

# SO WHAT'S THE HOARD LIKE, ANYWAY? II

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A Pathfinder Roleplaying Game Compatible GM'S RESOURCE by Andrew J. Martin and Liz Smith



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# SO WHAT'S THE HOARD LIKE, ANYWAY? II

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Andrew J. Martin and Liz Smith

Your PCs are deep in the dungeon and have just defeated a terrifying dragon! As they bandage their wounds, and ready their fallen friend's bodies for return to the surface, they look around and ask "So what's in the dragon's hoard, anyway?" At that point, unless the GM has prepared a detailed list of treasure, the PCs get (possibly) literally tons of coins and some generic magic items. (After all, most GMs have better things to do with their prep time than generate treasure descriptions for stuff the PCs will likely sell as soon as they get back to town).

*So What's The Hoard Like, Anyway? II* banishes these problems by providing a veritable hoard of 84 pre-generated, ready-to-use lists of highly detailed treasure hoards ready to insert into almost any GM's campaign. Usable with any monster (not just dragons - this is not an excuse to put more dragons in your dungeons) the lists are broken down by character level making it easy to choose an appropriate hoard.

*So What's The Hoard Like, Anyway? II* presents hoards appropriate for character levels 8-14.



## CREDITS

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## BONUS MATERIAL

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## ERRATA

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We would like to think *So What's The Hoard Like, Anyway? II* is error free and that no mistakes have crept in during design. However, we are realists. So in that spirit, we shall post errata three months after first release on [ragingswan.com](http://ragingswan.com). We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ABOUT THE DESIGNER

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**Andrew** was born in the United States and now residing in eastern China, Andrew is both an aspirant teacher and writer. Holding a long-fostered love of role-playing games and the act of playing, he spends much of his free time simply dreaming up various characters and plots, and occasionally even commits them to paper! He loves richly developed worlds and personas, with a special interest in dark fantasy, gothic horror and gritty westerns. He is engaged in a never-ending battle with his own lethargy, and whenever he earns a minor victory against this insidious foe, he uses the resulting window of motivation to further his practice in writing.

**Liz "HerosBackpack" Smith** was introduced to RPGs at the age of 14 and has been involved with them one way or another ever since, most notably in the long-running Joe Wood Commoner Campaign. Quiet, observant and an avid reader, she mostly finds herself pushed into the GM seat for games and somehow manages to fit a lot of things into a 24-hour day, becoming a full-time writer in 2002. She is now a published poet, non-fiction writer and novelist, and is proud to be able to add RPG work to the list at last. She currently lives in the UK with far too many books, and prefers world-hopping to dull reality.

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## FOREWORD

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I love treasure.

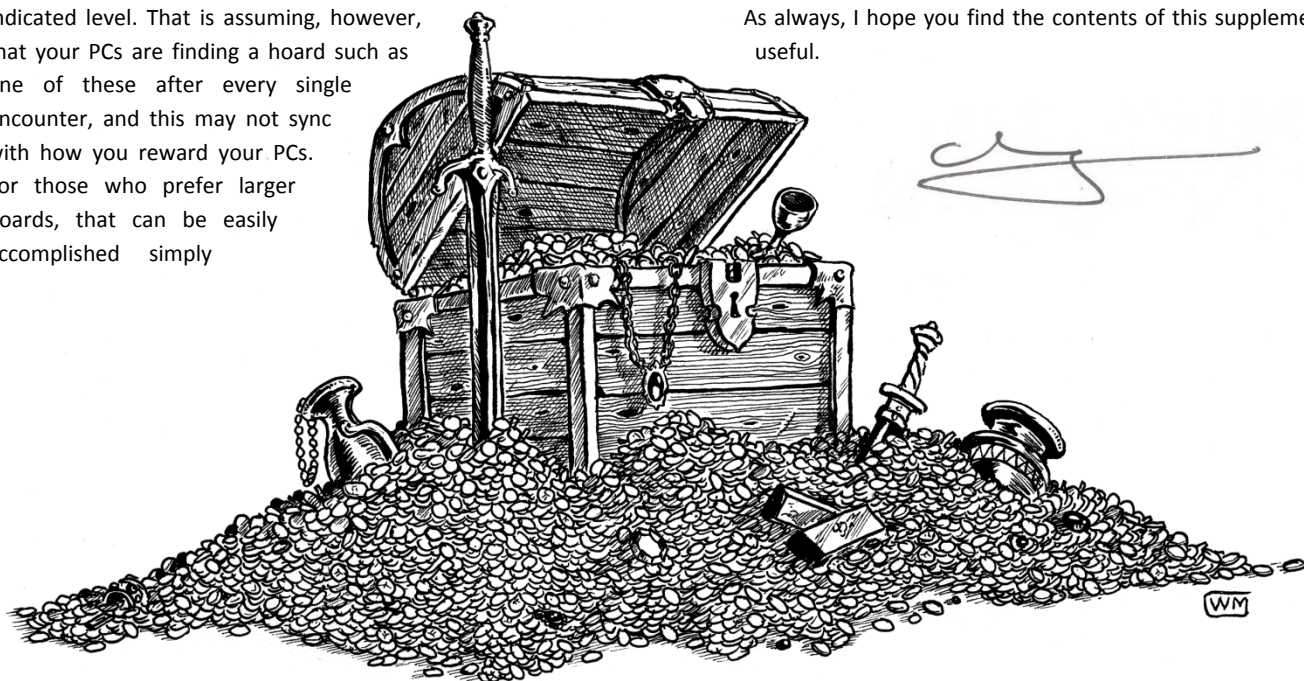
More than that, I love treasure both as a GM and a player. However, I hate boring, bland treasure. The tables herein seek to add flavour and depth to a GM's treasure hoards so that he can focus on the important parts of the game – crafting exciting and engaging adventures. The hoards herein can be dropped into a game with the minimum amount of effort. Of course, some minor flavour details may need to be omitted or modified but basically these lists are good to go. A GM shouldn't use these treasure hoards at every opportunity; doing so would quickly overwhelm the players with detail. Rather, use these as the reward for important or pivotal encounters.

These hoards have been built using the wealth per encounter guidelines in the *Pathfinder Roleplaying Game Core Rulebook*, and are entirely appropriate for characters of the indicated level. That is assuming, however, that your PCs are finding a hoard such as one of these after every single encounter, and this may not sync with how you reward your PCs. For those who prefer larger hoards, that can be easily accomplished simply

by combining several of the small hoards presented herein. As a rule, PCs should find one hoard per encounter of their level they overcome, thus, if a party of 8th level PCs goes through three CR 8 encounters and finds little more than the gold in their foes' pockets, you may want to select three level 8 hoards to present as one big pile. You can roll randomly to determine what hoard(s) the PCs find or you can choose the most appropriate listing based either on what makes sense for the monster holding the treasure or what the PCs need.

*So What's the Hoard Like, Anyway? II* presