Ivory Statuette (approximate weight 12 to 20 lbs.) (GPV 2,400)
377 or 378	Huge (12' x 18', 24 square yards), Fine Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2400)
379 or 380	Large Bloodstone Statuette (approximate weight 22 to 30 lbs.) (GPV 2,400)
381 or 382	Large Onyx Statuette (approximate weight 22 to 30 lbs.) (GPV 2,400)
383 or 384	Long (6' x 12', 8 square yards), Exquisite Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2400)
385 or 386	Long (6' x 12', 8 square yards), Masterwork Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2400)
387 or 388	Ornately Carved Huge Mammoth Tusk (weight 240 pounds; GPV 10 per pound) (GPV 2,400)
389 or 390	Spice Chest of Anise (GPV 2,400)
391 or 392	Spice Chest of Cumin (GPV 2,400)

393 or 394	Spice Chest of Nutmeg (GPV 2,400)
395 or 396	Very Large (12' x 12', 16 square yards), Masterwork Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 2400)
397 or 398	Faded Mink Cape (GPV 2,430)
399 or 400	Faded Mink Jacket (GPV 2,430)
RESULTS 401 TO 500	
401 or 402	Very Large (12' x 12', 16 square yards), Exquisite Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2496)
403 or 404	10 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
405 or 406	10 Small Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 2 spells) (GPV 250 each)
407 or 408	25 Flasks of Deep Green Dye (rare, made from woad or indigo, along with measures of yellow dye) (GPV 100 per flask)
409 or 410	5 Colossal Gold Nuggets (GPV 500 each)
411 or 412	5 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
413 or 414	5 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
415 or 416	5 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
417 or 418	5 Unicorn Horns (GPV 500 each)
419 or 420	Barrel of Long-Leaf Pipeweed (GPV 2,500)

421 or 422	Death Flask of Giant Slug Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+1 for a direct hit and 2D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D4 segments, requires save vs. poison at -4, resulting in death if save is failed, or 7D6 damage if successful) (GPV 2,500, as it is more valuable as a reagent than as a weapon)
423 or 424	Large Mithril-Alloy Steel Shield (requires Strength 18/50+ to use effectively; +2 Armor Class vs. melee, +3 Armor Class vs. missiles, saves vs. damage as hard metal; can block 4 attacks per melee round) (GPV 2,500)
425 or 426	Ornately Carved Enormous Elephant Tusk (weight 250 pounds; GPV 10 per pound) (GPV 2,500)
427 or 428	Platinum Holy Symbol, All-Seeing Hawk Wedja (symbol of Horus, lesser god of righteous vengeance in the Egyptian Mythos) (GPV 2,500)
429 or 430	Platinum Holy Symbol, All-Seeing Iris Mamitu (symbol of Ki, greater goddess of nature in the Sumerian Mythos) (GPV 2,500)
431 or 432	Platinum Holy Symbol, Ankh and Star Wedja (symbol of Isis, greater goddess of magic in the Egyptian Mythos) (GPV 2,500)
433 or 434	Platinum Holy Symbol, Axe and Blade Periapt (symbol of Ulkros, greater good of dooms in the Nowhen Mythos) (GPV 2,500)
435 or 436	Platinum Holy Symbol, Axe and Moon Mamitu (symbol of Nanna-Sin, lesser god of the moon in the Sumerian Mythos) (GPV 2,500)
437 or 438	Platinum Holy Symbol, Bearded Man Taufr (symbol of Forseti, greater god of justice in the Norse Mythos) (GPV 2,500)
439 or 440	Platinum Holy Symbol, Binding Cord Wedja (symbol of Anhur, lesser god of war in the Egyptian Mythos) (GPV 2,500)
441 or 442	Platinum Holy Symbol, Bird Among Clouds Amulet (symbol of Aedha of the Fey, lesser goddess of sky and weather in the Elven and Oldskull Mythoi) (GPV 2,500)
443 or 444	Platinum Holy Symbol, Black Bow Tabij (symbol of Rudra, greater god of beasts in the Indian Mythos) (GPV 2,500)
445 or 446	Platinum Holy Symbol, Black Cat Sigil (symbol of Aelurus, lord of cats in the Oldskull Mythos) (GPV 2,500)
447 or 448	Platinum Holy Symbol, Black Hourglass Signum (symbol of Sish the Destroyer, greater god of time, entropy and decay in the Pegana and Oldskull Mythoi) (GPV 2,500)

449 or 450	Platinum Holy Symbol, Black Jackal Wedja (symbol of Anubis, lesser god of the dead in the Egyptian Mythos) (GPV 2,500)
451 or 452	Platinum Holy Symbol, Black Pearl Hushenfu (symbol of Chao Kung Ming, demigod of war in the Chinese Mythos) (GPV 2,500)
453 or 454	Platinum Holy Symbol, Black Wheel Signum (symbol of Trogool the Thing, greater god of inescapable magic and inevitability in the Pegana and Oldskull Mythoi) (GPV 2,500)
455 or 456	Platinum Holy Symbol, Blue Diamond Mamitu (symbol of Nin-Hursag, lesser goddess of the earth in the Sumerian Mythos) (GPV 2,500)
457 or 458	Platinum Holy Symbol, Blue Eye Taufr (symbol of Odin, greater god of the heavens in the Norse Mythos) (GPV 2,500)



459 or 460	Platinum Holy Symbol, Blue Rod Amulet (symbol of Ishtar, greater goddess of love and war in the Babylonian Mythos) (GPV 2,500)
461 or 462	Platinum Holy Symbol, Bow and Moon Telesma (symbol of Artemis, lesser goddess of the hunt in the Greek Mythos) (GPV 2,500)
463 or 464	Platinum Holy Symbol, Bowed Gargoyle Signum (symbol of Nodens, lesser god of the celestial abyss and protection in the Celtic, Cthulhu, and Oldskull Mythoi) (GPV 2,500)
465 or 466	Platinum Holy Symbol, Broken Staff Signum (symbol of Jabim, demigod of broken things and scavenging in the Pegana and Oldskull Mythoi) (GPV 2,500)
467 or 468	Platinum Holy Symbol, Bulging Pouch Periapt (symbol of Eterishaal, demigod of stealth in the Nowhen Mythos) (GPV 2,500)
469 or 470	Platinum Holy Symbol, Burning Fire Tabij (symbol of Agni, greater god of fire in the Indian Mythos) (GPV 2,500)
471 or 472	Platinum Holy Symbol, Burning Flame Signum (symbol of Gribaun, demigod of flame and burning in the Pegana and Oldskull Mythoi) (GPV 2,500)
473 or 474	Platinum Holy Symbol, Cackling Goose Wedja (symbol of Geb, greater god of the earth in the Egyptian Mythos) (GPV 2,500)
475 or 476	Platinum Holy Symbol, Cane Staff Omamori (symbol of Ebisu, lesser god of labor in the Japanese Mythos) (GPV 2,500)
477 or 478	Platinum Holy Symbol, Cauldron Orra (symbol of Dagda, greater god of rulership in the Celtic Mythos) (GPV 2,500)
479 or 480	Platinum Holy Symbol, Celestial Bull Wedja (symbol of Ptah, greater god of creation in the Egyptian Mythos) (GPV 2,500)
481 or 482	Platinum Holy Symbol, Chained Man Signum (symbol of Dorozhand, greater god of fate and destiny in the Pegana and Oldskull Mythoi) (GPV 2,500)
483 or 484	Platinum Holy Symbol, Chest of Apples Taufr (symbol of Idun, lesser goddess of spring in the Norse Mythos) (GPV 2,500)
485 or 486	Platinum Holy Symbol, Clawed Cat Signum (symbol of Ulthar, lesser god of cats and righteous vengeance in the Cthulhu and Oldskull Mythoi) (GPV 2,500)
487 or 488	Platinum Holy Symbol, Closed Eye Signum (symbol of Yoharneth-Lahai, lesser god of dreams and daydreams in the Pegana and Oldskull Mythoi) (GPV 2,500)

489 or 490	Platinum Holy Symbol, Closed Eyes Amuletti (symbol of Untamo, lesser god of sleep in the Finnish Mythos) (GPV 2,500)
491 or 492	Platinum Holy Symbol, Cloud and Wave Signum (symbol of Slid by the Sea, greater god of oceans and storms in the Pegana and Oldskull Mythoi) (GPV 2,500)
493 or 494	Platinum Holy Symbol, Cloud Totem (symbol of Hotoru, lesser god of the wind in the Native American Mythos) (GPV 2,500)
495 or 496	Platinum Holy Symbol, Clouded Sun Amulet (symbol of Anu, greater god of the sky in the Babylonian Mythos) (GPV 2,500)
497 or 498	Platinum Holy Symbol, Clutched Stalactite Fetish (symbol of Olmberg Oldskull, lesser god of stone giants in the Oldskull Mythos) (GPV 2,500)
499 or 500	Platinum Holy Symbol, Coin Triad Omamori (symbol of Daikoku, lesser god of wealth in the Japanese Mythos) (GPV 2,500)
RESULTS 501 TO 600	
501 or 502	Platinum Holy Symbol, Conjoined Sphere Signum (symbol of Mana-Yood-Sushai, the creator god in the Pegana and Oldskull Mythoi) (GPV 2,500)
503 or 504	Platinum Holy Symbol, Covered Mouth Signum (symbol of Hish, lesser god of silence in the Pegana and Oldskull Mythoi) (GPV 2,500)
505 or 506	Platinum Holy Symbol, Coyote Totem (symbol of the Coyote Spirit, lesser god of lore in the Native American Mythos) (GPV 2,500)
507 or 508	Platinum Holy Symbol, Crimson Hand Talisman (symbol of Itzamna, greater god of healing in the Central American Mythos) (GPV 2,500)
509 or 510	Platinum Holy Symbol, Crimson Pentagram Telesma (symbol of Tyche, lesser goddess of fortune in the Greek Mythos) (GPV 2,500)
511 or 512	Platinum Holy Symbol, Crimson Sword Omamori (symbol of Oh-Kuni-Nushi, demigod of heroes in the Japanese Mythos) (GPV 2,500)
513 or 514	Platinum Holy Symbol, Crossed Battle Axes Amulet (symbol of Brokkr of the Silver Beard, greater god of warfare in the Dwarven and Oldskull Mythoi) (GPV 2,500)

515 or 516	Platinum Holy Symbol, Crossed Sistrums Signum (symbol of Limpang-Tung, lesser god of revelry and roguery in the Pegana and Oldskull Mythoi) (GPV 2,500)
517 or 518	Platinum Holy Symbol, Crossed Spears Orra (symbol of Morrigan, lesser goddess of war in the Celtic Mythos) (GPV 2,500)
519 or 520	Platinum Holy Symbol, Crowned Oak Talisman (symbol of Erelane Elethil, lesser god of wood elves in the Oldskull Mythos) (GPV 2,500)
521 or 522	Platinum Holy Symbol, Dancing Monkey Talisman (symbol of Xochipilli, lesser god of chance in the Central American Mythos) (GPV 2,500)
523 or 524	Platinum Holy Symbol, Dancing Silhouette Signum (symbol of Treboge, demigod of shadows in the Pegana and Oldskull Mythoi) (GPV 2,500)
525 or 526	Platinum Holy Symbol, Divine Thyrsus Telesma (symbol of Dionysus, lesser god of revelry in the Greek Mythos) (GPV 2,500)
527 or 528	Platinum Holy Symbol, Dusty Ziggurat Signum (symbol of Zumbiboo, demigod of dust in the Pegana and Oldskull Mythoi) (GPV 2,500)
529 or 530	Platinum Holy Symbol, Encircled Heart Amulet (symbol of Genovefa of the Eternal Pool, lesser goddess of love in the Elven and Oldskull Mythoi) (GPV 2,500)
531 or 532	Platinum Holy Symbol, Evergreen Amuletti (symbol of Mielikki, lesser goddess of nature in the Finnish Mythos) (GPV 2,500)
533 or 534	Platinum Holy Symbol, Fanged Lioness Wedja (symbol of Tefnut, lesser goddess of storms in the Egyptian Mythos) (GPV 2,500)
535 or 536	Platinum Holy Symbol, Fanning Peacock Telesma (symbol of Heres, greater goddess of women in the Greek Mythos) (GPV 2,500)
537 or 538	Platinum Holy Symbol, Feathered Serpent Talisman (symbol of Quetzalcoatl, greater god of the air in the Central American Mythos) (GPV 2,500)
539 or 540	Platinum Holy Symbol, Fiery Axe Amulet (symbol of Girru, lesser god of fire in the Babylonian Mythos) (GPV 2,500)
541 or 542	Platinum Holy Symbol, Fiery Maiden Orra (symbol of Brigit, lesser goddess of fire in the Celtic Mythos) (GPV 2,500)
543 or 544	Platinum Holy Symbol, Fistful of Thunderbolts Telesma (symbol of Zeus, greater god of the heavens in the Greek Mythos) (GPV 2,500)

545 or 546	Platinum Holy Symbol, Flaming Sword Amuletti (symbol of Ukko, greater god of the heavens in the Finnish Mythos) (GPV 2,500)
547 or 548	Platinum Holy Symbol, Full Moon Tabij (symbol of Varuna, greater god of order in the Indian Mythos) (GPV 2,500)
549 or 550	Platinum Holy Symbol, Gem and Mountain Amulet (symbol of Durinn Lorestone, greater god of buried wealth and secrets in the Dwarven and Oldskull Mythoi) (GPV 2,500)
551 or 552	Platinum Holy Symbol, Glowing Rectangle Periapt (symbol of Ooreth, demigod of wizardry in the Nowhen Mythos) (GPV 2,500)
553 or 554	Platinum Holy Symbol, Goddess and Child Hushenfu (symbol of Kuan Yin, greater goddess of mercy in the Chinese Mythos) (GPV 2,500)
555 or 556	Platinum Holy Symbol, Gold Nugget Talisman (symbol of Gorius Glimmerstone, greater god of all gnome kind in the Oldskull Mythos) (GPV 2,500)
557 or 558	Platinum Holy Symbol, Grasped Sunbolt Hushenfu (symbol of Shang-Ti, greater god of the heavens in the Chinese Mythos) (GPV 2,500)
559 or 560	Platinum Holy Symbol, Gray Mountain Signum (symbol of Crom, greater god of daring and heroes in the Hyborian and Oldskull Mythoi) (GPV 2,500)
561 or 562	Platinum Holy Symbol, Great Beetle Wedja (symbol of Apshai, demigod of insects in the Egyptian Mythos) (GPV 2,500)
563 or 564	Platinum Holy Symbol, Great Hammer Taufr (symbol of Thor, greater god of thunder in the Norse Mythos) (GPV 2,500)



565 or 566	Platinum Holy Symbol, Great Longbow Taufr (symbol of Uller, lesser god of hunting in the Norse Mythos) (GPV 2,500)
567 or 568	Platinum Holy Symbol, Great Oak Orra (symbol of Silvanus, greater god of the forest in the Celtic Mythos) (GPV 2,500)
569 or 570	Platinum Holy Symbol, Great Trident Telesma (symbol of Poseidon, greater god of the seas in the Greek Mythos) (GPV 2,500)

571 or 572	Platinum Holy Symbol, Guardian's Horn Taufr (symbol of Heimdall, greater god of the realm gates in the Norse Mythos) (GPV 2,500)
573 or 574	Platinum Holy Symbol, Hammer and Anvil Talisman (symbol of Durion, greater god of all dwarf kind in the Oldskull Mythos) (GPV 2,500)
575 or 576	Platinum Holy Symbol, Hammer and Anvil Telesma (symbol of Hephaestus, lesser god of artifice in the Greek Mythos) (GPV 2,500)



577 or 578	Platinum Holy Symbol, Hawkman Wedja (symbol of Seker, lesser god of light in the Egyptian Mythos) (GPV 2,500)
579 or 580	Platinum Holy Symbol, Hill and Shield Talisman (symbol of Rosamunda, greater goddess of all Halfling kind in the Oldskull Mythos) (GPV 2,500)
581 or 582	Platinum Holy Symbol, Horned Lunar Disc Wedja (symbol of Nephthys, lesser goddess of wealth in the Egyptian Mythos) (GPV 2,500)
583 or 584	Platinum Holy Symbol, Horse Totem (symbol of Hastseltsi, lesser god of racing in the Native American Mythos) (GPV 2,500)
585 or 586	Platinum Holy Symbol, Icy Greatsword Taufr (symbol of Frey, greater god of the sun and the light elves in the Norse Mythos) (GPV 2,500)

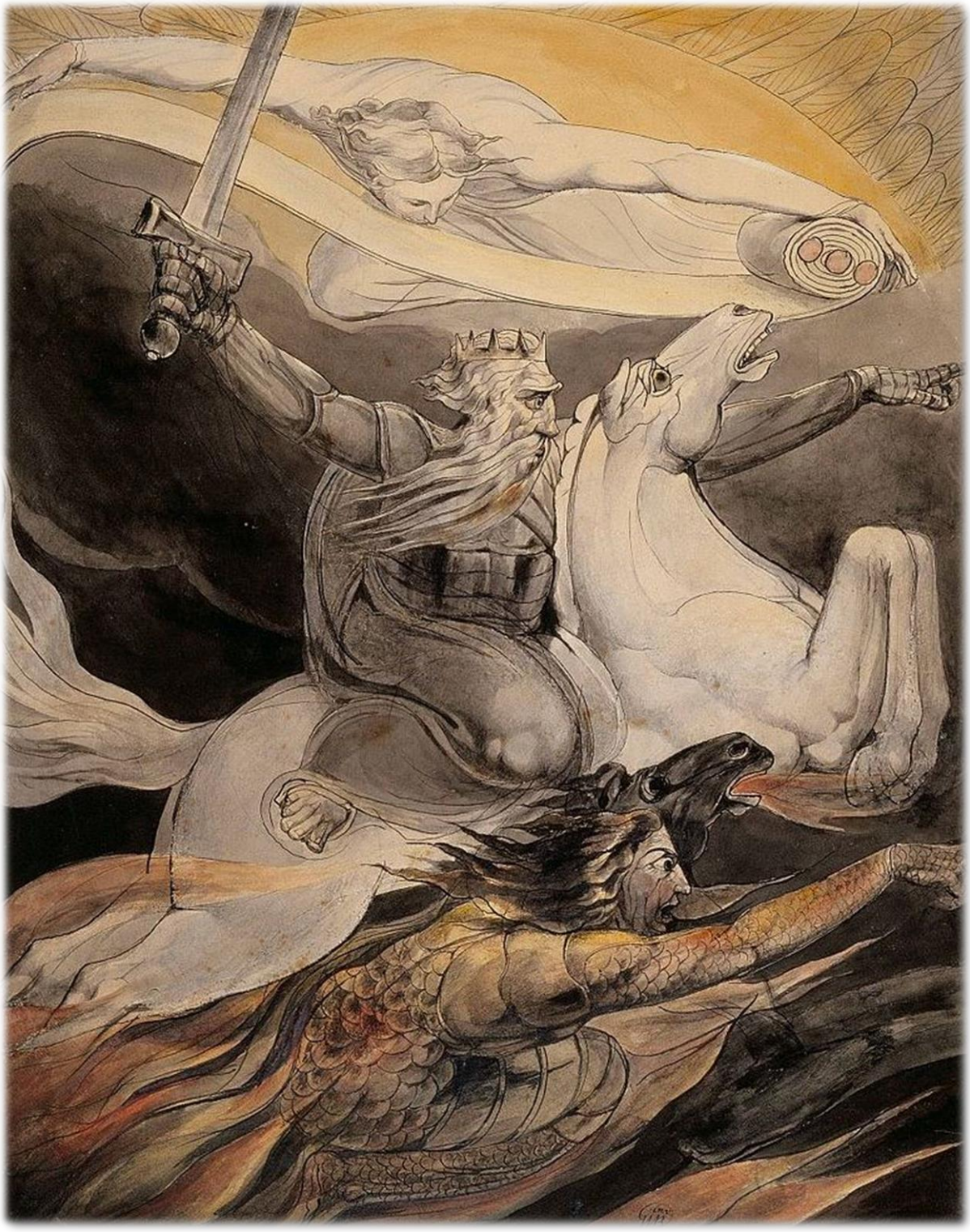
587 or 588	Platinum Holy Symbol, Icy Mountain Taufr (symbol of Magni, god of strength in the Norse Mythos) (GPV 2,500)
589 or 590	Platinum Holy Symbol, Immaculate Seashell Telesma (symbol of Aphrodite, greater goddess of love in the Greek Mythos) (GPV 2,500)
591 or 592	Platinum Holy Symbol, Iron Boot Taufr (symbol of Vidar, lesser god of strength in the Norse Mythos) (GPV 2,500)
593 or 594	Platinum Holy Symbol, Jeweled Chalice Taufr (symbol of Balder, greater god of charisma in the Norse Mythos) (GPV 2,500)
595 or 596	Platinum Holy Symbol, Joined Rings Amulet (symbol of Brunna Truehearth, greater goddess of homes and protection in the Dwarven and Oldskull Mythoi) (GPV 2,500)
597 or 598	Platinum Holy Symbol, Kneeling Sage Signum (symbol of Hoodrazai, greater god of secrets and sorrow in the Pegana and Oldskull Mythoi) (GPV 2,500)
599 or 600	Platinum Holy Symbol, Leaping Dolphin Talisman (symbol of Raesharis, lesser god of aquatic elves in the Oldskull Mythos) (GPV 2,500)
RESULTS 601 TO 700	
601 or 602	Platinum Holy Symbol, Leaping Fish Talisman (symbol of Chalchiuhtlicue, lesser goddess of water in the Central American Mythos) (GPV 2,500)
603 or 604	Platinum Holy Symbol, Lightning Bolt Hushenfu (symbol of Fei Lien and Feng Po, demigods of the wind in the Chinese Mythos) (GPV 2,500)
605 or 606	Platinum Holy Symbol, Lightning Bolt Totem (symbol of Heng the Thunder Spirit, lesser god of storms in the Native American Mythos) (GPV 2,500)
607 or 608	Platinum Holy Symbol, Lizard Egg Fetish (symbol of Srethriss, lesser god of lizard men in the Oldskull Mythos) (GPV 2,500)
609 or 610	Platinum Holy Symbol, Long Arrow Amulet (symbol of Suibhne Many-Feather, lesser god of archery in the Elven and Oldskull Mythoi) (GPV 2,500)
611 or 612	Platinum Holy Symbol, Looped Cross Amuletti (symbol of Ilmatar, lesser goddess of motherhood in the Finnish Mythos) (GPV 2,500)

613 or 614	Platinum Holy Symbol, Lotus and Mace Tabij (symbol of Vishnu, greater god of mercy in the Indian Mythos) (GPV 2,500)
615 or 616	Platinum Holy Symbol, Lotus Flower Tabij (symbol of Lakshmi, lesser goddess of fortune in the Indian Mythos) (GPV 2,500)
617 or 618	Platinum Holy Symbol, Lunar Ibis Wedja (symbol of Thoth, greater god of knowledge in the Egyptian Mythos) (GPV 2,500)
619 or 620	Platinum Holy Symbol, Mace and Thunderbolt Omamori (symbol of Raiden, greater god of thunder in the Japanese Mythos) (GPV 2,500)
621 or 622	Platinum Holy Symbol, Man of Clay Signum (symbol of Kib the Sculptor, greater god of beasts and primitive men in the Pegana and Oldskull Mythoi) (GPV 2,500)
623 or 624	Platinum Holy Symbol, Mare's Head Telesma (symbol of Demeter, lesser goddess of the harvest in the Greek Mythos) (GPV 2,500)



625 or 626	Platinum Holy Symbol, Moon Disc Omamori (symbol of Tsukiyomi, greater god of the moon in the Japanese Mythos) (GPV 2,500)
627 or 628	Platinum Holy Symbol, Mountain Ibex Mamitu (symbol of Enki, greater god of the waters in the Sumerian Mythos) (GPV 2,500)
629 or 630	Platinum Holy Symbol, Oak and Mistletoe Orra (symbol of Diancecht, lesser god of healing in the Celtic Mythos) (GPV 2,500)

631 or 632	Platinum Holy Symbol, Octagonal Mirror Omamori (symbol of Amaterasu, greater goddess of the sun in the Japanese Mythos) (GPV 2,500)
633 or 634	Platinum Holy Symbol, Open Book Hushenfu (symbol of Chung Kuel, greater god of truth in the Chinese Mythos) (GPV 2,500)
635 or 636	Platinum Holy Symbol, Open Hand Orra (symbol of Nuada, greater god of war in the Celtic Mythos) (GPV 2,500)
637 or 638	Platinum Holy Symbol, Ostrich Feather Wedja (symbol of Shu, lesser god of the sky in the Egyptian Mythos) (GPV 2,500)
639 or 640	Platinum Holy Symbol, Paired Hands Orra (symbol of Lugh, greater god of battle prowess in the Celtic Mythos) (GPV 2,500)
641 or 642	Platinum Holy Symbol, Pinwheel Rod Tabij (symbol of Tvashtri, demigod of artifice in the Indian Mythos) (GPV 2,500)
643 or 644	Platinum Holy Symbol, Quarter Moon Talisman (symbol of Aeterelon Tharelian, greater god of all elf kind in the Oldskull Mythos) (GPV 2,500)
645 or 646	Platinum Holy Symbol, Radiant Fire Pit Signum (symbol of Habaniah, demigoddess of hearth and home in the Pegana and Oldskull Mythoi) (GPV 2,500)
647 or 648	Platinum Holy Symbol, Radiant Ouroboros Sigil (symbol of the Ouroboros, king of all good dragons in the Oldskull Mythos) (GPV 2,500)
649 or 650	Platinum Holy Symbol, Radiant Sunburst Mamitu (symbol of Utu, greater god of the sun in the Sumerian Mythos) (GPV 2,500)
651 or 652	Platinum Holy Symbol, Radiant Sword Taufr (symbol of Tyr, god of righteous war in the Norse Mythos) (GPV 2,500)

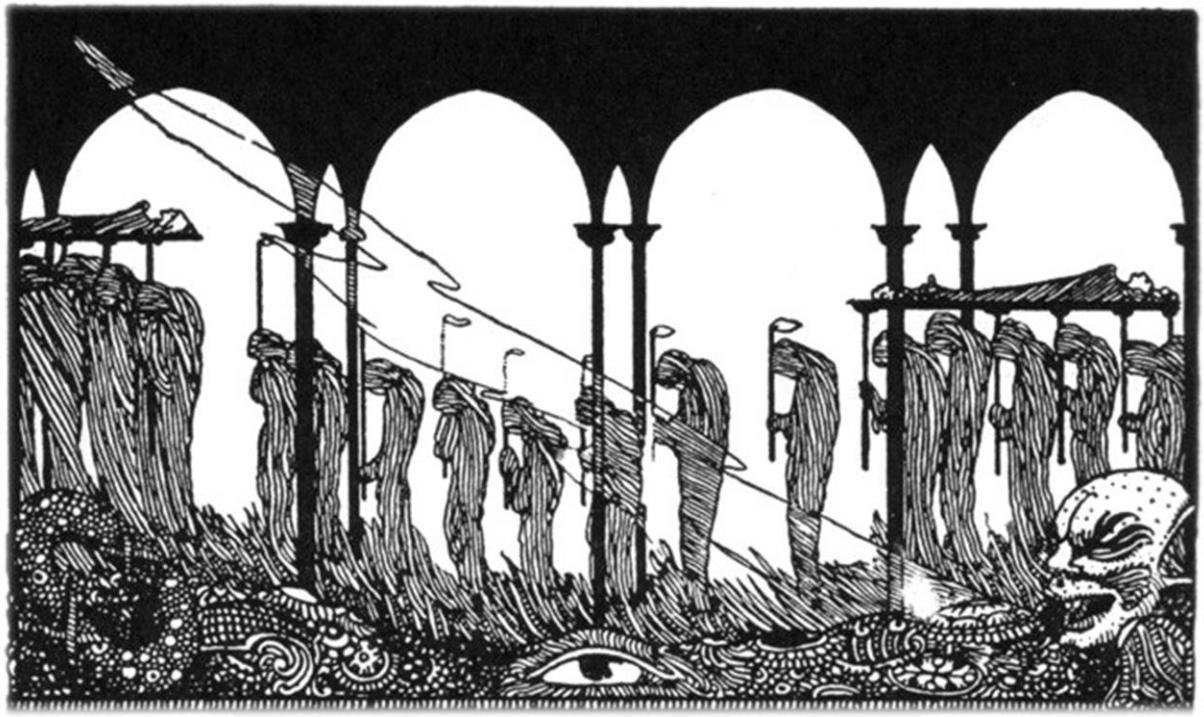


653 or 654	Platinum Holy Symbol, Raised Blade Taufr (symbol of Sif, lesser goddess of battle prowess in the Norse Mythos) (GPV 2,500)
655 or 656	Platinum Holy Symbol, Raven Totem (symbol of the Raven Spirit, greater god of creation in the Native American Mythos) (GPV 2,500)
657 or 658	Platinum Holy Symbol, Ribboned Helm Hushenfu (symbol of Yen-Wang-Yeh, greater god of the dead in the Chinese Mythos) (GPV 2,500)
659 or 660	Platinum Holy Symbol, Rippling Water Amuletti (symbol of Ahto, greater god of the sea in the Finnish Mythos) (GPV 2,500)
661 or 662	Platinum Holy Symbol, Rising Phoenix Signum (symbol of Mitra, lesser god of mercy and protection in the Hyborian and Oldskull Mythoi) (GPV 2,500)
663 or 664	Platinum Holy Symbol, Rising Sun Tabij (symbol of Ushas, lesser goddess of the dawn in the Indian Mythos) (GPV 2,500)
665 or 666	Platinum Holy Symbol, Runic Coin Amulet (symbol of Veigr Goldmane, greater god of wealth in the Dwarven and Oldskull Mythoi) (GPV 2,500)
667 or 668	Platinum Holy Symbol, Running Man Signum (symbol of Roon the Going, lesser god of celerity and movement in the Pegana and Oldskull Mythoi) (GPV 2,500)
669 or 670	Platinum Holy Symbol, Sagely Owl Telesma (symbol of Athena, greater goddess of wisdom in the Greek Mythos) (GPV 2,500)
671 or 672	Platinum Holy Symbol, Sand Serpent Totem (symbol of the Snake-Man, greater god of reptiles in the Native American Mythos) (GPV 2,500)
673 or 674	Platinum Holy Symbol, Scarlet Bird Hushenfu (symbol of Chih Sung-Tzu, greater god of rain in the Chinese Mythos) (GPV 2,500)
675 or 676	Platinum Holy Symbol, Setting Sun Amulet (symbol of Luigsech the Unfading, lesser god of longevity in the Elven and Oldskull Mythoi) (GPV 2,500)
677 or 678	Platinum Holy Symbol, Shining Pillar Sigil (symbol of Unum the Prime, great spirit of Nirvana in the Oldskull Mythos) (GPV 2,500)
679 or 680	Platinum Holy Symbol, Sitting Dog Signum (symbol of Hobith, demigod of dogs in the Pegana and Oldskull Mythoi) (GPV 2,500)
681 or 682	Platinum Holy Symbol, Sleeping Cat Signum (symbol of Pitsu, demigod of cats in the Pegana and Oldskull Mythoi) (GPV 2,500)

683 or 684	Platinum Holy Symbol, Sleeping Maiden Signum (symbol of Hypnos, lesser god of sleep in the Greek, Cthulhu, and Oldskull Mythoi) (GPV 2,500)
685 or 686	Platinum Holy Symbol, Slender Lyre Telesma (symbol of Apollo, greater god of the arts in the Greek Mythos) (GPV 2,500)
687 or 688	Platinum Holy Symbol, Smoke Cloud Signum (symbol of Kilooloogung, demigod of smoke in the Pegana and Oldskull Mythoi) (GPV 2,500)
689 or 690	Platinum Holy Symbol, Soaring Falcon Taufr (symbol of Freya, greater goddess of love in the Norse Mythos) (GPV 2,500)
691 or 692	Platinum Holy Symbol, Solar Disc Wedja (symbol of Ra, greater god of the sun in the Egyptian Mythos) (GPV 2,500)
693 or 694	Platinum Holy Symbol, Spiral Seashell Talisman (symbol of Nereus, lesser god of merfolk in the Greek and Oldskull Mythoi) (GPV 2,500)
695 or 696	Platinum Holy Symbol, Sprouting Acorn Talisman (symbol of Taeanas, lesser god of centaurs and satyrs in the Oldskull Mythos) (GPV 2,500)
697 or 698	Platinum Holy Symbol, Stone Drum Signum (symbol of Skarl the Drummer, lesser good of mesmerism and dance in the Pegana and Oldskull Mythoi) (GPV 2,500)
699 or 700	Platinum Holy Symbol, Storm Net Amulet (symbol of Marduk, greater god of cities and storms in the Babylonian Mythos) (GPV 2,500)
RESULTS 701 TO 800	
701 or 702	Platinum Holy Symbol, Stout Harp Taufr (symbol of Bragi, lesser god of storytelling in the Norse Mythos) (GPV 2,500)
703 or 704	Platinum Holy Symbol, Striking Katana Omamori (symbol of Susanowo, greater god of storms in the Japanese Mythos) (GPV 2,500)
705 or 706	Platinum Holy Symbol, Sun and Mountain Orra (symbol of Dunatis, lesser god of mountains in the Celtic Mythos) (GPV 2,500)
707 or 708	Platinum Holy Symbol, Sun Bearer Talisman (symbol of Camaxtli, greater god of fate in the Central American Mythos) (GPV 2,500)

709 or 710	Platinum Holy Symbol, Sun Disc Tabij (symbol of Surya, greater god of the sun in the Indian Mythos) (GPV 2,500)
711 or 712	Platinum Holy Symbol, Sword and Flame Periapt (symbol of the Crimson God, lesser god of war in the Nowhen Mythos) (GPV 2,500)
713 or 714	Platinum Holy Symbol, Sword and Hammer Orra (symbol of Goibhnie, lesser god of artifice in the Celtic Mythos) (GPV 2,500)
715 or 716	Platinum Holy Symbol, Sword and Hammer Taufr (symbol of Modi, lesser god of valor in the Norse Mythos) (GPV 2,500)
717 or 718	Platinum Holy Symbol, Sword and Thunderbolt Hushenfu (symbol of Wen Chung, demigod of thunder in the Chinese Mythos) (GPV 2,500)
719 or 720	Platinum Holy Symbol, Tailed Dwarf Wedja (symbol of Bes, lesser god of luck in the Egyptian Mythos) (GPV 2,500)
721 or 722	Platinum Holy Symbol, Taloned Eagle Talisman (symbol of Huitzilopochtli, lesser god of war in the Central American Mythos) (GPV 2,500)
723 or 724	Platinum Holy Symbol, Three Waves Hushenfu (symbol of Shan Hai Ching, greater god of the sea in the Chinese Mythos) (GPV 2,500)
725 or 726	Platinum Holy Symbol, Throwing Dagger Omamori (symbol of Hachiman, demigod of war in the Japanese Mythos) (GPV 2,500)
727 or 728	Platinum Holy Symbol, Thunder Axe Mamitu (symbol of Enlil, greater god of the heavens in the Sumerian Mythos) (GPV 2,500)
729 or 730	Platinum Holy Symbol, Thunderbolt Cloud Amulet (symbol of Ramman, lesser god of storms in the Babylonian Mythos) (GPV 2,500)
731 or 732	Platinum Holy Symbol, Tormented Man Periapt (symbol of Raesek, demigod of perseverance in the Nowhen Mythos) (GPV 2,500)
733 or 734	Platinum Holy Symbol, Tri-Forked Lightning Bolt Taufr (symbol of the Norns, spirits of fate in the Norse Mythos) (GPV 2,500)
735 or 736	Platinum Holy Symbol, Twin-Bladed Axe Omamori (symbol of Ama-Tsu-Mara, lesser god of artifice in the Japanese Mythos) (GPV 2,500)
737 or 738	Platinum Holy Symbol, Unfurled Scroll Orra (symbol of Oghma, greater god of knowledge in the Celtic Mythos) (GPV 2,500)
739 or 740	Platinum Holy Symbol, Upright Peacock Tabij (symbol of Karttikeya, demigod of war in the Indian Mythos) (GPV 2,500)

741 or 742	Platinum Holy Symbol, Upright Syrinx Telesma (symbol of Pan, lesser god of nature in the Greek Mythos) (GPV 2,500)
743 or 744	Platinum Holy Symbol, Waiting Cat Wedja (symbol of Bast, lesser goddess of cats in the Egyptian Mythos) (GPV 2,500)
745 or 746	Platinum Holy Symbol, Wave-Rayed Star Amulet (symbol of Eogan the Fickle, lesser god of mischief in the Elven and Oldskull Mythoi) (GPV 2,500)
747 or 748	Platinum Holy Symbol, White Cat Taufr (symbol of Frigga, greater goddess of the sky in the Norse Mythos) (GPV 2,500)
749 or 750	Platinum Holy Symbol, White Crown Wedja (symbol of Osiris, greater god of resurrection in the Egyptian Mythos) (GPV 2,500)
751 or 752	Platinum Holy Symbol, White Diamond Omamori (symbol of Kishijoten, lesser goddess of luck in the Japanese Mythos) (GPV 2,500)
753 or 754	Platinum Holy Symbol, White Elephant Tabij (symbol of Indra, greater god of the heavens in the Indian Mythos) (GPV 2,500)
755 or 756	Platinum Holy Symbol, White Wave Orra (symbol of Manannan Mac Lir, greater god of the sea in the Celtic Mythos) (GPV 2,500)
757 or 758	Platinum Holy Symbol, Wild Wave Taufr (symbol of Aegir, lesser god of storms in the Norse Mythos) (GPV 2,500)
759 or 760	Platinum Holy Symbol, Winged Caduceus Telesma (symbol of Hermes, lesser god of rogues in the Greek Mythos) (GPV 2,500)
761 or 762	Platinum Holy Symbol, Winged Chariot Hushenfu (symbol of Huan-Ti, lesser god of war in the Chinese Mythos) (GPV 2,500)
763 or 764	Platinum Holy Symbol, Winged Maiden Telesma (symbol of Nike, lesser goddess of victory in the Greek Mythos) (GPV 2,500)
765 or 766	Platinum Unholy Symbol, Acid-Dripping Sword Sigil (symbol of Zraal'et, demon prince of temptation in the Oldskull Mythos) (GPV 2,500)
767 or 768	Platinum Unholy Symbol, Arrow Lotus Hushenfu (symbol of Tou Mu, lesser goddess of the north star in the Chinese Mythos) (GPV 2,500)
769 or 770	Platinum Unholy Symbol, Beslimed Eye Sigil (symbol of Shoggoth'lex, demon lord of slimes in the Oldskull Mythos) (GPV 2,500)



771 or 772	Platinum Unholy Symbol, Black Pearl Fetish (symbol of Mother Hydra, lesser goddess of the Deep Ones in the Cthulhu Mythos) (GPV 2,500)
773 or 774	Platinum Unholy Symbol, Black Ram Telesma (symbol of Hades, greater god of the underworld in the Greek Mythos) (GPV 2,500)



775 or 776	Platinum Unholy Symbol, Black Star Orra (symbol of Arawn, greater god of the dead in the Celtic Mythos) (GPV 2,500)
777 or 778	Platinum Unholy Symbol, Blood-Dripping Axe Fetish (symbol of Ohlgroyalech, lesser god of goblins and hobgoblins in the Oldskull Mythos) (GPV 2,500)
779 or 780	Platinum Unholy Symbol, Blood-Dripping Coin Sigil (symbol of Mammon, arch-devil of greed in the Oldskull Mythos) (GPV 2,500)
781 or 782	Platinum Unholy Symbol, Burning Bowl Amuletti (symbol of Kiputytto, lesser goddess of sickness in the Finnish Mythos) (GPV 2,500)
783 or 784	Platinum Unholy Symbol, Clawed Bird Periapt (symbol of Atiria, lesser goddess of devouring birds in the Nowhen Mythos) (GPV 2,500)
785 or 786	Platinum Unholy Symbol, Clawed Hand Fetish (symbol of Vuldruul the Obliterator, lesser god of ogres and trolls in the Oldskull Mythos) (GPV 2,500)
787 or 788	Platinum Unholy Symbol, Clawed Skull Signum (symbol of Mung, Lord of All Deaths, greater god of death in the Pegana and Oldskull Mythoi) (GPV 2,500)
789 or 790	Platinum Unholy Symbol, Cloud and Thunderbolt Hushenfu (symbol of Lei Kung, greater god of thunder in the Chinese Mythos) (GPV 2,500)
791 or 792	Platinum Unholy Symbol, Cloven Hoof Sigil (symbol of the Dis Pater, arch-devil of furies and torment in the Oldskull Mythos) (GPV 2,500)
793 or 794	Platinum Unholy Symbol, Clutched Club Amuletti (symbol of Tuoni, greater god of the underworld in the Finnish Mythos) (GPV 2,500)
795 or 796	Platinum Unholy Symbol, Clutched Dagger Amuletti (symbol of Loviatar, demigoddess of pain in the Finnish Mythos) (GPV 2,500)
797 or 798	Platinum Unholy Symbol, Coiled Cobra Wedja (symbol of Set, greater god of evil in the Egyptian Mythos) (GPV 2,500)
799 or 800	Platinum Unholy Symbol, Coiled Serpents Signum (symbol of Yig, lesser god of serpents and the underworld in the Cthulhu and Oldskull Mythoi) (GPV 2,500)
RESULTS 801 TO 900	

801 or 802	Platinum Unholy Symbol, Crimson Mace Amulet (symbol of Druaga, lesser god of devils in the Babylonian Mythos) (GPV 2,500)
803 or 804	Platinum Unholy Symbol, Crowned Skull Sigil (symbol of Koschei the Deathless, demon lord of frigid eternity in the Oldskull Mythos) (GPV 2,500)
805 or 806	Platinum Unholy Symbol, Cyclopean Eye Fetish (symbol of Doruum-Sha, greater god of all orc kind in the Oldskull Mythos) (GPV 2,500)
807 or 808	Platinum Unholy Symbol, Death Dog Talisman (symbol of Mictlantecuhtli, greater god of death in the Central American Mythos) (GPV 2,500)
809 or 810	Platinum Unholy Symbol, Decapitated Head Amuletti (symbol of Tuonetar, greater goddess of the underworld in the Finnish Mythos) (GPV 2,500)
811 or 812	Platinum Unholy Symbol, Diamond Eye Periapt (symbol of Grumloch, lesser god of the earth's treasures in the Nowhen Mythos) (GPV 2,500)
813 or 814	Platinum Unholy Symbol, Ebon Spearman Amulet (symbol of Nergal, lesser god of the underworld in the Babylonian Mythos) (GPV 2,500)
815 or 816	Platinum Unholy Symbol, Fanged Baboon Heads Sigil (symbol of Ulthrogorgon, demon prince of wrath in the Oldskull Mythos) (GPV 2,500)
817 or 818	Platinum Unholy Symbol, Fanged Bat Talisman (symbol of Camazotz, greater god of bats and evil in the Central American Mythos) (GPV 2,500)
819 or 820	Platinum Unholy Symbol, Fanged Spider Talisman (symbol of Shraetha, demon queen of the dark elves in the Oldskull Mythos) (GPV 2,500)
821 or 822	Platinum Unholy Symbol, Fiery Demon Talisman (symbol of Huhueteotl, greater god of fire in the Central American Mythos) (GPV 2,500)
823 or 824	Platinum Unholy Symbol, Five-Headed Dragon Sigil (symbol of Thalassa, queen of all evil dragons in the Oldskull Mythos) (GPV 2,500)
825 or 826	Platinum Unholy Symbol, Flaming Greatsword (symbol of Surtr, lesser god of fire giants in the Norse Mythos) (GPV 2,500)
827 or 828	Platinum Unholy Symbol, Forked Lightning Bolt Amuletti (symbol of Hiisi, greater god of evil in the Finnish Mythos) (GPV 2,500)

829 or 830	Platinum Unholy Symbol, Forked Tongue Sigil (symbol of Mephistopheles, arch-devil of falsehood in the Oldskull Mythos) (GPV 2,500)
831 or 832	Platinum Unholy Symbol, Gnome Skull Fetish (symbol of Khorkhortuul, lesser god of kobolds and gremlins in the Oldskull Mythos) (GPV 2,500)
833 or 834	Platinum Unholy Symbol, Green Longbow Hushenfu (symbol of Chih-Chiang Fyu-Ya, demigod of archers in the Chinese Mythos) (GPV 2,500)
835 or 836	Platinum Unholy Symbol, Horned Fly Sigil (symbol of Baal-Zebub, arch-devil of lies and decay in the Oldskull Mythos) (GPV 2,500)
837 or 838	Platinum Unholy Symbol, Howling Wolf Signum (symbol of Wohoon, lesser god of unknown noises and fear in the Pegana and Oldskull Mythoi) (GPV 2,500)
839 or 840	Platinum Unholy Symbol, Ice Spear Totem (symbol of Shakak, greater god of winter in the Native American Mythos) (GPV 2,500)
841 or 842	Platinum Unholy Symbol, Icy Battle Axe Taufr (symbol of Thrym, lesser god of frost giants in the Norse Mythos) (GPV 2,500)



843 or 844	Platinum Unholy Symbol, Infernal Bracelet Hushenfu (symbol of No Cha, demigod of thieves in the Chinese Mythos) (GPV 2,500)
845 or 846	Platinum Unholy Symbol, Infernal Staff Mamitu (symbol of Inanna, greater goddess of love and war in the Sumerian Mythos) (GPV 2,500)
847 or 848	Platinum Unholy Symbol, Inverted Pentacle Sigil (symbol of Baphometh, demon lord of forbidden knowledge in the Oldskull Mythos) (GPV 2,500)
849 or 850	Platinum Unholy Symbol, Jeweled Dagger Amulet (symbol of Aurvangr, Lord of Greed, greater god of covetousness in the Dwarven and Oldskull Mythoi) (GPV 2,500)
851 or 852	Platinum Unholy Symbol, Knotted Club Fetish (symbol of Blunderbore, lesser god of hill giants in the Oldskull Mythos) (GPV 2,500)
853 or 854	Platinum Unholy Symbol, Leering Demon Face Sigil (symbol of Moloch, arch-devil of sacrifices in the Oldskull Mythos) (GPV 2,500)
855 or 856	Platinum Unholy Symbol, Leering Reptile Fetish (symbol of Zaloshaar, lesser god of troglodytes in the Oldskull Mythos) (GPV 2,500)
857 or 858	Platinum Unholy Symbol, Leering Skull Periapt (symbol of the Mortis, greater god of death in the Nowhen Mythos) (GPV 2,500)



859 or 860	Platinum Unholy Symbol, Mist of Eyes Periapt (symbol of the Hatred, lesser god of hate in the Nowhen Mythos) (GPV 2,500)
861 or 862	Platinum Unholy Symbol, Morning Star Fetish (symbol of Grugluch, lesser god of bugbears in the Oldskull Mythos) (GPV 2,500)
863 or 864	Platinum Unholy Symbol, Pouncing Ocelot Talisman (symbol of Tlazolteotl, lesser goddess of vice in the Central American Mythos) (GPV 2,500)
865 or 866	Platinum Unholy Symbol, Rat's Eyes Periapt (symbol of Kriskrich, lesser god of rats in the Nowhen Mythos) (GPV 2,500)
867 or 868	Platinum Unholy Symbol, Robed Maiden Tabij (symbol of Ratri, demigoddess of thieves in the Indian Mythos) (GPV 2,500)
869 or 870	Platinum Unholy Symbol, Rotted Ram's Head Sigil (symbol of Bubonicus, daemon lord of plagues in the Oldskull Mythos) (GPV 2,500)
871 or 872	Platinum Unholy Symbol, Rotting Mushroom Sigil (symbol of Tz'gyrru, demon queen of fungi in the Oldskull Mythos) (GPV 2,500)
873 or 874	Platinum Unholy Symbol, Ruby Sceptre Sigil (symbol of Ashmodai, arch-devil of rulership in the Oldskull Mythos) (GPV 2,500)
875 or 876	Platinum Unholy Symbol, Scarlet Mace Tabij (symbol of Yama, demigod of death in the Indian Mythos) (GPV 2,500)
877 or 878	Platinum Unholy Symbol, Screaming Skull Tabij (symbol of Kali, lesser goddess of destruction in the Indian Mythos) (GPV 2,500)
879 or 880	Platinum Unholy Symbol, Setting Moon Telesma (symbol of Hecate, lesser goddess of magic in the Greek Mythos) (GPV 2,500)



881 or 882	Platinum Unholy Symbol, Shadow Maiden Taufr (symbol of Hel, greater goddess of death in the Norse Mythos) (GPV 2,500)
883 or 884	Platinum Unholy Symbol, Shadow Sphere Amulet (symbol of Anshar, lesser god of darkness in the Babylonian Mythos) (GPV 2,500)
885 or 886	Platinum Unholy Symbol, Shark Head Fetish (symbol of Thragola'a, lesser god of sea devils in the Oldskull Mythos) (GPV 2,500)
887 or 888	Platinum Unholy Symbol, Skull Obolus Telesma (symbol of Charon, daemon lord of the nether rivers in the Greek and Oldskull Mythoi) (GPV 2,500)
889 or 890	Platinum Unholy Symbol, Skull Wand Sigil (symbol of Kholthruss, demon prince of the undead in the Oldskull Mythos) (GPV 2,500)
891 or 892	Platinum Unholy Symbol, Smoke Jaguar Talisman (symbol of Tezcatlipoca, greater god of the sun in the Central American Mythos) (GPV 2,500)
893 or 894	Platinum Unholy Symbol, Spear and Shield Totem (symbol of Tobadzistsini, lesser god of war in the Native American Mythos) (GPV 2,500)
895 or 896	Platinum Unholy Symbol, Spider and Opal Periapt (symbol of the Spider God, demigod of spiders in the Nowhen Mythos) (GPV 2,500)
897 or 898	Platinum Unholy Symbol, Staff-Bearing Skeleton Periapt (symbol of the Roaming Gods, the great undead ancestors in the Nowhen Mythos) (GPV 2,500)
899 or 900	Platinum Unholy Symbol, Three-Headed Demon Hushenfu (symbol of Lu Yueh, lesser god of plagues in the Chinese Mythos) (GPV 2,500)
RESULTS 901 TO 1,000	
901 or 902	Platinum Unholy Symbol, Three-Headed Flail Sigil (symbol of Haenog'ghul, demon lord of gnoles and ghouls in the Oldskull Mythos) (GPV 2,500)
903 or 904	Platinum Unholy Symbol, Three-Pointed Star Periapt (symbol of the Gods of Trouble, lesser gods of woe in the Nowhen Mythos) (GPV 2,500)

905 or 906	Platinum Unholy Symbol, Torch Totem (symbol of Hastsezini, lesser god of fire in the Native American Mythos) (GPV 2,500)
907 or 908	Platinum Unholy Symbol, Tusked Deer Talisman (symbol of Tlaloc, greater god of rain in the Central American Mythos) (GPV 2,500)
909 or 910	Platinum Unholy Symbol, Twisting Flame Taufr (symbol of Loki, greater god of mischief in the Norse Mythos) (GPV 2,500)
911 or 912	Platinum Unholy Symbol, Two-Pronged Fork Sigil (symbol of Belial, arch-devil of pain in the Oldskull Mythos) (GPV 2,500)



913 or 914	Platinum Unholy Symbol, War Spear Telesma (symbol of Ares, greater god of war in the Greek Mythos) (GPV 2,500)
915 or 916	Platinum Unholy Symbol, Water Lizard Signum (symbol of Bokrug, lesser god of amphibians and intolerance in the Cthulhu and Oldskull Mythoi) (GPV 2,500)
917 or 918	Platinum Unholy Symbol, Wild Beast Sigil (symbol of Geryone, arch-devil of labyrinths and minotaurs in the Oldskull Mythos) (GPV 2,500)
919 or 920	Platinum Unholy Symbol, Winged Ape Sigil (symbol of Ruz-Dol'Muu, demon prince of deception in the Oldskull Mythos) (GPV 2,500)
921 or 922	Platinum Unholy Symbol, Winged Demon Sigil (symbol of Pazuzu, demon prince of storms in the Oldskull Mythos) (GPV 2,500)
923 or 924	Platinum Unholy Symbol, Withered Oak Bough Amuletti (symbol of Surma, demigod of death in the Finnish Mythos) (GPV 2,500)
925 or 926	Ream (500 sheets) of Good Parchment (used to create spell scrolls and books; spell transcription has normal chance of failure, due to average paper quality) (GPV 5 per sheet)
927 or 928	Sheaf (250 sheets) of Good Vellum (used to create spell scrolls and books; spell transcription has a -3% chance of failure due to good surface quality) (GPV 10 per sheet)
929 or 930	Spice Satchel of Cinnamon (GPV 2,500)
931 or 932	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 126 gallons (GPV 2520)
933 or 934	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 63 gallons (GPV 2520)
935 or 936	Huge (12' x 18', 24 square yards), Masterwork Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 2520)
937 or 938	Immense (18' x 18', 36 square yards), Ornate Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 2520)
939 or 940	Ragged Ermine Cape (GPV 2,520)
941 or 942	Ragged Ermine Jacket (GPV 2,520)

943 or 944	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Silver Dwarvish Ale (GPV 10 GP per gallon); 252 gallons (GPV 2520)
945 or 946	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 63 gallons (GPV 2520)
947 or 948	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 126 gallons (GPV 2520)
949 or 950	Half-Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 8 gallons (GPV 2560)
951 or 952	Half-Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 8 gallons (GPV 2560)
953 or 954	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 8 gallons (GPV 2560)
955 or 956	13 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
957 or 958	Large Silver-Inlaid Ivory Statuette (approximate weight 22 to 30 lbs.) (GPV 2,600)
959 or 960	7 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
961 or 962	Huge (12' x 18', 24 square yards), Ornate Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2688)
963 or 964	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 84 gallons (GPV 2688)
965 or 966	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 84 gallons (GPV 2688)
967 or 968	Damaged Sable Cape (GPV 2,700)
969 or 970	Damaged Sable Jacket (GPV 2,700)

971 or 972	Immense (18' x 18', 36 square yards), Emblematic Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2700)
973 or 974	Large (9' x 12', 12 square yards), Antique Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2700)
975 or 976	Mink Cape (GPV 2,700)
977 or 978	Mink Jacket (GPV 2,700)
979 or 980	Large Spiked Mithril-Alloy Steel Shield (requires Strength 18/90+ to use effectively; +2 Armor Class vs. melee, +3 Armor Class vs. missiles, saves vs. damage as hard metal; can block 4 attacks per melee round, or attack for 1D6+2 piercing damage) (GPV 2,750)
981 or 982	14 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
983 or 984	7 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
985 or 986	7 Gold Ingots (400 coin equivalent each) (GPV 400 each)
987 or 988	Alabaster Idol (approximate weight 35 to 45 lbs.) (GPV 2,800)
989 or 990	Large Alabaster and Gold Statuette (approximate weight 22 to 30 lbs.) (GPV 2,800)
991	Very Large (12' x 12', 16 square yards), Ornate Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2800)
992	Huge (12' x 18', 24 square yards), Antique Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2808)
993	Half-Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 9 gallons (GPV 2880)
994	Huge (12' x 18', 24 square yards), Exquisite Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 2880)
995	Immense (18' x 18', 36 square yards), Fine Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2880)
996	Large (9' x 12', 12 square yards), Exquisite Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2880)
997	Large (9' x 12', 12 square yards), Masterwork Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 2880)
998	Stained Ermine Cape (GPV 2,880)

999	Stained Ermine Jacket (GPV 2,880)
000	Very Large (12' x 12', 16 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 2880)

[III-9]

MISCELLANEOUS TREASURE TABLE VII: TREASURES OF VALUE 2,970+ GOLD PIECES

RESULTS 001 TO 100	
D1000 Roll	**Miscellaneous Treasure**
001 or 002	Heavy Mink Cape (GPV 2,970)
003 or 004	Heavy Mink Jacket (GPV 2,970)
GPV 3,000	
005 or 006	15 Bolts of Fine Painted Silk (40 yards rolled length each) (GPV 200 each)
007 or 008	15 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
009 or 010	15 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
011 or 012	2 Death Flasks of Black Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)

013 or 014	2 Death Flasks of Draconian Basilisk Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
015 or 016	2 Death Flasks of Dun Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
017 or 018	2 Huge Unicorn Horns (GPV 1,500 each)
019 or 020	20 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
021 or 022	3 Death Flasks of Brown Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
023 or 024	3 Death Flasks of Mustard Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
025 or 026	3 Death Flasks of Thorn Hydra Acid (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)

027 or 028	3 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
029 or 030	3 Gargantuan Gold Nuggets (GPV 1,000 each)
031 or 032	3 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
033 or 034	3 Large Unicorn Horns (GPV 1,000 each)
035 or 036	3 Vials of Whale Ambergris (GPV 1,000 each)
037 or 038	6 Colossal Gold Nuggets (GPV 500 each)
039 or 040	6 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
041 or 042	6 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
043 or 044	6 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
045 or 046	8 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
047 or 048	Copper Statue (approximate weight 75 to 100 lbs.) (GPV 3,000)
049 or 050	Death Flask of Black Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000, as it is more valuable as a reagent than as a weapon)
051 or 052	Death Flask of Copper Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with

	an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000, as it is more valuable as a reagent than as a weapon)
053 or 054	Gold Statuette (approximate weight 12 to 20 lbs.) (GPV 3,000)
055 or 056	Hollow Silver Statue (approximate weight 50 to 70 lbs.) (GPV 3,000)
057 or 058	Large (half-ogre sized) Field Plate Armor (GPV 3,000)
059 or 060	Long (6' x 12', 8 square yards), Masterwork Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 3000)
061 or 062	Ornately Carved Enormous Mammoth Tusk (weight 300 pounds; GPV 10 per pound) (GPV 3,000)
063 or 064	Royal Honey Unguent from a Giant Bee Hive (GPV 3,000)
065 or 066	Small Barrel of South-Hold Farthing Pipeweed (GPV 3,000)
067 or 068	Spice Box of Cloves (GPV 3,000)
069 or 070	Half-Full Hogshead (a large barrel type with a 63-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 31.5 gallons (GPV 3024)
071 or 072	Immense (18' x 18', 36 square yards), Exquisite Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 3024)
073 or 074	Sealed Full Barrel (a large barrel with a standard 32-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 32 gallons (GPV 3072)
075 or 076	Very Large (12' x 12', 16 square yards), Exquisite Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 3072)
077 or 078	Very Large (12' x 12', 16 square yards), Masterwork Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 3120)
079 or 080	Marble Idol (approximate weight 35 to 45 lbs.) (GPV 3,150)
081 or 082	Ragged Sable Cape (GPV 3,150)
083 or 084	Ragged Sable Jacket (GPV 3,150)

085 or 086	16 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
087 or 088	8 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
089 or 090	8 Gold Ingots (400 coin equivalent each) (GPV 400 each)
091 or 092	Large Gold-Inlaid Ivory Statuette (approximate weight 22 to 30 lbs.) (GPV 3,200)
093 or 094	Small (gnome- or halfling-sized) Full Plate Armor (GPV 3,200)
095 or 096	Damaged Mink Coat (GPV 3,240)
097 or 098	Faded Ermine Cape (GPV 3,240)
099 or 100	Faded Ermine Jacket (GPV 3,240)



RESULTS 101 TO 200	
101 or 102	Fine Mink Cape (GPV 3,240)
013 or 104	Fine Mink Jacket (GPV 3,240)
105 or 106	Immense (18' x 18', 36 square yards), Antique Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 3240)
107 or 108	Immense (18' x 18', 36 square yards), Ornate Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 3276)
109 or 110	Spice Box of Cardamom (GPV 3,300)
111 or 112	Huge (12' x 18', 24 square yards), Ornate Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 3360)
113 or 114	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 84 gallons (GPV 3360)
115 or 116	9 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
117 or 118	17 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
119 or 120	Huge (12' x 18', 24 square yards), Antique Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 3456)
121 or 122	7 Colossal Gold Nuggets (GPV 500 each)
123 or 124	7 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
125 or 126	7 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
127 or 128	7 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)

129 or 130	Electrum (gold and silver) Idol (approximate weight 35 to 45 lbs.) (GPV 3,500)
131 or 132	Ivory Idol (approximate weight 35 to 45 lbs.) (GPV 3,500)
133 or 134	Ream (500 sheets) of Fine Parchment (used to create spell scrolls and books; spell transcription has a -1% chance of failure due to above average paper quality) (GPV 7 per sheet)
135 or 136	18 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
137 or 138	9 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
139 or 140	9 Gold Ingots (400 coin equivalent each) (GPV 400 each)
141 or 142	Coral Statuette (approximate weight 12 to 20 lbs.) (GPV 3,600)
143 or 144	Dwarf-Sized Full Plate Armor (GPV 3,600)
145 or 146	Ermine Cape (GPV 3,600)
147 or 148	Ermine Jacket (GPV 3,600)
149 or 150	Huge (12' x 18', 24 square yards), Masterwork Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 3600)
151 or 152	Immense (18' x 18', 36 square yards), Fine Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 3600)
153 or 154	Incense Chest of Frankincense (GPV 3,600)
155 or 156	Jade Statuette (approximate weight 12 to 20 lbs.) (GPV 3,600)
157 or 158	Large (9' x 12', 12 square yards), Exquisite Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 3600)
159 or 160	Large (9' x 12', 12 square yards), Masterwork Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 3600)
161 or 162	Small (gnome- or halfling-sized), Dwarf-Forged Field Plate Armor (GPV 3,600) (+1 Armor Class bonus, normal weight)
163 or 164	Spice Chest of Balm (GPV 3,600)

165 or 166	Stained Sable Cape (GPV 3,600)
167 or 168	Stained Sable Jacket (GPV 3,600)
169 or 170	Very Large (12' x 12', 16 square yards), Antique Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 3600)
171 or 172	Huge (12' x 18', 24 square yards), Exquisite Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 3744)
173 or 174	10 Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 3 spells) (GPV 375 each)
175 or 176	15 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
177 or 178	25 Flasks of Crimson Dye (rare, made from kermes) (GPV 150 per flask)
179 or 180	Small Jeweled Electrum (gold and silver) Statuette (approximate weight 5 to 10 lbs.) (GPV 3,750)
181 or 182	Small Mithral Bar (100 coin equivalent) (GPV 3,750)
183 or 184	Immense (18' x 18', 36 square yards), Masterwork Woven Cotton and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 3780)
185 or 186	Ragged Mink Coat (GPV 3,780)
187 or 188	19 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
189 or 190	Very Large (12' x 12', 16 square yards), Exquisite Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 3840)
191 or 192	Very Large (12' x 12', 16 square yards), Masterwork Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 3840)
193 or 194	Alabaster and Ivory Idol (approximate weight 35 to 45 lbs.) (GPV 3,850)
195 or 196	Heavy Ermine Cape (GPV 3,960)
197 or 198	Heavy Ermine Jacket (GPV 3,960)

GPV 4,000	
199 or 200	10 Bolts of Samite (40 yards rolled length each) (GPV 400 each)
RESULTS 201 TO 300	
201 or 202	10 Gold Ingots (400 coin equivalent each) (GPV 400 each)
203 or 204	2 Death Flasks of Acid Mantis Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000 per flask, as it is more valuable as a reagent than as a weapon)
205 or 206	2 Death Flasks of White Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000 per flask, as it is more valuable as a reagent than as a weapon)
207 or 208	2 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
209 or 210	2 Sets of Dwarf-Sized Field Plate Armor (GPV 2,000 each)
211 or 212	2 Sets of Elf-Sized Field Plate Armor (GPV 2,000 each)
213 or 214	2 Sets of Human-Sized Field Plate Armor (GPV 2,000 each)
215 or 216	2 Sets of Large (half-ogre sized) Field Plate Armor (GPV 2,000 each)
217 or 218	2 Sets of Small (gnome- or halfling-sized) Field Plate Armor (GPV 2,000 each)
219 or 220	20 Electrum (gold and silver) Ingots (400 coin equivalent each) (GPV 200 each)
221 or 222	20 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)

223 or 224	4 Death Flasks of Brown Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
225 or 226	4 Death Flasks of Mustard Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
227 or 228	4 Death Flasks of Thorn Hydra Acid (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4 for a direct hit and 1D3 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D2 rounds, requires save vs. poison at -3, resulting in death if save is failed, or 4D6 damage if successful) (GPV 1,000 per flask, as it is more valuable as a reagent than as a weapon)
229 or 230	4 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
231 or 232	4 Gargantuan Gold Nuggets (GPV 1,000 each)
233 or 234	4 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
235 or 236	4 Large Unicorn Horns (GPV 1,000 each)
237 or 238	4 Vials of Whale Ambergris (GPV 1,000 each)
239 or 240	8 Colossal Gold Nuggets (GPV 500 each)
241 or 242	8 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
243 or 244	8 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered

	gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
245 or 246	8 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
247 or 248	Basalt Statue (approximate weight 75 to 100 lbs.) (GPV 4,000)
249 or 250	Dwarf-Sized Full Plate Armor (GPV 4,000)
251 or 252	Elf-Sized Full Plate Armor (GPV 4,000)
253 or 254	Human-Sized Full Plate Armor (GPV 4,000)



255 or 256	Large (half-ogre sized) Full Plate Armor (GPV 4,000)
257 or 258	Large Gold Statuette (approximate weight 22 to 30 lbs.) (GPV 4,000)
259 or 260	Limestone Statue (approximate weight 75 to 100 lbs.) (GPV 4,000)
261 or 262	Ream (500 sheets) of Crude Vellum (used to create spell scrolls and books; spell transcription has a -2% chance of failure due to above average surface quality) (GPV 8 per sheet)
263 or 264	Small (gnome- or halfling-sized) Full Plate Armor (GPV 4,000)
265 or 266	Soapstone Statue (approximate weight 75 to 100 lbs.) (GPV 4,000)
267 or 268	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 126 gallons (GPV 4032)
269 or 270	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 126 gallons (GPV 4032)
271 or 272	Half-Full Puncheon (a very large barrel type with an 84-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 42 gallons (GPV 4032)
273 or 274	Immense (18' x 18', 36 square yards), Ornate Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 4032)
275 or 276	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Brandy (GPV 16 GP per gallon); 252 gallons (GPV 4032)
277 or 278	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Elvish Ruby Wine (GPV 16 GP per gallon); 252 gallons (GPV 4032)
279 or 280	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 126 gallons (GPV 4032)
281 or 282	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 126 gallons (GPV 4032)
283 or 284	Sealed Full Tierce (a large barrel type with a 42-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 42 gallons (GPV 4032)

285 or 286	Dwarf-Sized, Dwarf-Forged Field Plate Armor (GPV 4,050) (+1 Armor Class bonus, normal weight)
287 or 288	Faded Sable Cape (GPV 4,050)
289 or 290	Faded Sable Jacket (GPV 4,050)
291 or 292	Bloodstone Idol (approximate weight 35 to 45 lbs.) (GPV 4,200)
293 or 294	Huge (12' x 18', 24 square yards), Ornate Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 4200)
295 or 296	Onyx Idol (approximate weight 35 to 45 lbs.) (GPV 4,200)
297 or 298	Spice Chest of Rosemary (GPV 4,200)
299 or 300	Immense (18' x 18', 36 square yards), Antique Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 4212)
RESULTS 301 TO 400	
301 or 302	Damaged Ermine Coat (GPV 4,320)
303 or 304	Fine Ermine Cape (GPV 4,320)
305 or 306	Fine Ermine Jacket (GPV 4,320)
307 or 308	Huge (12' x 18', 24 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 4320)
309 or 310	Immense (18' x 18', 36 square yards), Exquisite Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 4320)
311 or 312	Stained Mink Coat (GPV 4,320)
313 or 314	11 Gold Ingots (400 coin equivalent each) (GPV 400 each)
315 or 316	3 Death Flasks of Black Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death

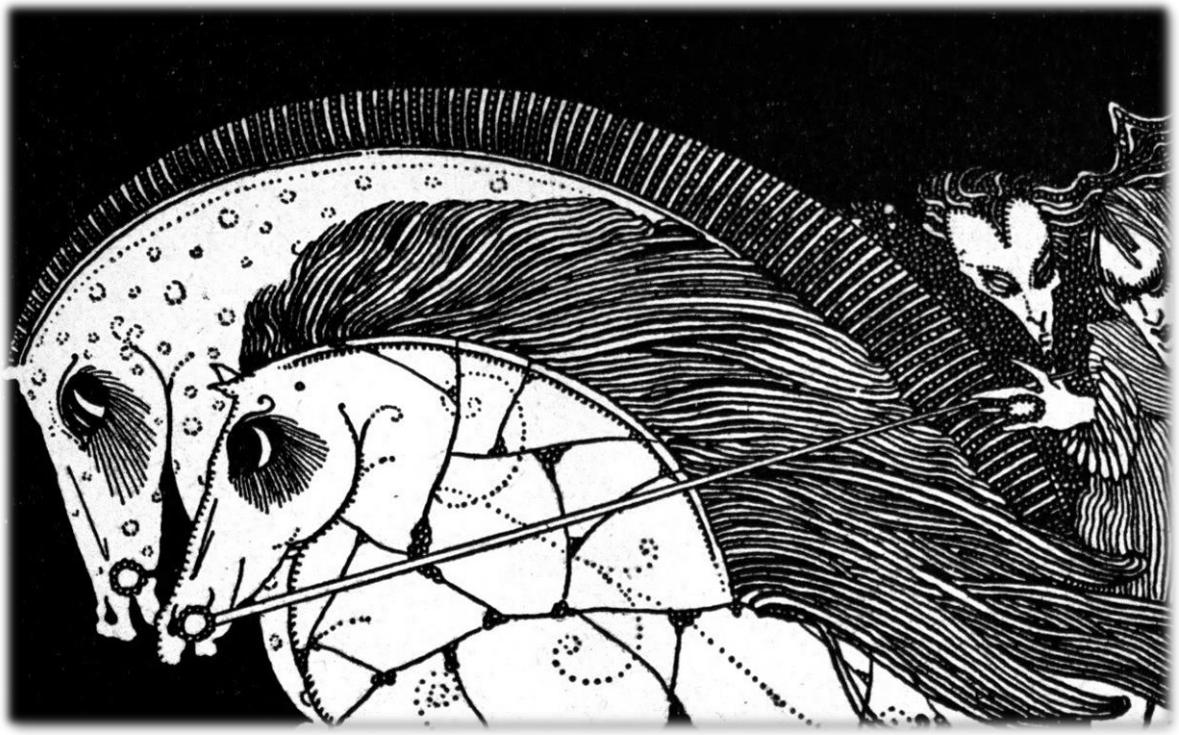
	if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
317 or 318	3 Death Flasks of Draconian Basilisk Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
319 or 320	3 Death Flasks of Dun Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
321 or 322	3 Huge Unicorn Horns (GPV 1,500 each)
323 or 324	9 Colossal Gold Nuggets (GPV 500 each)
325 or 326	9 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
327 or 328	9 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
329 or 330	9 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
331 or 332	Elf-Sized, Dwarf-Forged Field Plate Armor (GPV 4,500) (+1 Armor Class bonus, normal weight)
333 or 334	Human-Sized, Dwarf-Forged Field Plate Armor (GPV 4,500) (+1 Armor Class bonus, normal weight)
335 or 336	Jeweled Silver Statuette (approximate weight 12 to 20 lbs.) (GPV 4,500)
337 or 338	Large (9' x 12', 12 square yards), Masterwork Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 4500)
339 or 340	Sable Cape (GPV 4,500)

341 or 342	Sable Jacket (GPV 4,500)
343 or 344	Silver-Inlaid Ivory Idol (approximate weight 35 to 45 lbs.) (GPV 4,550)
345 or 346	Incense Chest of Myrrh (GPV 4,600)



347 or 348	Huge (12' x 18', 24 square yards), Exquisite Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 4608)
349 or 350	Huge (12' x 18', 24 square yards), Masterwork Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 4680)
351 or 352	12 Gold Ingots (400 coin equivalent each) (GPV 400 each)
353 or 354	Large Coral Statuette (approximate weight 22 to 30 lbs.) (GPV 4,800)
355 or 356	Large Jade Statuette (approximate weight 22 to 30 lbs.) (GPV 4,800)
357 or 358	Very Large (12' x 12', 16 square yards), Exquisite Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 4800)
359 or 360	Very Large (12' x 12', 16 square yards), Masterwork Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 4800)
361 or 362	Damaged Mink Robe (GPV 4,860)
363 or 364	Faded Mink Coat (GPV 4,860)
365 or 366	Alabaster and Gold Idol (approximate weight 35 to 45 lbs.) (GPV 4,900)
367 or 368	Heavy Sable Cape (GPV 4,950)
369 or 370	Heavy Sable Jacket (GPV 4,950)
GPV 5,000	
371 or 372	10 Colossal Gold Nuggets (GPV 500 each)
373 or 374	10 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
375 or 376	10 Large Flasks of Enchanted Scroll Ink (used for Write spells, and to create ink for the inscription of scrolls; consists of invisible serpent ichor, octopus ink or squid sepia, and various powdered gems; there is sufficient ink in one such flask to inscribe 4 spells) (GPV 500 each)
377 or 378	10 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)

379 or 380	2 Death Flasks of Giant Slug Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+1 for a direct hit and 2D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D4 segments, requires save vs. poison at -4, resulting in death if save is failed, or 7D6 damage if successful) (GPV 2,500 per flask, as it is more valuable as a reagent than as a weapon)
381 or 382	20 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
383 or 384	25 Flasks of Scarlet Dye (rare, made from kermes) (GPV 200 per flask)
385 or 386	5 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
387 or 388	5 Gargantuan Gold Nuggets (GPV 1,000 each)
389 or 390	5 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
391 or 392	5 Large Unicorn Horns (GPV 1,000 each)
393 or 394	5 Vials of Whale Ambergris (GPV 1,000 each)
395 or 396	Barrel of Old Tobias Pipeweed (GPV 5,000)
397 or 398	Dweomered Padded Barding (for use by a horse or other steed; improves mount Armor Class by 2; saves vs. damage as cloth, at +1) (GPV 5,000)



399 or 400	Exquisitely-Fashioned Chest of Ivory and Gold (reagent for Secret Chest spell) (GPV 1,000)
RESULTS 401 TO 500	
401 or 402	Flask of Powdered Black Opal (reagent for Symbol spell) (GPV 5,000)
403 or 404	Flask of Powdered Rubies (reagent for Spiritwrack Spell) (GPV 5,000)
405 or 406	Great Platinum Dwarven Forge Ingot (1,000 coin equivalent) (GPV 5,000)
407 or 408	Half-Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Obsidian Wine of the Dark Elves (slightly magical, ages very slowly unless exposed to sunlight) (GPV 2,000 per gallon); 2.5 gallons (GPV 5000)
409 or 410	Hollow Electrum (gold and silver) Statue (approximate weight 50 to 70 lbs.) (GPV 5,000)

411 or 412	Jade Circlet (reagent for Shape Change spell) (GPV 5,000)
413 or 414	Ream (500 sheets) of Good Vellum (used to create spell scrolls and books; spell transcription has a -3% chance of failure due to good surface quality) (GPV 10 per sheet)
415 or 416	Serpentine Statue (approximate weight 75 to 100 lbs.) (GPV 5,000)
417 or 418	Sheaf (250 sheets) of Fine Vellum (used to create spell scrolls and books; spell transcription has a -5% chance of failure due to excellent surface quality) (GPV 20 per sheet)
419 or 420	Spice Satchel of Saffron (GPV 5,000)
421 or 422	Half-Full Great Tun (a huge barrel type with a 252-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 126 gallons (GPV 5040)
423 or 424	Immense (18' x 18', 36 square yards), Ornate Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 5040)
425 or 426	Ragged Ermine Coat (GPV 5,040)
427 or 428	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Fine Lilac Wine (GPV 20 per gallon); 252 gallons (GPV 5040)
429 or 430	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 126 gallons (GPV 5040)
431 or 432	Sealed Full Keg (a medium-sized barrel type with a 16-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 16 gallons (GPV 5120)
433 or 434	Sealed Full Kilderkin (a medium-sized barrel type with a 16-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 16 gallons (GPV 5120)
435 or 436	Immense (18' x 18', 36 square yards), Antique Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 5184)
437 or 438	13 Gold Ingots (400 coin equivalent each) (GPV 400 each)
439 or 440	Damaged Sable Coat (GPV 5,400)
441 or 442	Fine Sable Cape (GPV 5,400)

443 or 444	Fine Sable Jacket (GPV 5,400)
445 or 446	Huge (12' x 18', 24 square yards), Antique Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 5400)
447 or 448	Immense (18' x 18', 36 square yards), Masterwork Woven Wool and Painted Silk Tapestry (or brocade, rug, etc.) (GPV 5400)
449 or 450	Mink Coat (GPV 5,400)
451 or 452	11 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
453 or 454	11 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
455 or 456	14 Gold Ingots (400 coin equivalent each) (GPV 400 each)
457 or 458	Gold-Inlaid Ivory Idol (approximate weight 35 to 45 lbs.) (GPV 5,600)
459 or 460	Immense (18' x 18', 36 square yards), Exquisite Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 5,616)
461 or 462	Ragged Mink Robe (GPV 5,670)
463 or 464	Huge (12' x 18', 24 square yards), Exquisite Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 5,760)
465 or 466	Huge (12' x 18', 24 square yards), Masterwork Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 5,760)
467 or 468	Sealed Full Rundlet (a medium-sized barrel type with a 18-gallon capacity) of Exotic Elixir Liqueur (slightly magical, never ages) (GPV 320 per gallon); 18 gallons (GPV 5,760)
469 or 470	Stained Ermine Coat (GPV 5,760)
471 or 472	Heavy Mink Coat (GPV 5,940)
473 or 474	12 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
475 or 476	12 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
477 or 478	15 Bolts of Samite (40 yards rolled length each) (GPV 400 each)

479 or 480	15 Gold Ingots (400 coin equivalent each) (GPV 400 each)
481 or 482	2 Death Flasks of Black Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000 per flask, as it is more valuable as a reagent than as a weapon)
483 or 484	2 Death Flasks of Copper Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000 per flask, as it is more valuable as a reagent than as a weapon)
485 or 486	2 Masses of Royal Honey Unguent from a Giant Bee Hive (GPV 3,000 each)
487 or 488	3 Death Flasks of Acid Mantis Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000 per flask, as it is more valuable as a reagent than as a weapon)
489 or 490	3 Death Flasks of White Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000 per flask, as it is more valuable as a reagent than as a weapon)
491 or 492	3 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
493 or 494	3 Sets of Dwarf-Sized Field Plate Armor (GPV 2,000 each)
495 or 496	3 Sets of Elf-Sized Field Plate Armor (GPV 2,000 each)

497 or 498	3 Sets of Human-Sized Field Plate Armor (GPV 2,000 each)
499 or 500	3 Sets of Large (half-ogre sized) Field Plate Armor (GPV 2,000 each)
RESULTS 501 TO 600	
501 or 502	3 Sets of Small (gnome- or halfling-sized) Field Plate Armor (GPV 2,000 each)
503 or 504	4 Death Flasks of Black Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
505 or 506	4 Death Flasks of Draconian Basilisk Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
507 or 508	4 Death Flasks of Dun Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 3D4+1 for a direct hit and 1D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 round, requires save vs. poison at -3, resulting in death if save is failed, or 5D6 damage if successful) (GPV 1,500 per flask, as it is more valuable as a reagent than as a weapon)
509 or 510	4 Huge Unicorn Horns (GPV 1,500 each)
511 or 512	6 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
513 or 514	6 Gargantuan Gold Nuggets (GPV 1,000 each)

515 or 516	6 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
517 or 518	Large (half-ogre sized) Full Plate Armor (GPV 6,000)
519 or 520	Large Jeweled Silver Statuette (approximate weight 22 to 30 lbs.) (GPV 6,000)
521 or 522	Silver Statue (approximate weight 75 to 100 lbs.) (GPV 6,000)
523 or 524	Small Adamantite Bar (100 coin equivalent) (GPV 6,000)
525 or 526	Small Jeweled Gold Statuette (approximate weight 5 to 10 lbs.) (GPV 6,000)
527 or 528	Spice Box of Cassia (GPV 6,000)
529 or 530	Spice Chest of Cloves (GPV 6,000)
531 or 532	Very Large (12' x 12', 16 square yards), Masterwork Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 6000)
533 or 534	Half-Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 63 gallons (GPV 6048)
535 or 536	Sealed Full Hogshead (a large barrel type with a 63-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 63 gallons (GPV 6048)
537 or 538	25 Flasks of Black Dye (rare, requires iron mordant, woad, and indigo with multiple procedures and applications) (GPV 250 per flask)
539 or 540	Immense (18' x 18', 36 square yards), Ornate Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 6300)
541 or 542	Ragged Sable Coat (GPV 6,300)
543 or 544	16 Gold Ingots (400 coin equivalent each) (GPV 400 each)
545 or 546	Small (gnome- or halfling-sized), Elven-Forged Field Plate Armor (GPV 6,400) (encumbrance and weight reduced by 25%)
547 or 548	Damaged Ermine Robe (GPV 6,480)

549 or 550	Faded Ermine Coat (GPV 6,480)
551 or 552	Fine Mink Coat (GPV 6,480)
553 or 554	Immense (18' x 18', 36 square yards), Antique Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 6480)
555 or 556	Stained Mink Robe (GPV 6,480)
557 or 558	13 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
559 or 560	13 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
561 or 562	Spice Chest of Cardamom (GPV 6,600)
563 or 564	Large (half-ogre sized), Dwarf-Forged Field Plate Armor (GPV 6,750) (+1 Armor Class bonus, normal weight)
565 or 566	17 Gold Ingots (400 coin equivalent each) (GPV 400 each)
567 or 568	Immense (18' x 18', 36 square yards), Exquisite Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 6912)
569 or 570	14 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
571 or 572	14 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
573 or 574	7 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
575 or 576	7 Gargantuan Gold Nuggets (GPV 1,000 each)
577 or 578	7 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
579 or 580	Gold Idol (approximate weight 35 to 45 lbs.) (GPV 7,000)
581 or 582	Immense (18' x 18', 36 square yards), Masterwork Woven Cotton and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 7020)
583 or 584	18 Gold Ingots (400 coin equivalent each) (GPV 400 each)

585 or 586	Dwarf-Sized, Elven-Forged Field Plate Armor (GPV 7,200) (encumbrance and weight reduced by 25%)
587 or 588	Dwarf-Sized, Elven-Forged Full Plate Armor (GPV 7,200) (encumbrance and weight reduced by 25%)
589 or 590	Ermine Coat (GPV 7,200)
591 or 592	Huge (12' x 18', 24 square yards), Exquisite Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 7200)
593 or 594	Huge (12' x 18', 24 square yards), Masterwork Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 7200)
595 or 596	Stained Sable Coat (GPV 7,200)
597 or 598	Faded Mink Robe (GPV 7,290)
GPV 7,500	
599 or 600	15 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
RESULTS 601 TO 700	
601 or 602	15 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
603 or 604	2 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
605 or 606	3 Death Flasks of Giant Slug Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+1 for a direct hit and 2D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D4 segments, requires save vs. poison at -4, resulting in death if save is failed, or 7D6 damage if successful) (GPV 2,500 per flask, as it is more valuable as a reagent than as a weapon)
607 or 608	5 Huge Unicorn Horns (GPV 1,500 each)
609 or 610	Barrel of South-Hold Farthing Pipeweed (GPV 7,500)
611 or 612	Jeweled Electrum (gold and silver) Statuette (approximate weight 12 to 20 lbs.) (GPV 7,500)

613 or 614	Spice Box of Cinnamon (GPV 7,500)
615 or 616	Ragged Ermine Robe (GPV 7,560)
617 or 618	19 Gold Ingots (400 coin equivalent each) (GPV 400 each)
619 or 620	Heavy Ermine Coat (GPV 7,920)
621 or 622	16 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
623 or 624	16 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
625 or 626	2 Sets of Dwarf-Sized Full Plate Armor (GPV 4,000 each)
627 or 628	2 Sets of Elf-Sized Full Plate Armor (GPV 4,000 each)
629 or 630	2 Sets of Human-Sized Full Plate Armor (GPV 4,000 each)
631 or 632	2 Sets of Large (half-ogre sized) Full Plate Armor (GPV 4,000 each)
633 or 634	2 Sets of Small (gnome- or halfling-sized) Full Plate Armor (GPV 4,000 each)
635 or 636	20 Gold Ingots (400 coin equivalent each) (GPV 400 each)
637 or 638	4 Death Flasks of Acid Mantis Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000 per flask, as it is more valuable as a reagent than as a weapon)
639 or 640	4 Death Flasks of White Slime Ichor (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4 for a direct hit and 1D6+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D6 segments, requires save vs. poison at -3, resulting in death if save is failed, or 6D6 damage if successful) (GPV 2,000 per flask, as it is more valuable as a reagent than as a weapon)

641 or 642	4 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
643 or 644	8 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
645 or 646	8 Gargantuan Gold Nuggets (GPV 1,000 each)
647 or 648	8 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
649 or 650	Alabaster Statue (approximate weight 75 to 100 lbs.) (GPV 8,000)
651 or 652	Elf-Sized, Elven-Forged Field Plate Armor (GPV 8,000) (encumbrance and weight reduced by 25%)
653 or 654	Elf-Sized, Elven-Forged Full Plate Armor (GPV 8,000) (encumbrance and weight reduced by 25%)
655 or 656	Half-Full Firkin (a small barrel type with an 8-gallon capacity) of Obsidian Wine of the Dark Elves (slightly magical, ages very slowly unless exposed to sunlight) (GPV 2,000 per gallon); 4 gallons (GPV 8000)
657 or 658	Human-Sized, Elven-Forged Field Plate Armor (GPV 8,000) (encumbrance and weight reduced by 25%)
659 or 660	Human-Sized, Elven-Forged Full Plate Armor (GPV 8,000) (encumbrance and weight reduced by 25%)
661 or 662	Small (gnome- or halfling-sized), Dwarf-Forged Full Plate Armor (GPV 8,000) (+1 Armor Class bonus, normal weight)
663 or 664	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Aged Emerald Pale Wine (GPV 32 per gallon); 252 gallons (GPV 8064)
665 or 666	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Fine Vintage Brandy (GPV 32 per gallon); 252 gallons (GPV 8064)
667 or 668	Sealed Full Puncheon (a very large barrel type with an 84-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 84 gallons (GPV 8064)
669 or 670	Damaged Sable Robe (GPV 8,100)
671 or 672	Faded Sable Coat (GPV 8,100)

673 or 674	Immense (18' x 18', 36 square yards), Antique Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 8,100)
675 or 676	Mink Robe (GPV 8,100)
677 or 678	Coral Idol (approximate weight 35 to 45 lbs.) (GPV 8,400)
679 or 680	Jade Idol (approximate weight 35 to 45 lbs.) (GPV 8,400)
681 or 682	17 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
683 or 684	17 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
685 or 686	Fine Ermine Coat (GPV 8,640)
687 or 688	Immense (18' x 18', 36 square yards), Exquisite Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 8640)
689 or 690	Immense (18' x 18', 36 square yards), Masterwork Woven Wool and Silver-Thread Tapestry (or brocade, rug, etc.) (GPV 8640)
691 or 692	Stained Ermine Robe (GPV 8,640)
693 or 694	Heavy Mink Robe (GPV 8,910)
695 or 696	18 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
697 or 698	18 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
699 or 700	3 Death Flasks of Black Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000 per flask, as it is more valuable as a reagent than as a weapon)

RESULTS 701 TO 800

701 or 702	3 Death Flasks of Copper Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000 per flask, as it is more valuable as a reagent than as a weapon)
703 or 704	3 Masses of Royal Honey Unguent from a Giant Bee Hive (GPV 3,000 each)
705 or 706	9 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
707 or 708	9 Gargantuan Gold Nuggets (GPV 1,000 each)
709 or 710	9 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
711 or 712	Dwarf-Sized, Dwarf-Forged Full Plate Armor (GPV 9,000) (+1 Armor Class bonus, normal weight)
713 or 714	Huge (12' x 18', 24 square yards), Masterwork Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 9000)
715 or 716	Marble Statue (approximate weight 75 to 100 lbs.) (GPV 9,000)
717 or 718	Sable Coat (GPV 9,000)
719 or 720	Ragged Sable Robe (GPV 9,450)
721 or 722	19 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
723 or 724	19 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
725 or 726	Faded Ermine Robe (GPV 9,720)
727 or 728	Fine Mink Robe (GPV 9,720)
729 or 730	Heavy Sable Coat (GPV 9,900)
GPV 10,000	

731 or 732	10 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
733 or 734	10 Gargantuan Gold Nuggets (GPV 1,000 each)
735 or 736	10 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
737 or 738	2 Great Platinum Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5,000 each)
739 or 740	20 Great Electrum (gold and silver) Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 500 each)
741 or 742	20 Small Platinum Ingots (100 coin equivalent each) (GPV 500 each)
743 or 744	4 Death Flasks of Giant Slug Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+1 for a direct hit and 2D4 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1D4 segments, requires save vs. poison at -4, resulting in death if save is failed, or 7D6 damage if successful) (GPV 2,500 per flask, as it is more valuable as a reagent than as a weapon)
745 or 746	5 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
747 or 748	Electrum (gold and silver) Statue (approximate weight 75 to 100 lbs.) (GPV 10,000)
749 or 750	Elf-Sized, Dwarf-Forged Full Plate Armor (GPV 10,000) (+1 Armor Class bonus, normal weight)
751 or 752	Garish and Horrific Electrum Unholy Water Basin (engraved with infernal symbols; used by evil clerics to create vials of unholy water) (GPV 10,000)
753 or 754	Hollow Gold Statue (approximate weight 50 to 70 lbs.) (GPV 10,000)
755 or 756	Human-Sized, Dwarf-Forged Full Plate Armor (GPV 10,000) (+1 Armor Class bonus, normal weight)
757 or 758	Immaculate and Ornate Electrum Holy Water Basin (engraved with cryptic symbols; used by Chaotic Neutral or Lawful Neutral clerics to create vials of holy water) (GPV 10,000)
759 or 760	Immaculate and Ornate Electrum Holy Water Basin (engraved with sacred symbols; used by good clerics to create vials of holy water) (GPV 10,000)

761 or 762	Ivory Statue (approximate weight 75 to 100 lbs.) (GPV 10,000)
763 or 764	Large Jeweled Electrum (gold and silver) Statuette (approximate weight 22 to 30 lbs.) (GPV 10,000)
765 or 766	Ream (500 sheets) of Fine Vellum (used to create spell scrolls and books; spell transcription has a -5% chance of failure due to excellent surface quality) (GPV 20 per sheet)
767 or 768	Sealed Full Gaxian Tun (a small barrel type with a 5-gallon capacity) of Obsidian Wine of the Dark Elves (slightly magical, ages very slowly unless exposed to sunlight) (GPV 2,000 per gallon); 5 gallons (GPV 10,000)
769 or 770	Sealed Full Great Tun (a huge barrel type with a 252-gallon capacity) of Exquisite Fire Amber Wine (GPV 40 per gallon); 252 gallons (GPV 1,0080)
771 or 772	Jeweled Silver Idol (approximate weight 35 to 45 lbs.) (GPV 10,500)
773 or 774	Ermine Robe (GPV 10,800)
775 or 776	Fine Sable Coat (GPV 10,800)
777 or 778	Immense (18' x 18', 36 square yards), Exquisite Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 10,800)
779 or 780	Immense (18' x 18', 36 square yards), Masterwork Woven Cotton and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 10,800)
781 or 782	Stained Sable Robe (GPV 10,800)
783 or 784	11 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
785 or 786	Alabaster and Ivory Statue (approximate weight 75 to 100 lbs.) (GPV 11,000)
787 or 788	3 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
789 or 790	Heavy Ermine Robe (GPV 11,880)
791 or 792	12 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
793 or 794	2 Small Adamantite Bars (100 coin equivalent each) (GPV 6,000 each)

795 or 796	3 Sets of Dwarf-Sized Full Plate Armor (GPV 4,000 each)
797 or 798	3 Sets of Elf-Sized Full Plate Armor (GPV 4,000 each)
799 or 800	3 Sets of Human-Sized Full Plate Armor (GPV 4,000 each)
RESULTS 801 TO 900	
801 or 802	3 Sets of Large (half-ogre sized) Full Plate Armor (GPV 4,000 each)
803 or 804	3 Sets of Small (gnome- or halfling-sized) Full Plate Armor (GPV 4,000 each)
805 or 806	4 Death Flasks of Black Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000 per flask, as it is more valuable as a reagent than as a weapon)
807 or 808	4 Death Flasks of Copper Dragon Spittle (magically and alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 4D4+2 for a direct hit and 2D4+1 points of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 1 segment, requires save vs. poison at -4, resulting in death if save is failed, or 8D6 damage if successful) (GPV 3,000 per flask, as it is more valuable as a reagent than as a weapon)
809 or 810	4 Masses of Royal Honey Unguent from a Giant Bee Hive (GPV 3,000 each)
811 or 812	6 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
813 or 814	Bloodstone Statue (approximate weight 75 to 100 lbs.) (GPV 12,000)
815 or 816	Jeweled Gold Statuette (approximate weight 12 to 20 lbs.) (GPV 12,000)
817 or 818	Large (half-ogre sized), Elven-Forged Field Plate Armor (GPV 12,000) (encumbrance and weight reduced by 25%)

819 or 820	Large (half-ogre sized), Elven-Forged Full Plate Armor (GPV 12,000) (encumbrance and weight reduced by 25%)
821 or 822	Onyx Statue (approximate weight 75 to 100 lbs.) (GPV 12,000)
823 or 824	Spice Chest of Cassia (GPV 12,000)
825 or 826	Sealed Full Pipe Barrel (a very large barrel type with a 126-gallon capacity) of Aged Dwarvish Brandy (GPV 96 per gallon); 126 gallons (GPV 12096)
827 or 828	Faded Sable Robe (GPV 12,150)
829 or 830	Dweomered Studded Leather Barding (for use by a horse or other steed; improves mount Armor Class by 3; saves vs. damage as leather at +2) (GPV 12,500)
831 or 832	Fine Ermine Robe (GPV 12,960)
833 or 834	13 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
835 or 836	Silver-Inlaid Ivory Statue (approximate weight 75 to 100 lbs.) (GPV 13,000)
837 or 838	Immense (18' x 18', 36 square yards), Masterwork Woven Wool and Gold-Thread Tapestry (or brocade, rug, etc.) (GPV 13500)
839 or 840	Sable Robe (GPV 13,500)
841 or 842	Dweomered Ring Mail Barding (for use by a horse or other steed; improves mount Armor Class by 3; saves vs. damage as hard metal at +1) (GPV 13,750)
843 or 844	14 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
845 or 846	7 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
847 or 848	Alabaster and Gold Statue (approximate weight 75 to 100 lbs.) (GPV 14,000)
849 or 850	Heavy Sable Robe (GPV 14,850)
GPV 15,000	

851 or 852	15 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
853 or 854	15 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
855 or 856	3 Great Platinum Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5,000 each)
857 or 858	4 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
859 or 860	5 Masses of Royal Honey Unguent from a Giant Bee Hive (GPV 3,000 each)
861 or 862	Elf-Forged Chain Mail Barding (for use by elf-steed unicorns and griffons; improves mount Armor Class by 3; saves vs. damage as hard metal at +3) (GPV 15,000)



863 or 864	Hollow Jeweled Silver Statue (approximate weight 50 to 70 lbs.) (GPV 15,000)
865 or 866	Large (half-ogre sized), Dwarf-Forged Full Plate Armor (GPV 15,000) (+1 Armor Class bonus, normal weight)
867 or 868	Mithral Bar (400 coin equivalent) (GPV 15,000)
869 or 870	Spice Box of Saffron (GPV 15,000)
871 or 872	Spice Chest of Cinnamon (GPV 15,000)
873 or 874	16 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
875 or 876	8 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
877 or 878	Gold-Inlaid Ivory Statue (approximate weight 75 to 100 lbs.) (GPV 16,000)
879 or 880	Large Jeweled Gold Statuette (approximate weight 22 to 30 lbs.) (GPV 16,000)
881 or 882	Sealed Full Firkin (a small barrel type with an 8-gallon capacity) of Obsidian Wine of the Dark Elves (slightly magical, ages very slowly unless exposed to sunlight) (GPV 2,000 per gallon); 8 gallons (GPV 16,000)
883 or 884	Fine Sable Robe (GPV 16,200)
885 or 886	17 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
887 or 888	Jeweled Electrum (gold and silver) Idol (approximate weight 35 to 45 lbs.) (GPV 17,500)
889 or 890	18 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
891 or 892	3 Small Adamantite Bars (100 coin equivalent each) (GPV 6,000 each)
893 or 894	9 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
895 or 896	5 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)

897 or 898	Enchanted Leather Barding (for use by a horse or other steed; improves mount Armor Class by 4; saves vs. damage as leather at +2) (GPV 18,750)
899 or 900	19 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
RESULTS 901 TO 1,000	
GPV 20,000	
901 or 902	10 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
903 or 904	20 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
905 or 906	20 Great Gold Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 1,000 each)
907 or 908	4 Great Platinum Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5,000 each)
909 or 910	Garish and Horrific Gold Unholy Water Basin (engraved with infernal symbols; used by evil clerics to create vials of unholy water) (GPV 20,000)
911 or 912	Gold Statue (approximate weight 75 to 100 lbs.) (GPV 20,000)
913 or 914	Immaculate and Ornate Gold Holy Water Basin (engraved with cryptic symbols; used by Chaotic Neutral or Lawful Neutral clerics to create vials of holy water) (GPV 20,000)
915 or 916	Immaculate and Ornate Gold Holy Water Basin (engraved with sacred symbols; used by good clerics to create vials of holy water) (GPV 20,000)
917 or 918	11 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
919 or 920	6 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
921 or 922	12 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
923 or 924	4 Small Adamantite Bars (100 coin equivalent each) (GPV 6,000 each)

925 or 926	Adamantite Bar (400 coin equivalent) (GPV 24,000)
927 or 928	Coral Statue (approximate weight 75 to 100 lbs.) (GPV 24,000)
929 or 930	Jade Statue (approximate weight 75 to 100 lbs.) (GPV 24,000)
GPV 25,000	
931 or 932	25 Flasks of Tyrian Purple Dye (very rare and reserved for royalty, made from the Murex sea snail; highly prized) (GPV 1,000 per flask)
933 or 934	5 Great Platinum Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5,000 each)
935 or 936	Hollow Jeweled Electrum (gold and silver) Statue (approximate weight 50 to 70 lbs.) (GPV 25,000)
937 or 938	13 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
939 or 940	7 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
941 or 942	14 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
943 or 944	Jeweled Gold Idol (approximate weight 35 to 45 lbs.) (GPV 28,000)
GPV 30,000	
945 or 946	15 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
947 or 948	5 Small Adamantite Bars (100 coin equivalent each) (GPV 6,000 each)
949 or 950	6 Great Platinum Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5,000 each)
951 or 952	8 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
953 or 954	Jeweled Silver Statue (approximate weight 75 to 100 lbs.) (GPV 30,000)
955 or 956	Spice Chest of Saffron (GPV 30,000)

957 or 958	16 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
959 or 960	9 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
961 or 962	17 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
GPV 35,000	
963 or 964	7 Great Platinum Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5,000 each)
965 or 966	18 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
967 or 968	6 Small Adamantite Bars (100 coin equivalent each) (GPV 6,000 each)
969 or 970	10 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
971 to 973	Heavy Mithral Bar (1,000 coin equivalent) (GPV 37,500)
974 to 976	19 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
GPV 40,000	
977 to 979	20 Platinum Ingots (400 coin equivalent each) (GPV 2,000 each)
980 to 982	8 Great Platinum Dwarven Forge Ingots (1,000 coin equivalent each) (GPV 5,000 each)
983 to 985	Hollow Jeweled Gold Statue (approximate weight 50 to 70 lbs.) (GPV 40,000)
986 to 988	11 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
989 to 991	7 Small Adamantite Bars (100 coin equivalent each) (GPV 6,000 each)
GPV 45,000	
992 to 994	12 Small Mithral Bars (100 coin equivalent each) (GPV 3,750 each)
GPV 50,000	

995 to 997	Jeweled Electrum (gold and silver) Statue (approximate weight 75 to 100 lbs.) (GPV 50,000)
GPV 60,000	
998 to 000	Heavy Adamantite Bar (1,000 coin equivalent) (GPV 60,000)

IV
TREASURE MAPS

[IV-1]
THE ROLE OF TREASURE MAPS

Treasure maps are an important type of miscellaneous treasure, but they are so exceptional in their role and usage that I deemed it necessary to separate them from the main listings of miscellaneous treasures.

When you place a treasure map, you need to design the random treasure that the map locale contains. (I could do this for you, but if I did, I would be taking away all of your design responsibility … and to be honest, I would need to resort to purely unedited random generation, which would certainly be inferior to your own efforts.) I provide ranges for the treasure, rated in Gold Piece Value (GPV) so that you can fairly balance the difficulty of reaching the treasure location and the reward involved.

More importantly, you will need to consider why treasure maps are so important. Basically, they represent deferred reward. So if you roll up a 30,000 GPV treasure, but you feel that might be overpowered for your PC group, you can replace most of the treasure with a map. As an example, you could have a 5,000 GPV treasure and a map which leads to an additional 25,000 GPV hoard.

In making this deferment, you will both entice and annoy your players. So the next question becomes: How can you make the discovery of the map exciting, rather than frustrating? How can you ensure that your players will be excited every time they discover a map instead of just rolling their eyes?

The trick lies in fully developing the map's mystique, and the locale it represents. Map mystique is pretty easy to develop, but it can be time consuming. You need to come up with some interesting riddle text ("Facing the dying sun, through the Scavenger's Teeth behold the way … some 27 fathoms in the depths it lies, 3 miles nor'east of the Pirates' Hive."). That's a lot more interesting than "The map shows a shipwreck located 3 miles northeast of some island off the coast."

Then, you need to make the map locale an adventure in itself. You can't just have the PCs arrive at the location, and then say, "Well, you're there. You find the treasure. Here's what it contains!" … Well, you could. But doing so would be boring, which is one of the worst sins you can commit as a Game Master.

Instead, the location should amazing, even if it's relative small. In this example, the Pirate's Hive could be a dangerous shanty town built atop a coral reef, where half-sunken ships serve as buildings, and bridges and precarious walkways lead over shark lagoons. Pirates and buccaneers of all alignments and races live here, and tavern brawls and duels serve as proxies for the all-out civil war that would exist if the Pirate Queen (a one-eyed halfling, no less) were not so fearsome.

Then, the treasure locale itself: The reason why the treasure is unclaimed is that it's too deadly to get to, although everyone knows of it. Word will travel quickly throughout the town that the newly-arrived PCs are seeking the treasure, and the older pirates will sigh and ask the PCs their names, and where their next of kin might be reached. The treasure will be in a sunken galleon, which is the lair of Deep Ones from below. It's 27 fathoms down (162 feet), and it sits precariously on a tidal cliff shelf where the water plunges down another 6,000 feet. The wreck glows at night because of all of the magic items scattered across the deck. The Deep Ones use the treasure as bait, and foolish mortals who dive down are quickly subdued and dragged off to the sunken city far below to serve as slaves for the rest of their lives.

By using such techniques, you can turn a treasure map from "a delayed reward" into what it really should be … a gateway to adventure.

Because of all of this, a treasure map represents more work for you. It can pay off amazingly well, and it can convince even the most stubborn players to uproot their PCs and head off into the middle of nowhere. So if you've been yearning to change the campaign's current locale to a new dungeon, wilderness, town, ruin, or netherworld, the map is the ideal vehicle to realize that transition.

Necessarily, some maps will be false (cruelly created to lead adventurers out of a monster's lair and to their own demise), while others represent plundered troves (the treasure really exists but someone else already found it). These options give you the opportunity to play a dirty trick on the players. After they uproot themselves, the reason for their movement turns out to be worthless! But they will soon find that the map was still a great thing, because it led them into the next amazing realm of your design. (Right?)

False maps are necessary to a campaign, because otherwise the map is not really an adventure hook, it's just an IOU meal ticket and will be treated as such. But be sure to let your players find at least two or three real map hoards before you put a false map in the game. Otherwise, the players will feel burned and deceived, and your hard work will be wasted.

[IV-2]

TREASURE MAP VALUE LINKS

Here is a grid which you can use to click through the massive tables which follow, based on the average GPV of the treasure map discovered.

TREASURE MAP SELECTOR TABLE
Maps of Average Hoard GPV 0
Maps of Average Hoard GPV 750
Maps of Average Hoard GPV 1,500
Maps of Average Hoard GPV 3,500
Maps of Average Hoard GPV 7,500
Maps of Average Hoard GPV 15,000
Maps of Average Hoard GPV 35,000
Maps of Average Hoard GPV 62,500
Maps of Average Hoard GPV 87,500
Maps of Average Hoard GPV 112,500
Maps of Average Hoard GPV 137,500
Maps of Average Hoard GPV 175,000

[IV-3]

MISCELLANEOUS TREASURE TABLE VIII:
TREASURE MAPS
OF AVERAGE VALUE
0 TO 3,500 GOLD PIECES

RESULTS 001 TO 100	
GPV 0	
D1000 Roll	**Miscellaneous Treasure**
001 to 010	False Treasure Map (GPV 0) (leads to a crypt or tomb in the immediate area, but there never was a treasure there)
011 to 020	False Treasure Map (GPV 0) (leads to a dungeon area / underground complex in the immediate area, but there never was a treasure there)
021 to 030	False Treasure Map (GPV 0) (leads to a labyrinth of caves in the immediate area, but there never was a treasure there)
031 to 040	False Treasure Map (GPV 0) (leads to a ruin in the immediate area, but there never was a treasure there)
041 to 050	False Treasure Map (GPV 0) (leads to an outdoor area 100-149 miles distant, but there never was a treasure there)
051 to 060	False Treasure Map (GPV 0) (leads to an outdoor area 10-19 miles distant, but there never was a treasure there)
061 to 070	False Treasure Map (GPV 0) (leads to an outdoor area 150-199 miles distant, but there never was a treasure there)
071 to 080	False Treasure Map (GPV 0) (leads to an outdoor area 200-299 miles distant, but there never was a treasure there)
081 to 090	False Treasure Map (GPV 0) (leads to an outdoor area 20-29 miles distant, but there never was a treasure there)

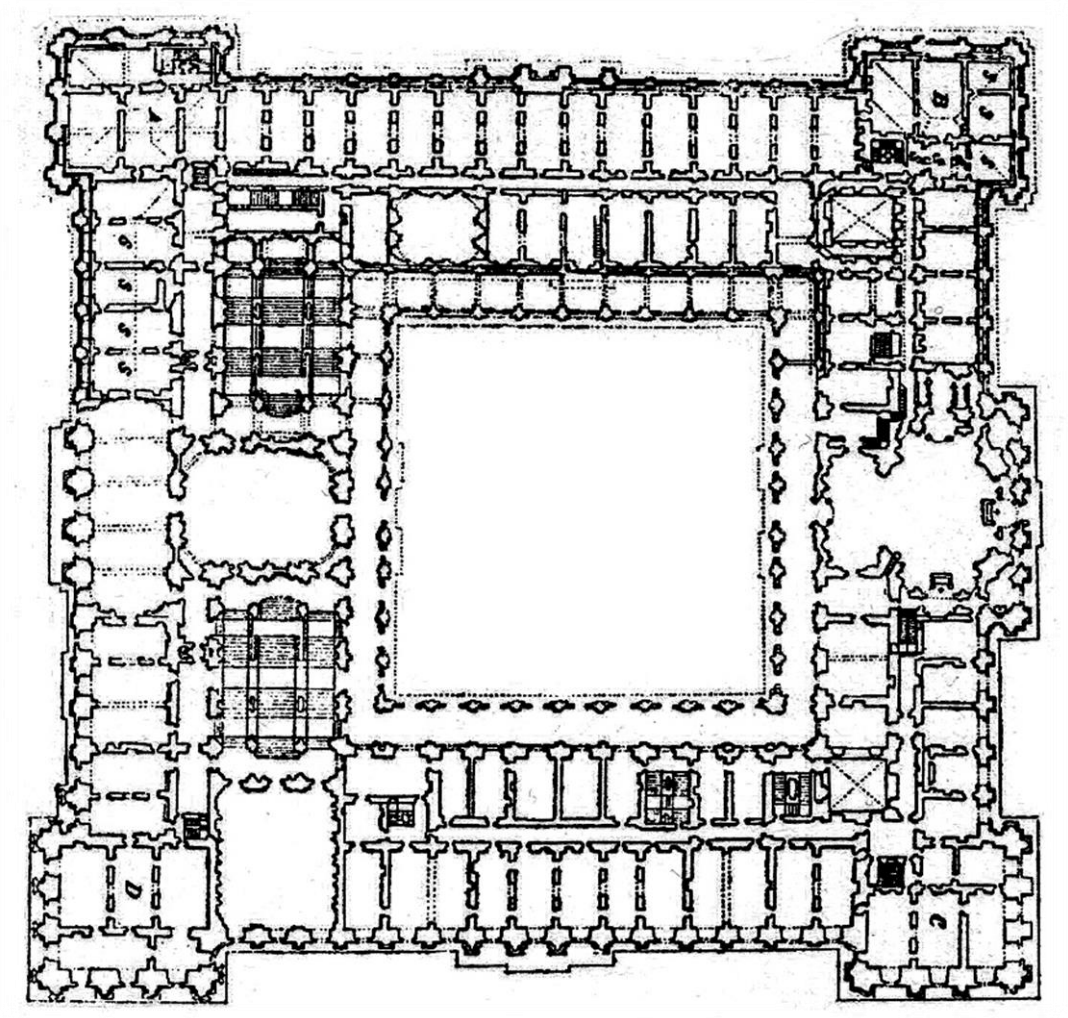


091 to 100	False Treasure Map (GPV 0) (leads to an outdoor area 300-399 miles distant, but there never was a treasure there)
RESULTS 101 TO 200	
101 to 110	False Treasure Map (GPV 0) (leads to an outdoor area 30-39 miles distant, but there never was a treasure there)
111 to 120	False Treasure Map (GPV 0) (leads to an outdoor area 400-500 miles distant, but there never was a treasure there)
121 to 130	False Treasure Map (GPV 0) (leads to an outdoor area 40-49 miles distant, but there never was a treasure there)
131 to 140	False Treasure Map (GPV 0) (leads to an outdoor area 5 miles distant, but there never was a treasure there)
141 to 150	False Treasure Map (GPV 0) (leads to an outdoor area 50-99 miles distant, but there never was a treasure there)
151 to 160	False Treasure Map (GPV 0) (leads to an outdoor area 6 miles distant, but there never was a treasure there)
161 to 170	False Treasure Map (GPV 0) (leads to an outdoor area 7 miles distant, but there never was a treasure there)
171 to 180	False Treasure Map (GPV 0) (leads to an outdoor area 8 miles distant, but there never was a treasure there)
181 to 190	False Treasure Map (GPV 0) (leads to an outdoor area 9 miles distant, but there never was a treasure there)

AVERAGE GPV 750	
191 or 192	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
193 or 194	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
195 or 196	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
197 or 198	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
199 or 200	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
RESULTS 201 TO 300	
201 or 202	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
203 or 204	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
205 or 206	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
207 or 208	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29

	miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
209 or 210	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
211 or 212	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
213 or 214	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
215 or 216	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
217 or 218	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
219 or 220	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
221 or 222	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
223 or 224	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
225 or 226	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
227 or 228	Map to a Minor, Buried Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9

	miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
229 or 230	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
231 or 232	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
233 or 234	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
235 or 236	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
237 or 238	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
239 or 240	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
241 or 242	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
243 or 244	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
245 or 246	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)



247 or 248	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
249 or 250	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
251 or 252	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)

253 or 254	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
255 or 256	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
257 or 258	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
259 or 260	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
261 or 262	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
263 or 264	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
265 or 266	Map to a Minor, Buried Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
267 or 268	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
269 or 270	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
271 or 272	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)

273 or 274	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
275 or 276	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
277 or 278	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
279 or 280	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
281 or 282	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
283 or 284	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
285 or 286	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
287 or 288	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
289 or 290	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
291 or 292	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)

293 or 294	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
295 or 296	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
297 or 298	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
299 or 300	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
RESULTS 301 TO 400	
301 or 302	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
303 or 304	Map to a Minor, Buried Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 500 and 1,000 GPV)
305 or 306	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
307 or 308	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
309 or 310	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)

311 or 312	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)



313 or 314	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
315 or 316	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
317 or 318	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-

	199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
319 or 320	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
321 or 322	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
323 or 324	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
325 or 326	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
327 or 328	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
329 or 330	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
331 or 332	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
333 or 334	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
335 or 336	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
337 or 338	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7

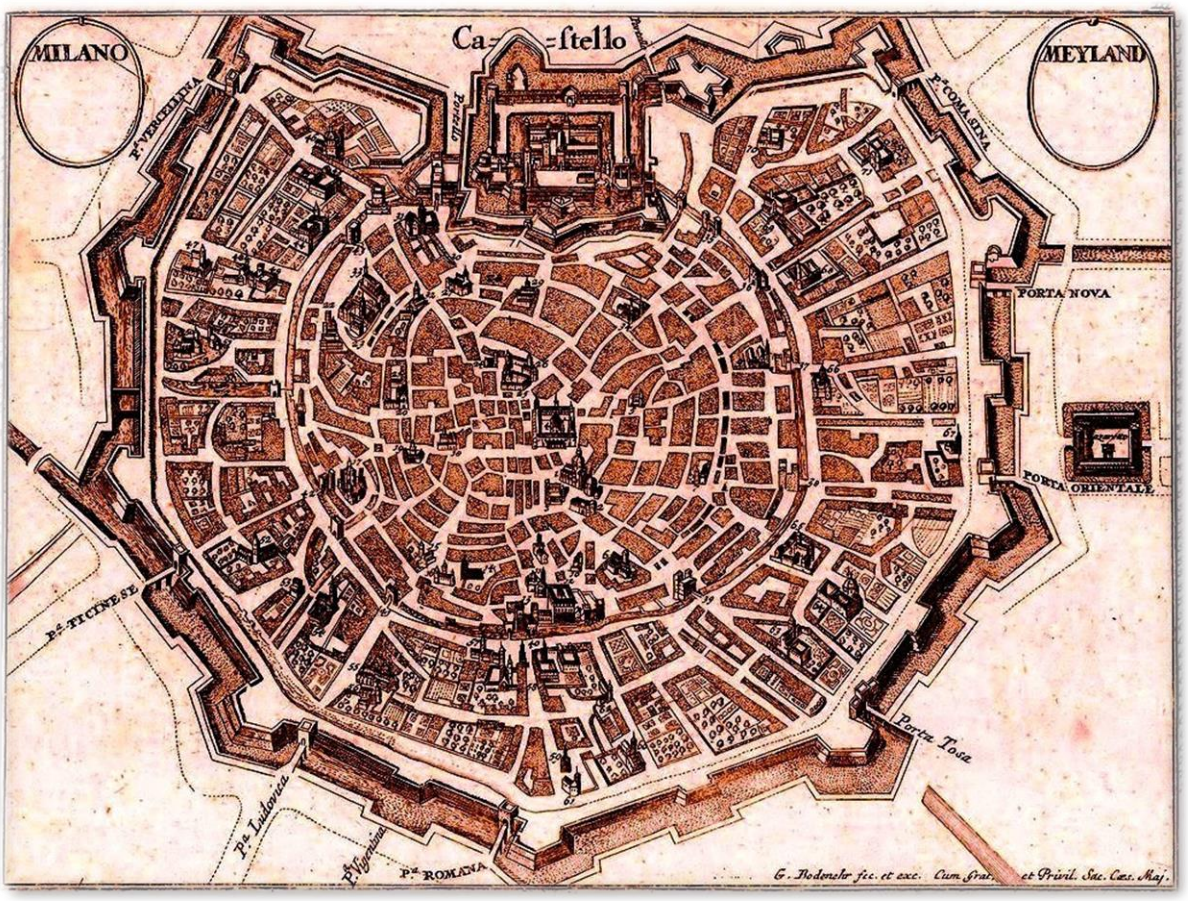
	miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
339 or 340	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
341 or 342	Map to a Minor, Guarded Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
343 or 344	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
345 or 346	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
347 or 348	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
349 or 350	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
351 or 352	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
353 or 354	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
355 or 356	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
357 or 358	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the

	treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
359 or 360	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
361 or 362	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
363 or 364	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
365 or 366	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
367 or 368	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
369 or 370	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
371 or 372	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
373 or 374	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
375 or 376	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
377 or 378	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure

	is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
379 or 380	Map to a Minor, Guarded Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
381 or 382	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
383 or 384	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
385 or 386	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
387 or 388	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
389 or 390	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
391 or 392	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
393 or 394	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
395 or 396	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
397 or 398	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the

	treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
399 or 400	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
RESULTS 401 TO 500	
401 or 402	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
403 or 404	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
405 or 406	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
407 or 408	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
409 or 410	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
411 or 412	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
413 or 414	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
415 or 416	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure

	is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
417 or 418	Map to a Minor, Guarded Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 500 and 1,000 GPV)
419 or 420	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)



421 or 422	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure

	has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
423 or 424	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
425 or 426	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
427 or 428	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
429 or 430	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
431 or 432	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
433 or 434	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
435 or 436	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
437 or 438	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and

	relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
439 or 440	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
441 or 442	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
443 or 444	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
445 or 446	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
447 or 448	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
449 or 450	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
451 or 452	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
453 or 454	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated,

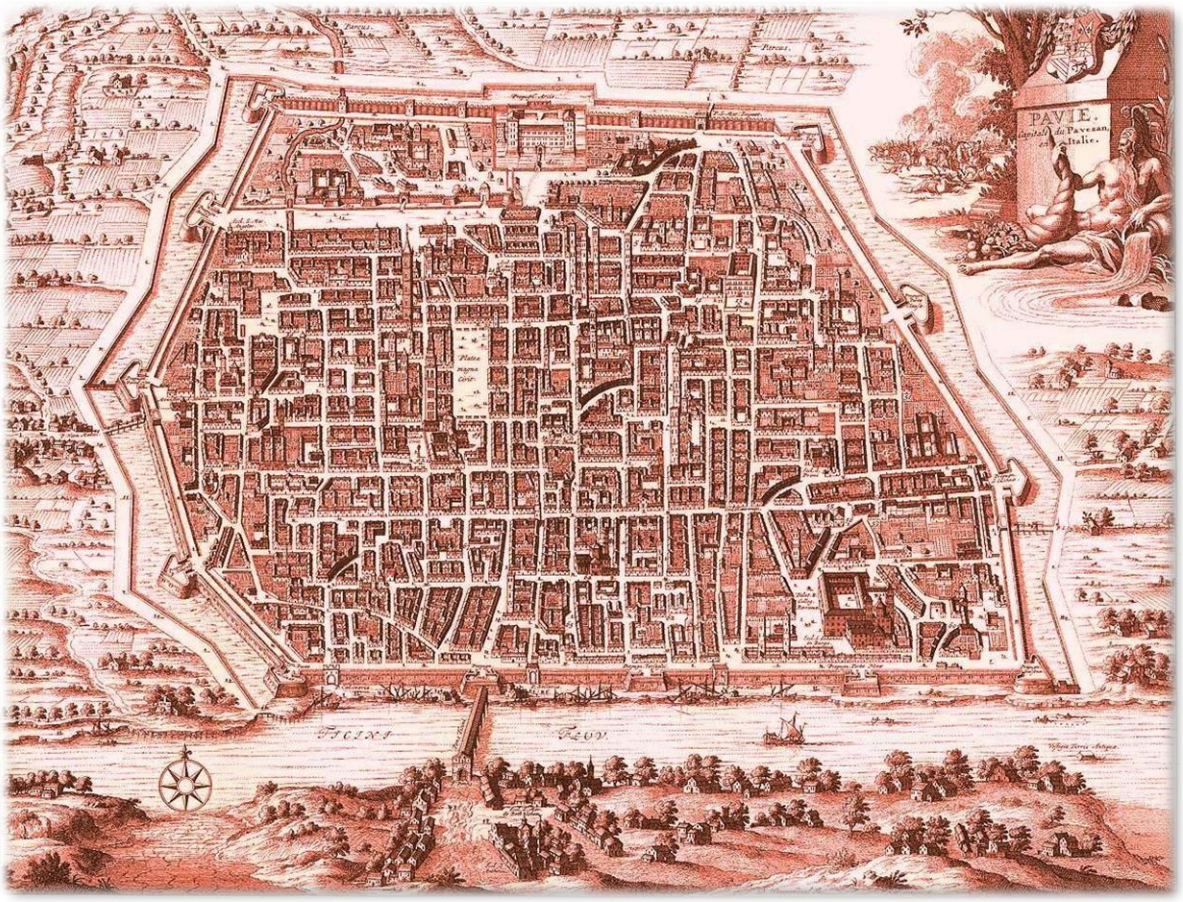
	with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
455 or 456	Map to a Minor, Relocated Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
457 or 458	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
459 or 460	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
461 or 462	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
463 or 464	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
465 or 466	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
467 or 468	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
469 or 470	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)

471 or 472	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
473 or 474	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
475 or 476	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
477 or 478	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
479 or 480	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
481 or 482	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
483 or 484	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
485 or 486	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
487 or 488	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, but the treasure

	has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
489 or 490	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
491 or 492	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
493 or 494	Map to a Minor, Relocated Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
495 or 496	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
497 or 498	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
499 or 500	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
RESULTS 501 TO 600	
501 or 502	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
503 or 504	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading

	to an urban locale; total treasure value between 500 and 1,000 GPV)
505 or 506	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
507 or 508	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
509 or 510	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
511 or 512	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
513 or 514	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
515 or 516	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
517 or 518	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
519 or 520	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading

	to an urban locale; total treasure value between 500 and 1,000 GPV)
521 or 522	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
523 or 524	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
525 or 526	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
527 or 528	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
529 or 530	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
531 or 532	Map to a Minor, Relocated Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 500 and 1,000 GPV)
533 or 534	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
535 or 536	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
537 or 538	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)



539 or 540	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
541 or 542	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
543 or 544	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
545 or 546	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)

547 or 548	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
549 or 550	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
551 or 552	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
553 or 554	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
555 or 556	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
557 or 558	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
559 or 560	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
561 or 562	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
563 or 564	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
565 or 566	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)

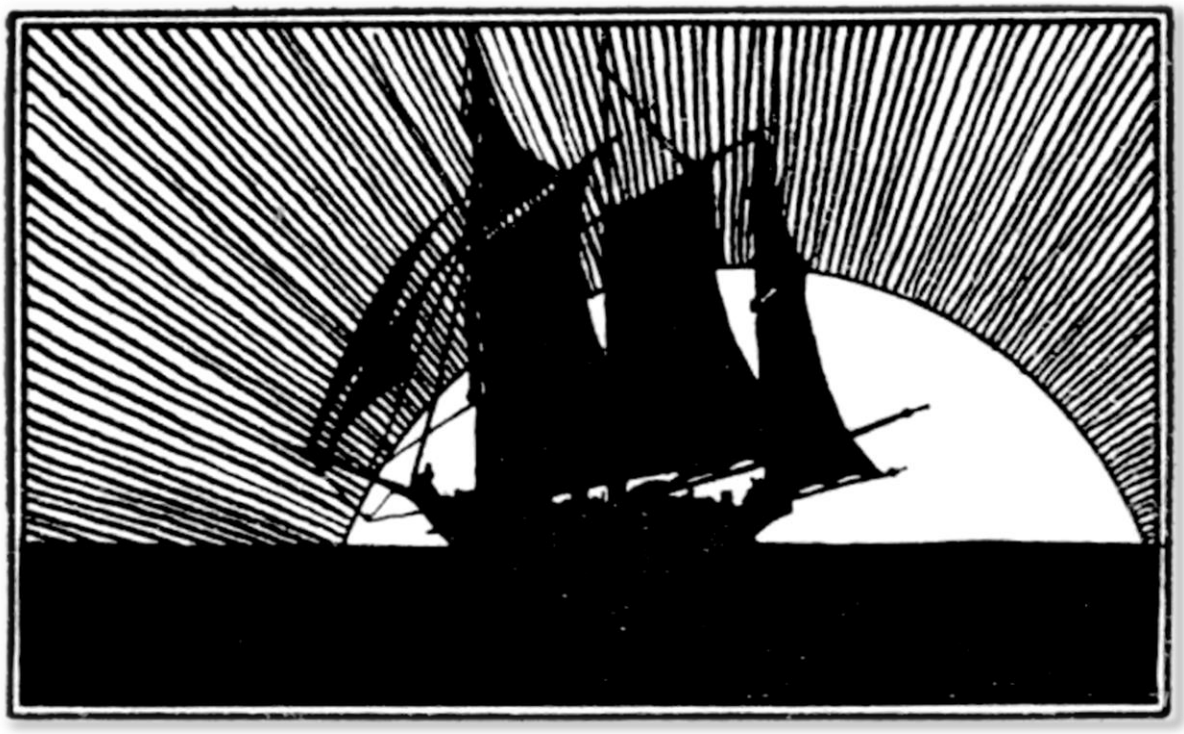
567 or 568	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
569 or 570	Map to a Minor, Submerged Combined Monetary and Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
571 or 572	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
573 or 574	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
575 or 576	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
577 or 578	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
579 or 580	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
581 or 582	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
583 or 584	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
585 or 586	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)

587 or 588	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
589 or 590	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
591 or 592	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
593 or 594	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
595 or 596	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
597 or 598	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
599 or 600	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
RESULTS 601 TO 700	
601 or 602	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
603 or 604	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)

605 or 606	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
607 or 608	Map to a Minor, Submerged Magical Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
609 or 610	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
611 or 612	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
613 or 614	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
615 or 616	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
617 or 618	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
619 or 620	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
621 or 622	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
623 or 624	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)

625 or 626	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
627 or 628	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
629 or 630	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
631 or 632	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
633 or 634	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
635 or 636	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
637 or 638	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
639 or 640	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
641 or 642	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)
643 or 644	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)

645 or 646	Map to a Minor, Submerged Monetary Treasure Cache (GPV 500-1,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 500 and 1,000 GPV)



647 or 648	Map to a Plundered Treasure (GPV 0) (leads to a crypt or tomb in the immediate area, but the treasure has already been plundered)
649 or 650	Map to a Plundered Treasure (GPV 0) (leads to a dungeon area / underground complex in the immediate area, but the treasure has already been plundered)
651 or 652	Map to a Plundered Treasure (GPV 0) (leads to a labyrinth of caves in the immediate area, but the treasure has already been plundered)
653 or 654	Map to a Plundered Treasure (GPV 0) (leads to a ruin in the immediate area, but the treasure has already been plundered)
655 or 656	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 5 miles distant, but the treasure has already been plundered)

657 or 658	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 6 miles distant, but the treasure has already been plundered)
AVERAGE GPV 1,500	
659 or 660	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
661 or 662	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
663 or 664	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
665 or 666	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
667 or 668	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
669 or 670	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
671 or 672	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
673 or 674	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
675 or 676	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)

677 or 678	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
679 or 680	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
681 or 682	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
683 or 684	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
685 or 686	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
687 or 688	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
689 or 690	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
691 or 692	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
693 or 694	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
695 or 696	Map to a Small, Buried Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)

697 or 698	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
699 or 700	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
RESULTS 701 TO 800	
701 or 702	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
703 or 704	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
705 or 706	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
707 or 708	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
709 or 710	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
711 or 712	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)



713 or 714	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
715 or 716	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
717 or 718	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
719 or 720	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
721 or 722	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)

723 or 724	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
725 or 726	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
727 or 728	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
729 or 730	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
731 or 732	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
733 or 734	Map to a Small, Buried Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
735 or 736	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
737 or 738	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
739 or 740	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
741 or 742	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)

743 or 744	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
745 or 746	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
747 or 748	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
749 or 750	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
751 or 752	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
753	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
754	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
755	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
756	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
757	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)

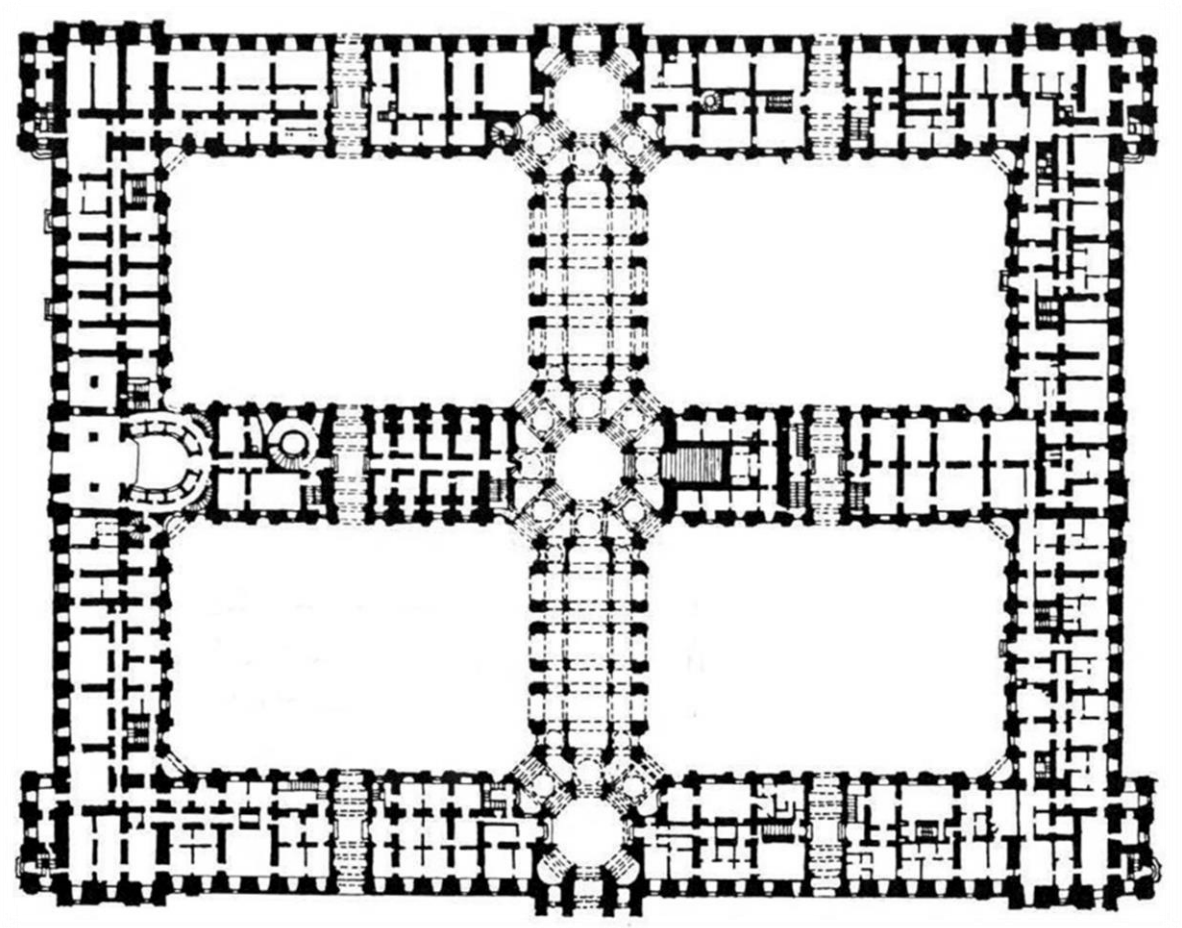
758	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
759	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
760	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
761	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
762	Map to a Small, Buried Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 1,000 and 2,000 GPV)
763	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
764	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
765	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
766	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
767	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)

768	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
769	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
770	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
771	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
772	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
773	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
774	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
775	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
776	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
777	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)

778	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
779	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
780	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
781	Map to a Small, Guarded Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
782	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
783	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
784	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
785	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
786	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
787	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)

788	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
789	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
790	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
791	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
792	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
793	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
794	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
795	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
796	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
797	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)

798	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
799	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
800	Map to a Small, Guarded Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)



RESULTS 801 TO 900	
801	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
802	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
803	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
804	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
805	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
806	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
807	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
808	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
809	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)

810	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
811	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
812	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
813	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
814	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
815	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
816	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
817	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
818	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)
819	Map to a Small, Guarded Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 1,000 and 2,000 GPV)

820	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
821	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
822	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
823	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
824	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
825	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
826	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
827	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)

828	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
829	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
830	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
831	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
832	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
833	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
834	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
835	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)

836	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
837	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
838	Map to a Small, Relocated Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
839	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
840	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
841	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
842	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
843	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
844	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, but the

	treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
845	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
846	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
847	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
848	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
849	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
850	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
851	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
852	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, but the treasure

	has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
853	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
854	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
855	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
856	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
857	Map to a Small, Relocated Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
858	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
859	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
860	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)



861	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
862	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
863	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)

864	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
865	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
866	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
867	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
868	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
869	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
870	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
871	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
872	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, but the

	treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
873	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
874	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
875	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
876	Map to a Small, Relocated Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 1,000 and 2,000 GPV)
877	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
878	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
879	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
880	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
881	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)

882	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
883	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
884	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
885	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
886	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
887	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
888	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
889	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
890	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
891	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)

892	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
893	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
894	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
895	Map to a Small, Submerged Combined Monetary and Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
896	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
897	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
898	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
899	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
900	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
RESULTS 901 TO 1,000	

901	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
902	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
903	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
904	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
905	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
906	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
907	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
908	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
909	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
910	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)

911	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
912	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
913	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
914	Map to a Small, Submerged Magical Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
915	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
916	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
917	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
918	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
919	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
920	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)

921	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
922	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
923	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
924	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
925	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
926	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
927	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
928	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
929	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
930	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)

931	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
933	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)
934	Map to a Small, Submerged Monetary Treasure Cache (GPV 1,000-2,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 1,000 and 2,000 GPV)



935	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 7 miles distant, but the treasure has already been plundered)
936	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 8 miles distant, but the treasure has already been plundered)

937	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 9 miles distant, but the treasure has already been plundered)
AVERAGE GPV 3,500	
938	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
939	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
940	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
941	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
942	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
943	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
944	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
945	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
946	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-

	29 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
947	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
948	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
949	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
950	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
951	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
952	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
953	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
954	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
955	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
956	Map to a Significant, Buried Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9

	miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
957	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
958	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
959	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
960	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
961	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
962	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
963	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
964	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
965	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
967	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the

	treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
968	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
969	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
970	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
971	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
972	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
973	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
974	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
975	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
976	Map to a Significant, Buried Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
977	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and

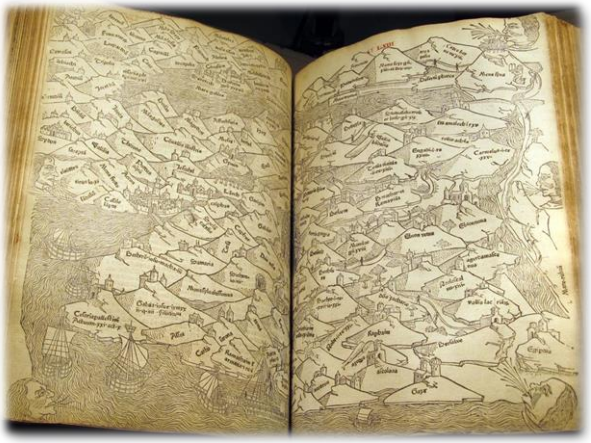
	the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
978	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
979	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
980	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
981	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
982	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
983	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
984	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
985	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
986	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
987	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and

	the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
988	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
989	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
990	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
991	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
992	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
993	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
994	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
995	Map to a Significant, Buried Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 2,000 and 5,000 GPV)
996	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
997	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is

	guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
998	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
999	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
000	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)

[IV-4]

MISCELLANEOUS TREASURE TABLE IX:
TREASURE MAPS
OF AVERAGE VALUE
3,500 TO 62,500 GOLD PIECES



RESULTS 001 TO 100	
D1000 Roll	**Miscellaneous Treasure**
001	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
002	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
003	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
004	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
005	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
006	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
007	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
008	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
009	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5

	miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
010	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
011	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
012	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
013	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
014	Map to a Significant, Guarded Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
015	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
016	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
017	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
018	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
019	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant,

	and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
020	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
021	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
022	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
023	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
024	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
025	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
026	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
027	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
028	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
029	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and

	the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
030	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
031	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
032	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
033	Map to a Significant, Guarded Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
034	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
035	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
036	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
037	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
038	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
039	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and

	the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
040	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
041	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
042	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
043	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
044	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
045	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
046	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
047	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
048	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
049	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the

	treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
050	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
051	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)
052	Map to a Significant, Guarded Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 2,000 and 5,000 GPV)



053	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
054	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
055	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
056	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
057	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
058	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
059	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
060	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)

061	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
062	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
063	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
064	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
065	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
066	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
067	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
068	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)

069	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
070	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
071	Map to a Significant, Relocated Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
072	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
073	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
074	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
075	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
076	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)

077	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
078	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
079	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
080	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
081	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
082	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
083	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
084	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)

085	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
086	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
087	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
088	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
089	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
090	Map to a Significant, Relocated Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
091	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
092	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)

093	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
094	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
095	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
096	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
097	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
098	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
099	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
100	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)

RESULTS 101 TO 200	
101	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
102	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
103	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
104	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
105	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
106	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
107	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
108	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, but the

	treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
109	Map to a Significant, Relocated Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 2,000 and 5,000 GPV)
110	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
111	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
112	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
113	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
114	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
115	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
116	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
117	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)

118	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
119	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
120	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
121	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
122	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
123	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
124	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
125	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
126	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
127	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)

128	Map to a Significant, Submerged Combined Monetary and Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
129	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
130	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
131	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
132	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
133	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
134	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
135	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
136	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
137	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)

138	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
139	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
140	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
141	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
142	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
143	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
144	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
145	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
146	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
147	Map to a Significant, Submerged Magical Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)

148	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
149	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
150	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
151	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
152	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
153	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
154	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
155	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
156	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
157	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)

158	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
159	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
160	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
161	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
162	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
163	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
164	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
165	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
166	Map to a Significant, Submerged Monetary Treasure Cache (GPV 2,000-5,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 2,000 and 5,000 GPV)
167	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 10-19 miles distant, but the treasure has already been plundered)

168	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 20-29 miles distant, but the treasure has already been plundered)
169	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 30-39 miles distant, but the treasure has already been plundered)
170	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 40-49 miles distant, but the treasure has already been plundered)
AVERAGE GPV 7,500	
171	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
172	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
173	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
174	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
175	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
176	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
177	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)

178	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
179	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
180	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
181	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
182	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
183	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
184	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
185	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
186	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
187	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)

188	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
189	Map to a Substantial, Buried Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
190	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
191	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
192	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
193	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
194	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
195	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
196	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
197	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)

198	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
199	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
200	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)



RESULTS 201 TO 300	
201	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
202	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
203	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
204	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
205	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
206	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
207	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
208	Map to a Substantial, Buried Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
209	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)

210	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
211	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
212	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
213	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
214	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
215	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
216	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
217	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
218	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
219	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)

220	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
221	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
222	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
223	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
224	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
225	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
226	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
227	Map to a Substantial, Buried Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 5,000 and 10,000 GPV)
228	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
229	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)

230	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)



231	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
232	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
233	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
234	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
235	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
236	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
237	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
238	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
239	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
240	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)

241	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
242	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
243	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
244	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
245	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
246	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
247	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
248	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
249	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
250	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)

251	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
252	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
253	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
254	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
255	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
256	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
257	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
258	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
259	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
260	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)

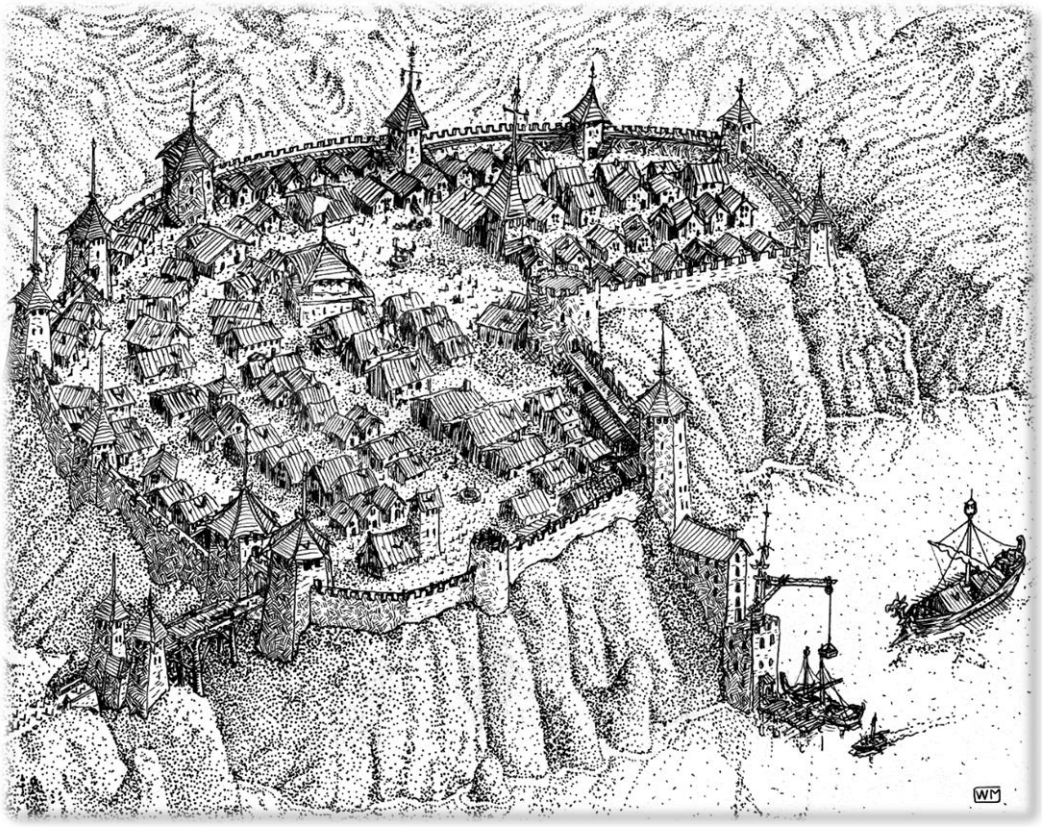
261	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
262	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
263	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
264	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
265	Map to a Substantial, Guarded Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
266	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
267	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
268	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
269	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
270	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)

271	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
272	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
273	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
274	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
275	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
276	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
277	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
278	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
279	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
280	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)

281	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
282	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
283	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
284	Map to a Substantial, Guarded Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 5,000 and 10,000 GPV)
285	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
286	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
287	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
288	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
289	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and

	relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
290	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
291	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
292	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
293	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
294	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
295	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
296	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
297	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and

	relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
298	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
299	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
300	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)



RESULTS 301 TO 400	
301	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
302	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
303	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
304	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
305	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
306	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
307	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
308	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant,

	but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
309	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
310	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
311	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
312	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
313	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
314	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
315	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
316	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence

	leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
317	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
318	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
319	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
320	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
321	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
322	Map to a Substantial, Relocated Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
323	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
324	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and

	relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
325	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
326	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
327	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
328	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
329	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
330	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
331	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
332	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence

	leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
333	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
334	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
335	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
336	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
337	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
338	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
339	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
340	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading

	to an urban locale; total treasure value between 5,000 and 10,000 GPV)
341	Map to a Substantial, Relocated Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 5,000 and 10,000 GPV)
342	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
343	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
344	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
345	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
346	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
347	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
348	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
349	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)

350	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
351	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
352	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
353	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
354	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
355	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
356	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
357	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
358	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
359	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)

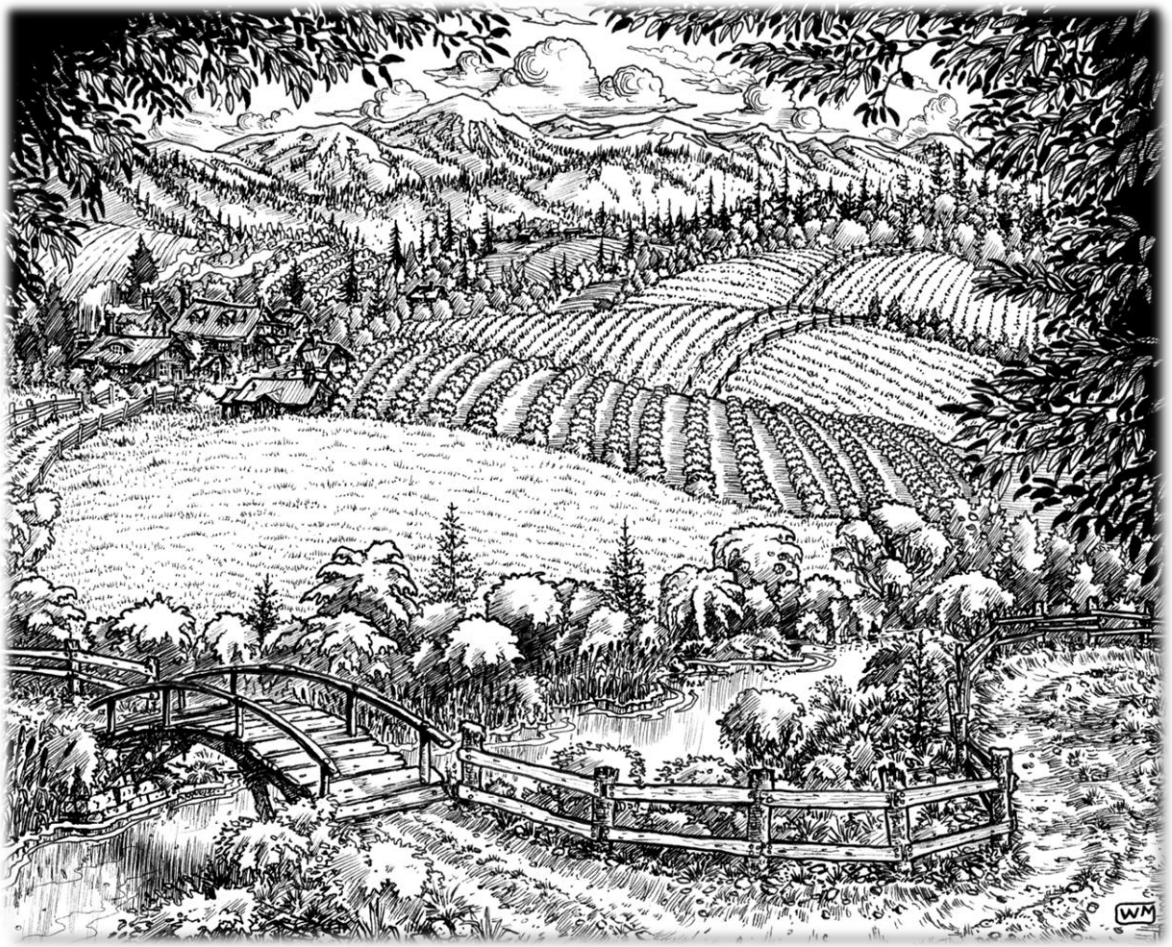
360	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
361	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
362	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
363	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
364	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
365	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
366	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
367	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
368	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
369	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)

370	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
371	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
372	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
373	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
374	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
375	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
376	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
377	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
378	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
379	Map to a Substantial, Submerged Magical Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)

380	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
381	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
382	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
383	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
384	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
385	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
386	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
387	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
388	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
389	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)

390	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
391	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
392	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
393	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
394	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
395	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
396	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
397	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
398	Map to a Substantial, Submerged Monetary Treasure Cache (GPV 5,000-10,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 5,000 and 10,000 GPV)
399	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 50-99 miles distant, but the treasure has already been plundered)

400	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 100-149 miles distant, but the treasure has already been plundered)



RESULTS 401 TO 500	
401	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 150-199 miles distant, but the treasure has already been plundered)
AVERAGE GPV 15,000	

402	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
403	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
404	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
405	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
406	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
407	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
408	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
409	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
410	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
411	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)

412	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
413	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
414	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
415	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
416	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
417	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
418	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
419	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
420	Map to a Substantial, Buried Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
421	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)

422	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
423	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
424	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
425	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
426	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
427	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
428	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
429	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
430	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
431	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)

432	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
433	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
434	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
435	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
436	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
437	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
438	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
439	Map to a Substantial, Buried Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
440	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
441	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)

442	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
443	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
444	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
445	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
446	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
447	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
448	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
449	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
450	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
451	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)

452	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
453	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
454	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
455	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
456	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
457	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
458	Map to a Substantial, Buried Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 10,000 and 20,000 GPV)
459	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
460	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
461	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a

	monster in its lair; total treasure value between 10,000 and 20,000 GPV)
462	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
463	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
464	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
465	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
466	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
467	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
468	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
469	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
470	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
471	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area

	40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
472	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
473	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
474	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
475	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
476	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
477	Map to a Substantial, Guarded Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
478	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
479	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
480	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
481	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the

	treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
482	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
483	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
484	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
485	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
486	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
487	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
488	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
489	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
490	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
491	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the

	treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
492	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
493	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
494	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
495	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
496	Map to a Substantial, Guarded Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
497	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
498	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
499	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
500	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)



RESULTS 501 TO 600	
501	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
502	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
503	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)

504	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
505	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
506	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
507	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
508	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
509	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
510	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
511	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
512	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
513	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)

514	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
515	Map to a Substantial, Guarded Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 10,000 and 20,000 GPV)
516	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
517	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
518	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
519	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
520	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
521	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
522	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area

	150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
523	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
524	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
525	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
526	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
527	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
528	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
529	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
530	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and

	relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
531	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
532	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
533	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
534	Map to a Substantial, Relocated Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
535	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
536	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
537	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
538	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading

	to an urban locale; total treasure value between 10,000 and 20,000 GPV)
539	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
540	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
541	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
542	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
543	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
544	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
545	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
546	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence

	leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
547	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
548	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
549	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
550	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
551	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
552	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
553	Map to a Substantial, Relocated Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
554	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence

	leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
555	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
556	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
557	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
558	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
559	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
560	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
561	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
562	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence

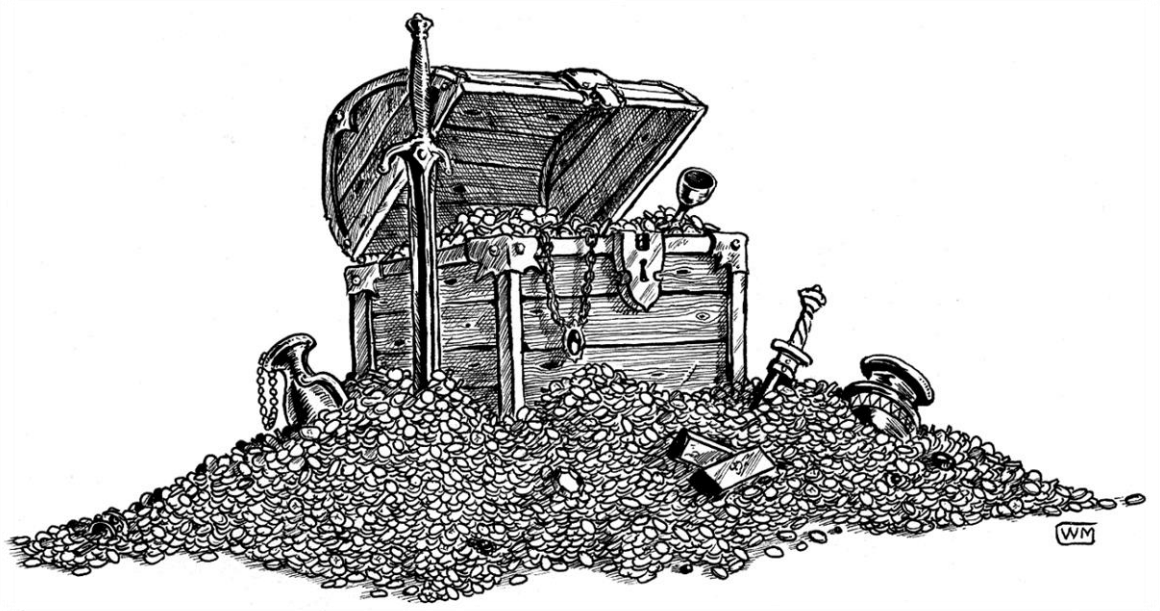
	leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
563	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
564	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
565	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
566	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
567	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
568	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
569	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
570	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading

	to an urban locale; total treasure value between 10,000 and 20,000 GPV)
571	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
572	Map to a Substantial, Relocated Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 10,000 and 20,000 GPV)
573	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
574	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
575	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
576	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
577	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
578	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)

579	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
580	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
581	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
582	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
583	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
584	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
585	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
586	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)

587	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
588	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
589	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
590	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
591	Map to a Substantial, Submerged Combined Monetary and Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
592	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
593	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
594	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
595	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the

	treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
596	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
597	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
598	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
599	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
600	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)



RESULTS 601 TO 700	
601	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
602	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
603	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
604	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
605	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
606	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
607	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
608	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
609	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)

610	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
611	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
612	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
613	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
614	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
615	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
616	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
617	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
618	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
619	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)

620	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
621	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
622	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
623	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
624	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
625	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
626	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
627	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
628	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)
629	Map to a Substantial, Submerged Monetary Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 10,000 and 20,000 GPV)

630	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 200-299 miles distant, but the treasure has already been plundered)
631	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 300-399 miles distant, but the treasure has already been plundered)
AVERAGE GPV 35,000	
632	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
633	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
634	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
635	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
636	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
637	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
638	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
639	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area

	200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
640	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
641	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
642	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
643	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
644	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
645	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
646	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
647	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
648	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
649	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8

	miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
650	Map to a Great, Buried Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
651	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
652	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
653	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
654	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
655	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
656	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
657	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
658	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
659	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the

	treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
660	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
661	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
662	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
663	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
664	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
665	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
666	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
667	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
668	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
669	Map to a Great, Buried Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the

	treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
670	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
671	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
672	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
673	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
674	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
675	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
676	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
677	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
678	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
679	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the

	treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
670	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
671	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
672	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
673	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
674	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
675	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
676	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
677	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
678	Map to a Great, Buried Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 20,000 and 50,000 GPV)
679	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in

	the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
680	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
681	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
682	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
683	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
684	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
685	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
686	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
687	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
688	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)

689	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
690	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
691	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
692	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
693	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
694	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
695	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
696	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
697	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
698	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)

699	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)
700	Map to a Substantial, Submerged Magical Treasure Hoard (GPV 10,000-20,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value dependent on GM preference, averaging 35,000 GPV)



RESULTS 701 TO 800	
701	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
702	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
703	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
704	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
705	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
706	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
707	Map to a Great, Guarded Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
708	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
709	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)

710	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
711	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
712	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
713	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
714	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
715	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
716	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
717	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
718	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
719	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)

720	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
721	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
722	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
723	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
724	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
725	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
726	Map to a Great, Guarded Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
727	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
728	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
729	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)

730	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
731	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
732	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
733	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
734	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
735	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
736	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
737	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
738	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
739	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)

740	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
741	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
742	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
743	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
744	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
745	Map to a Great, Guarded Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 20,000 and 50,000 GPV)
746	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
747	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
748	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)

749	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
750	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
751	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
752	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
753	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
754	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
755	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
756	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)

757	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
758	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
759	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
760	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
761	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
762	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
763	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
764	Map to a Great, Relocated Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)

765	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
776	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
777	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
778	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
779	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
780	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
781	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
782	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)

783	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
784	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
785	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
786	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
787	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
788	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
789	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
790	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)

791	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
792	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
793	Map to a Great, Relocated Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
794	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
795	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
796	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
797	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
798	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)

799	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
800	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
RESULTS 801 TO 900	
801	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
802	Map to a Great, Relocated Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 20,000 and 50,000 GPV)
803	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
804	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
805	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
806	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the

	immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
807	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
808	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
809	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
810	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
811	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
812	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
813	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
814	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
815	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area

	40-49 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
816	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
817	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
818	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
819	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
820	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
821	Map to a Great, Submerged Combined Monetary and Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
822	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
823	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
824	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
825	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the

	treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
826	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
827	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
828	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
829	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
830	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
831	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
832	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
833	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
834	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
835	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the

	treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
836	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
837	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
838	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
839	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
840	Map to a Great, Submerged Magical Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
841	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
842	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
843	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
844	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
845	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 100-149 miles distant,

	and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
846	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
847	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
848	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
849	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
850	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
851	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
852	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
853	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
854	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
855	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 50-99 miles distant,

	and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
856	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
857	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
858	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
859	Map to a Great, Submerged Monetary Treasure Hoard (GPV 20,000-50,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 20,000 and 50,000 GPV)
860	Map to a Plundered Treasure (GPV 0) (leads to an outdoor area 400-500 miles distant, but the treasure has already been plundered)
AVERAGE GPV 62,500	
861	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
862	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
863	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
864	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)

865	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
866	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
867	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
868	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
869	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
870	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
871	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
872	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
873	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
874	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)

875	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
876	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
877	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
878	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
879	Map to a Rich, Buried Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
880	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
881	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
882	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
883	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
884	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)

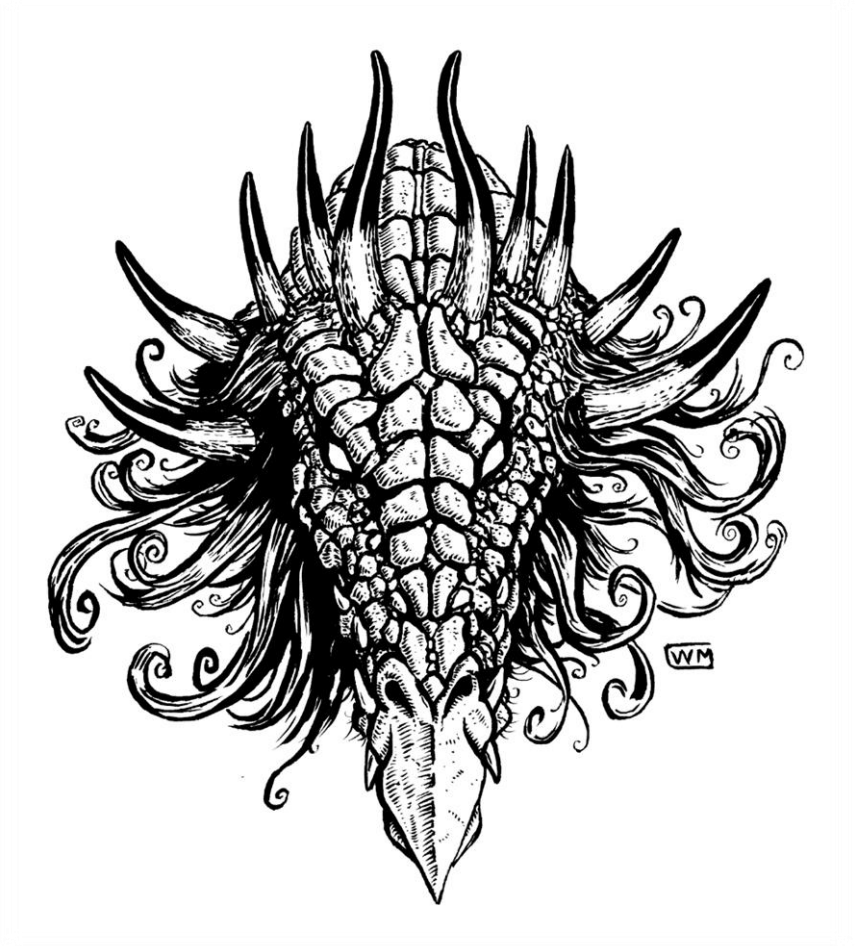
885	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
886	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
887	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
888	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
889	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
890	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
891	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
892	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
893	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
894	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)

895	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
896	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
897	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
898	Map to a Rich, Buried Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
899	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
900	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
RESULTS 901 TO 1,000	
901	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
902	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
903	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)

904	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
905	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
906	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
907	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
908	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
909	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
910	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
911	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
912	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
913	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)

914	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
915	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
916	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
917	Map to a Rich, Buried Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 50,000 and 75,000 GPV)
918	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
919	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
920	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
921	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
922	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
923	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area

	10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
924	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
925	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
926	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)



927	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
928	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
929	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
930	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
931	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
932	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
933	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
934	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
935	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
936	Map to a Rich, Guarded Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)

937	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
938	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
939	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
940	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
941	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
942	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
943	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
944	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
945	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
946	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)

947	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
948	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
949	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
950	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
951	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
952	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
953	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
954	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
955	Map to a Rich, Guarded Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
956	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)

957	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
958	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
959	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
960	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
961	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
962	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
963	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
964	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
965	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
966	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)

967	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
968	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
969	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
970	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
971	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
972	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
973	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
974	Map to a Rich, Guarded Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 50,000 and 75,000 GPV)
975	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
976	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an

	urban locale; total treasure value between 50,000 and 75,000 GPV)
977	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
978	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
979	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
980	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
981	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
982	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
983	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
984	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and

	relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
985	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
986	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
987	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
988	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
989	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
990	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
991	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
992	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated,

	with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
993	Map to a Rich, Relocated Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
994	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
995	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
996	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
997	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
998	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
999	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
000	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading

	to an urban locale; total treasure value between 50,000 and 75,000 GPV)



[IV-5]

MISCELLANEOUS TREASURE TABLE X:
TREASURE MAPS
OF AVERAGE VALUE
62,500+ GOLD PIECES

RESULTS 001 TO 100	
D1000 Roll	**Miscellaneous Treasure**
001	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, but the

	treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)

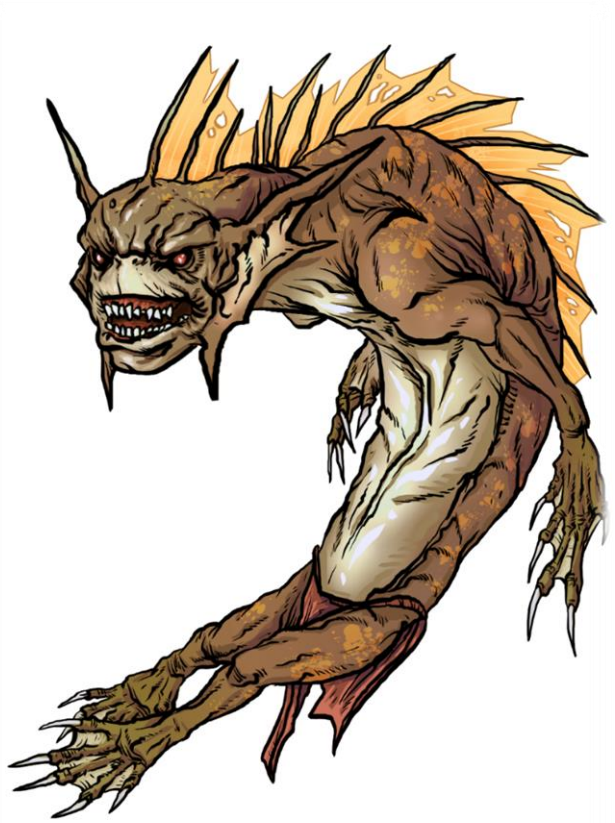


002	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
003	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
004	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
005	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
006	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
007	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
008	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
009	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)

010	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
011	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
012	Map to a Rich, Relocated Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
013	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
014	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
015	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
016	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
017	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)

018	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
019	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
020	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
021	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
022	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
023	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
024	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
025	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)

026	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
027	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
028	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
029	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
030	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
031	Map to a Rich, Relocated Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 50,000 and 75,000 GPV)
032	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)



033	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
034	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
035	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)

036	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
037	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
038	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
039	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
040	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
041	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
042	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
043	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
044	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)

045	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
046	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
047	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
048	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
049	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
050	Map to a Rich, Submerged Combined Monetary and Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
051	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
052	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
053	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
054	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)

055	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
056	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
057	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
058	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
059	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
060	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
061	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
062	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
063	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
064	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)

065	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
066	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
067	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
068	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
069	Map to a Rich, Submerged Magical Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
070	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
071	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
072	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
073	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
074	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)

075	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
076	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
077	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
078	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
079	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
080	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
081	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
082	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
083	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
084	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)

085	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
086	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
087	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
088	Map to a Rich, Submerged Monetary Treasure Hoard (GPV 50,000-75,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 50,000 and 75,000 GPV)
AVERAGE GPV 87,500	
089	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
090	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
091	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)



092	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
093	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
094	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
095	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)

096	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
097	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
098	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
099	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
100	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
RESULTS 101 TO 200	
101	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
102	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
103	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
104	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area

	6 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
105	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
106	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
107	Map to a Wondrous, Buried Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
108	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
109	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
110	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
111	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
112	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
113	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)

114	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
115	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
116	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
117	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
118	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
119	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
120	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
121	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
122	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
123	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)

124	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
125	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
126	Map to a Wondrous, Buried Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
127	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
128	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
129	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
130	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
131	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
132	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
133	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)

134	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
135	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
136	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
137	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
138	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
139	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
140	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
141	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
142	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
143	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)

144	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
145	Map to a Wondrous, Buried Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 75,000 and 100,000 GPV)
146	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
147	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
148	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
149	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
150	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
151	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
152	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
153	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area

	200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
154	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
155	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
156	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
157	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
158	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
159	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
160	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
161	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
162	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
163	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area

	8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
164	Map to a Wondrous, Guarded Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
165	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
166	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
167	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
168	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
169	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
170	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
171	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
172	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)

173	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
174	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
175	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
176	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
177	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
178	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
179	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
180	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
181	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
182	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)

183	Map to a Wondrous, Guarded Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
184	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
185	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
186	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
187	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
188	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
189	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
190	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
191	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
192	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)

193	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
194	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
195	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
196	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
197	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
198	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
199	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
200	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
RESULTS 201 TO 300	
201	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)

202	Map to a Wondrous, Guarded Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 75,000 and 100,000 GPV)
203	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)



204	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
205	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
206	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
207	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
208	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
209	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
210	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
211	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)

212	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
213	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
214	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
215	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
216	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
217	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
218	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
219	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)

220	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
221	Map to a Wondrous, Relocated Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
222	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
223	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
224	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
225	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
226	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
227	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)

228	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
229	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
230	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
231	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
232	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
233	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
234	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
235	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)

236	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
237	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
238	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
239	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
240	Map to a Wondrous, Relocated Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
241	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
242	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
243	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)

244	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
245	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
246	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
247	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
248	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
249	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
250	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
251	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)

252	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
253	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
254	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
255	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
256	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
257	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
258	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)
259	Map to a Wondrous, Relocated Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 75,000 and 100,000 GPV)

260	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)



261	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
262	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
263	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
264	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
265	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
266	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
267	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
268	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
269	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged

	underwater; total treasure value between 75,000 and 100,000 GPV)
270	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
271	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
272	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
273	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
274	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
275	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
276	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
277	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
278	Map to a Wondrous, Submerged Combined Monetary and Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)

279	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
280	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
281	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
282	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
283	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
284	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
285	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
286	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
287	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
288	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)

289	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
290	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
291	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
292	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
293	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
294	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
295	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
296	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
297	Map to a Wondrous, Submerged Magical Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
298	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)

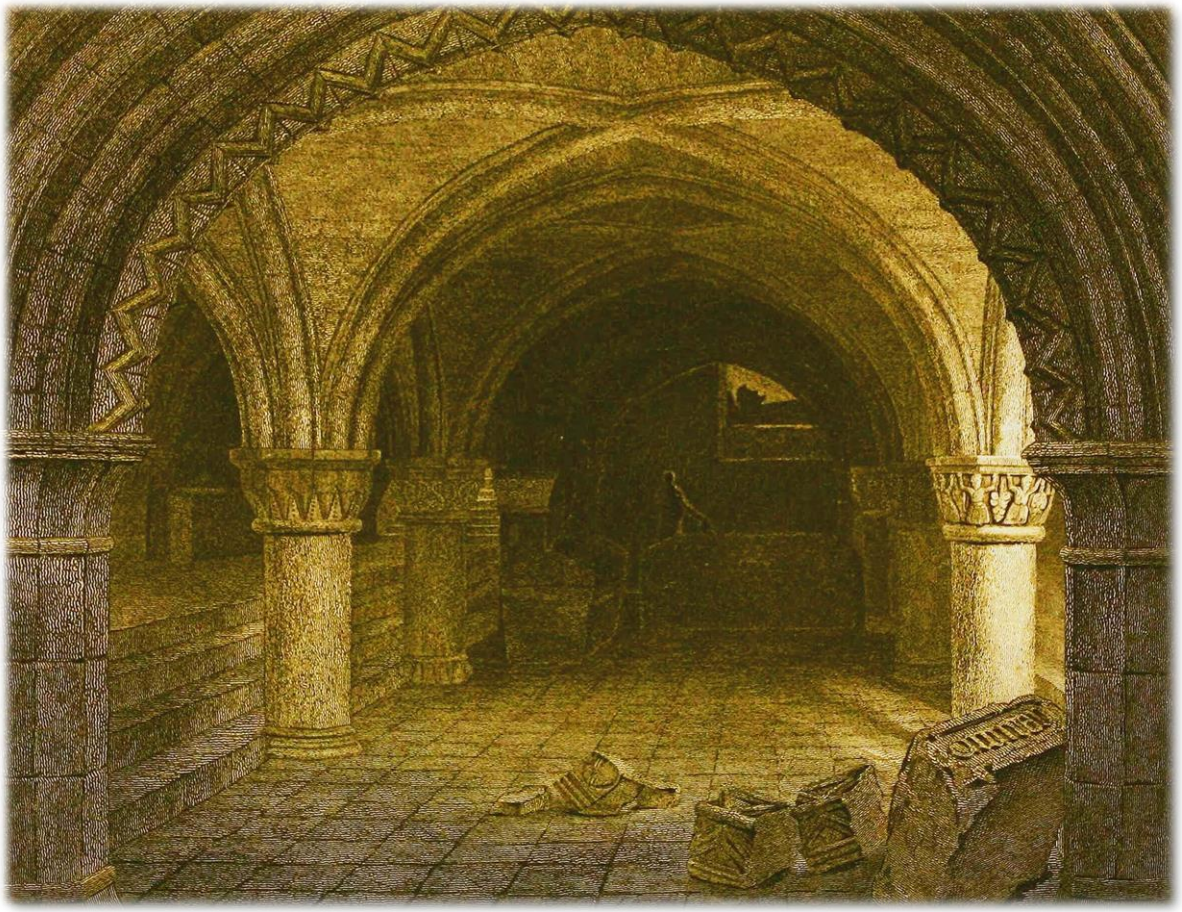
299	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
300	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
RESULTS 301 TO 400	
301	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
302	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
303	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
304	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
305	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
306	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
307	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)

308	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
309	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
310	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
311	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
312	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
313	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
314	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
315	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
316	Map to a Wondrous, Submerged Monetary Treasure Hoard (GPV 75,000-100,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 75,000 and 100,000 GPV)
AVERAGE GPV 112,500	
317	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb

	in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
318	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
319	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
320	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
321	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
322	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
323	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
324	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
325	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
326	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area

	300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
327	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
328	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
329	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
330	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
331	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
332	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
333	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
334	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
335	Map to a Fabled, Buried Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)

336	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)



337	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
338	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
339	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure

	is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
340	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
341	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
342	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
343	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
344	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
345	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
346	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
347	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
348	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
349	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and the

	treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
350	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
351	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
352	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
353	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
354	Map to a Fabled, Buried Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
355	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
356	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
357	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
358	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
359	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, and

	the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
360	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
361	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
362	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
363	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
364	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
365	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
366	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
367	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
368	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
369	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the

	treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
370	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
371	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
372	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
373	Map to a Fabled, Buried Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 100,000 and 125,000 GPV)
374	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
375	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
376	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
377	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
378	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster

	in its lair; total treasure value between 100,000 and 125,000 GPV)
379	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
380	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
381	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
382	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
383	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
384	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
385	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
386	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
387	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area

	5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
388	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
389	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
390	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
391	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
392	Map to a Fabled, Guarded Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
393	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
394	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
395	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
396	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
397	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles

	distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
398	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
399	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
400	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
RESULTS 401 TO 500	
401	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
402	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
403	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
404	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
405	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
406	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and

	the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
407	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
408	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
409	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
410	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
411	Map to a Fabled, Guarded Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
412	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
413	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
414	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
415	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
416	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles

	distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
417	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
418	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
419	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
420	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
421	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
422	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
423	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
424	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
425	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
426	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant,

	and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
427	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
428	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
429	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
430	Map to a Fabled, Guarded Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 100,000 and 125,000 GPV)
431	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
432	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
433	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
434	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)



435	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
436	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
437	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
438	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
439	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
440	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
441	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
442	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)

443	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
444	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
445	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
446	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
447	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
448	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
449	Map to a Fabled, Relocated Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
450	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)

451	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
452	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
453	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
454	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
455	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
456	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
457	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
458	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)

459	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
460	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
461	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
462	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
463	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
464	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
465	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
466	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)

467	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
468	Map to a Fabled, Relocated Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
469	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
470	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
471	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
472	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
473	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
474	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)

475	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
476	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
477	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
478	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
479	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
480	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
481	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
482	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)

483	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
484	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
485	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
486	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
487	Map to a Fabled, Relocated Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 100,000 and 125,000 GPV)
490	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
491	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
492	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)



493	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)

494	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
495	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
496	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
497	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
498	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
499	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
500	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
RESULTS 501 TO 600	
501	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)

502	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
503	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
504	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
505	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
506	Map to a Fabled, Submerged Combined Monetary and Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
507	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
508	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
509	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
510	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
511	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)

512	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
513	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
514	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
515	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
516	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
517	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
518	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
519	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
520	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
521	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)

522	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
523	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
524	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
525	Map to a Fabled, Submerged Magical Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
526	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
527	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
528	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
529	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
530	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
531	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)

532	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
533	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
534	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
535	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
536	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
537	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
538	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
539	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
540	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
541	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)

542	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
543	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
544	Map to a Fabled, Submerged Monetary Treasure Hoard (GPV 100,000-125,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 100,000 and 125,000 GPV)
AVERAGE GPV 137,500	
545	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
546	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
547	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
548	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
549	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
550	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)

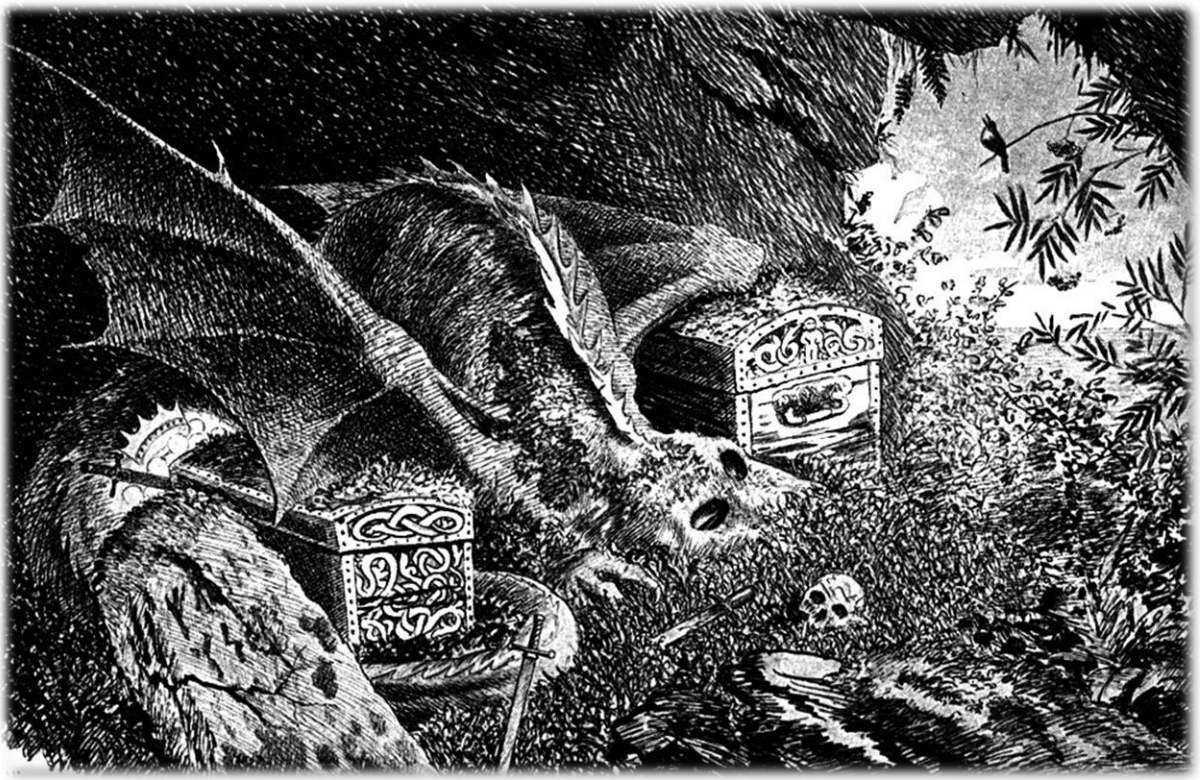
551	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
552	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
553	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
554	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
555	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
556	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
557	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
558	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
559	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)

560	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
561	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
562	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
563	Map to a Draconian, Buried Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
564	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
565	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
566	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
567	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
568	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
569	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)

570	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
571	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
572	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
573	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
574	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
575	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
576	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
577	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
578	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
579	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)

580	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
581	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
582	Map to a Draconian, Buried Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
583	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
584	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
585	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
586	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
587	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
588	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
589	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)

590	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
591	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)



592	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
593	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)

594	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
595	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
596	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
597	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
598	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
599	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
600	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
RESULTS 601 TO 700	
601	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
602	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)



603	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
604	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
605	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
606	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
607	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
608	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
609	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
610	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
611	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster

	in its lair; total treasure value between 125,000 and 150,000 GPV)
612	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
613	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
614	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
615	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
616	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
617	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
618	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
619	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
620	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
621	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate

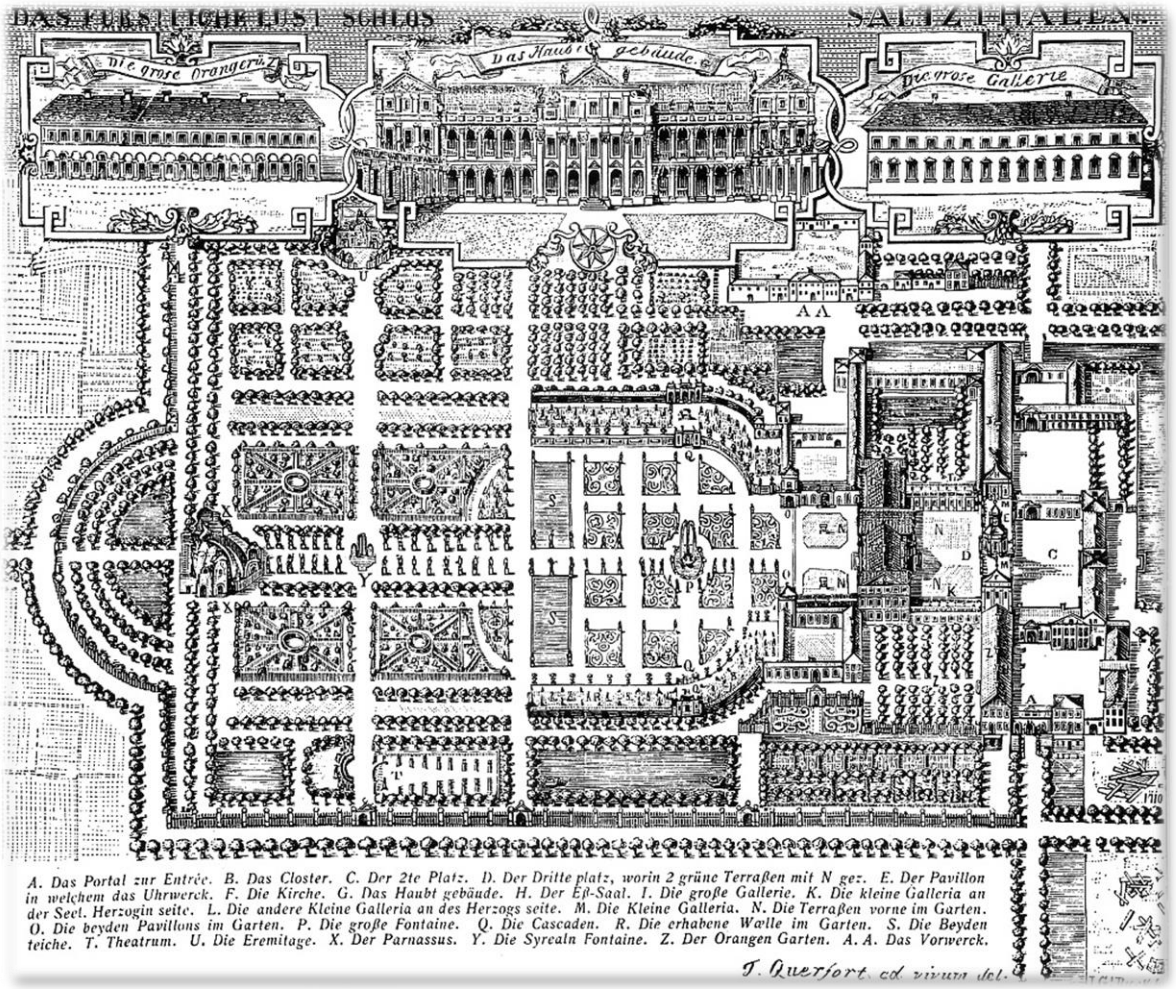
	area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
622	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
623	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
624	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
625	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
626	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
627	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
628	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
629	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
630	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)

631	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
632	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
633	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
634	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
635	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
636	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
637	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
638	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
639	Map to a Draconian, Guarded Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
640	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)

641	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
642	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
643	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
644	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
645	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
646	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
647	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
648	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
649	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
650	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)

651	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
652	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
653	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
654	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
655	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
656	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
657	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
658	Map to a Draconian, Guarded Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
659	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
660	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an

	urban locale; total treasure value between 125,000 and 150,000 GPV)
661	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
662	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)



663	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
664	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
665	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
666	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
667	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
668	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
669	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
670	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)

671	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
672	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
673	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
674	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
675	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
676	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
677	Map to a Draconian, Relocated Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
678	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)

679	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
670	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
671	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
672	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
673	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
674	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
675	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
676	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)

677	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
678	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
679	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
680	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
681	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
682	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
683	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
684	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)

685	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
686	Map to a Draconian, Relocated Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
687	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
688	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
689	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
690	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
691	Map to a Draconian, Buried Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 125,000 and 150,000 GPV)
692	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
693	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area

	/ underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
694	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
695	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
696	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
697	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
698	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
699	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
700	Map to a Draconian, Guarded Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 125,000 and 150,000 GPV)
RESULTS 701 TO 800	
701	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles

	distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
702	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
703	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
704	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
705	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
706	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
707	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
708	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
709	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence

	leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
710	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
711	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
712	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
713	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
714	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
715	Map to a Draconian, Relocated Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 125,000 and 150,000 GPV)
716	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
717	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and

	the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)



718	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
719	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
720	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is

	submerged underwater; total treasure value between 125,000 and 150,000 GPV)
721	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
722	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
723	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
724	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
725	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
726	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
727	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
728	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged

	underwater; total treasure value between 125,000 and 150,000 GPV)
729	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
730	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
731	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
732	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
733	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
734	Map to a Draconian, Submerged Combined Monetary and Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
735	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
736	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)

737	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
738	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
739	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
740	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
741	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
742	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
743	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
744	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
745	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
746	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)

747	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
748	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
749	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
750	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
751	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
752	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
753	Map to a Draconian, Submerged Magical Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
754	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
755	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
756	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)

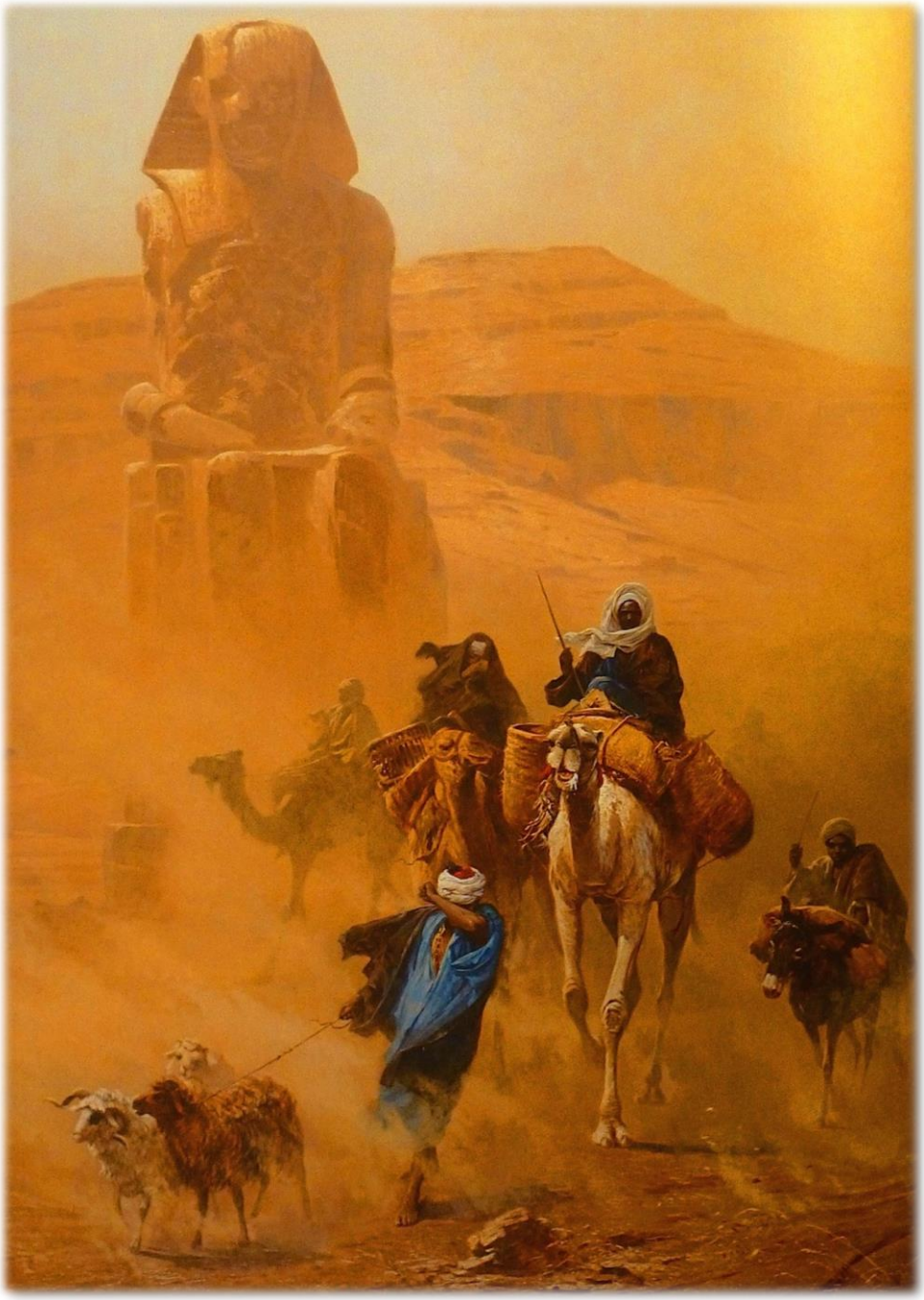
757	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
758	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
759	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
760	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
761	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
762	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
763	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
764	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
765	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
776	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)

777	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
778	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
779	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
780	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
781	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
782	Map to a Draconian, Submerged Monetary Treasure Hoard (GPV 125,000-150,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 125,000 and 150,000 GPV)
AVERAGE GPV 175,000	
783	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
784	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
785	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)

786	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
787	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
788	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
789	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
790	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
791	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
792	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
793	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
794	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)

795	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
796	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
797	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
798	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
799	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
800	Map to a Legendary, Buried Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
RESULTS 801 TO 900	
801	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
802	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
803	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)

804	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)



805	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
806	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
807	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
808	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
809	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
810	Map to a Legendary, Buried Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
811	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
812	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
813	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)



814	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
815	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
816	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
817	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)

818	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
819	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
820	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
821	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
822	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
823	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
824	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
825	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
826	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
827	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)

828	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
829	Map to a Legendary, Buried Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is buried and unguarded; total treasure value between 150,000 and 200,000 GPV)
830	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
831	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
832	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
833	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
834	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
835	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
836	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)

837	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
838	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
839	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
840	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
841	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
842	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
843	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
844	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
845	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
846	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area

	7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
847	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
848	Map to a Legendary, Guarded Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
849	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
850	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
851	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
852	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
853	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
854	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
855	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)

856	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
857	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
858	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
859	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
860	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
861	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
862	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
863	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
864	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
865	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)

866	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
867	Map to a Legendary, Guarded Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
868	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
869	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
870	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
871	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
872	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
873	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
874	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
875	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)

876	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
877	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
878	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
879	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
880	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
881	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
882	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
883	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
884	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)
885	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)

886	Map to a Legendary, Guarded Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is guarded by a monster in its lair; total treasure value between 150,000 and 200,000 GPV)



887	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
888	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
889	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
890	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
891	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
892	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
893	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
894	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)

895	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
896	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
897	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
898	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
899	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
900	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
RESULTS 901 TO 1,000	
901	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
902	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area

	6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
903	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
904	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
905	Map to a Legendary, Relocated Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
906	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
907	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
908	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
909	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
910	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with

	evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
911	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
912	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
913	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
914	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
915	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
916	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
917	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
918	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence

	leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
919	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
920	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
921	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
922	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
923	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
924	Map to a Legendary, Relocated Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
925	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
926	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, but the treasure has been

	plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
927	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
928	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
929	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
930	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
931	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
932	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
933	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
934	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, but the treasure has been plundered and relocated, with

	evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
935	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
936	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)



937	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, but the treasure has been plundered and relocated, with evidence

	leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
938	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
939	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
940	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
941	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
942	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
943	Map to a Legendary, Relocated Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, but the treasure has been plundered and relocated, with evidence leading to an urban locale; total treasure value between 150,000 and 200,000 GPV)
944	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
945	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure

	is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
946	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
947	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
948	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
949	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
950	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
951	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
952	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
953	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
954	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area

	30-39 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
955	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
956	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
957	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
958	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
959	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
960	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
961	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
962	Map to a Legendary, Submerged Combined Monetary and Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
963	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)

964	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
965	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
966	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
967	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
968	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
969	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
970	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
971	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
972	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
973	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)

974	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
975	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
976	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
977	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
978	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
979	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
980	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
981	Map to a Legendary, Submerged Magical Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
982	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a crypt or tomb in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
983	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a dungeon area / underground complex in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)

984	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a labyrinth of caves in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
985	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to a ruin in the immediate area, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
986	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 100-149 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
987	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 10-19 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
988	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 150-199 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
989	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 200-299 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
990	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 20-29 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
991	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 300-399 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
992	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 30-39 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
993	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 400-500 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)

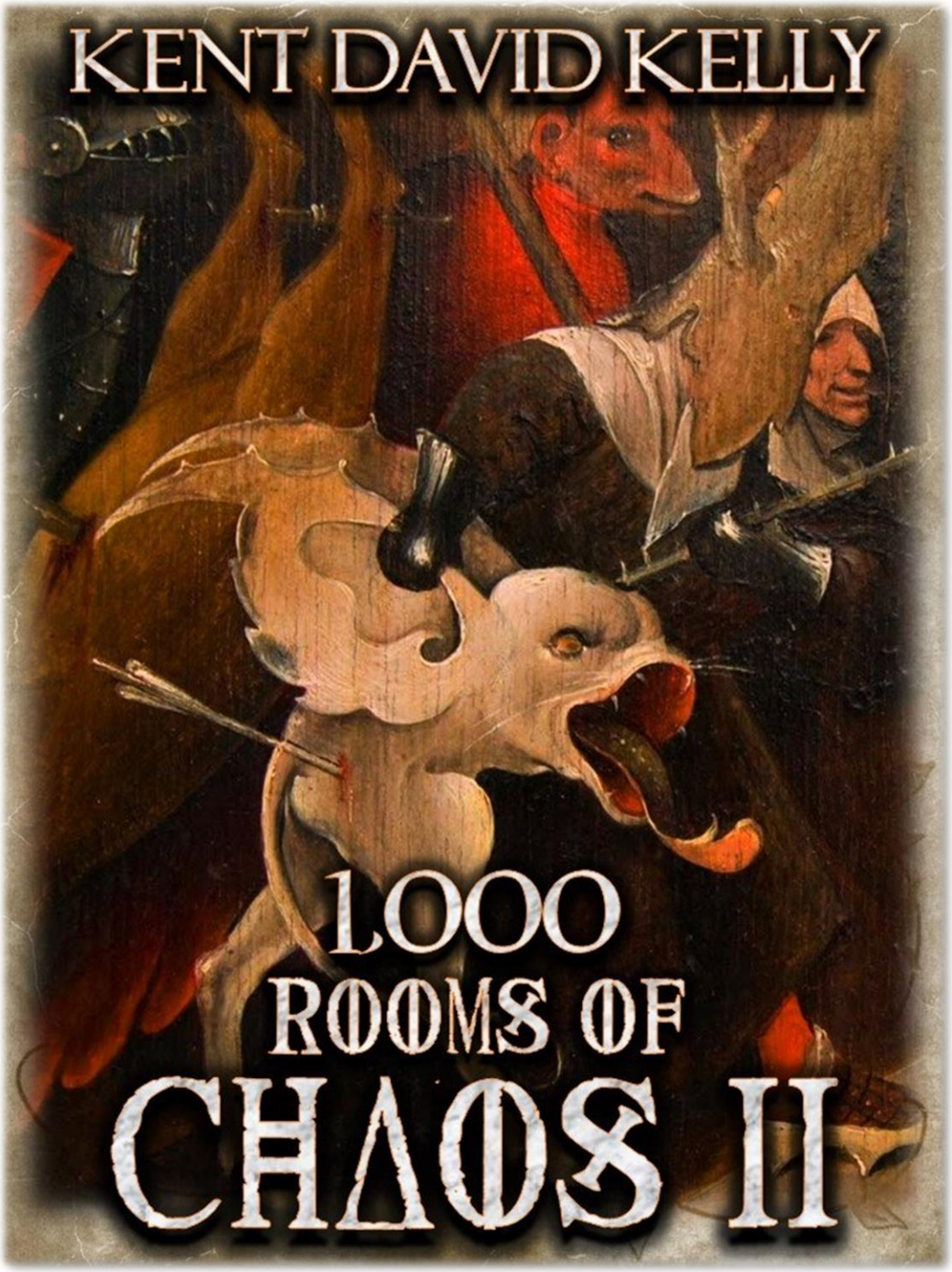
994	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 40-49 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
995	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 5 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
996	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 50-99 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
997	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 6 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
998	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 7 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
999	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 8 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)
000	Map to a Legendary, Submerged Monetary Treasure Hoard (GPV 150,000-200,000) (leads to an outdoor area 9 miles distant, and the treasure is submerged underwater; total treasure value between 150,000 and 200,000 GPV)

~

And there you have it! In the next volume of this series, we will provide lore and detail for gems and jewelry. And then, to top it all off, magic items. Stay tuned …

K

MORE TOOLS OF THE MAD GOD



http://www.drivethrurpg.com/product/226195/CASTLE-OLDSKULL--1000-Rooms-of-Chaos-II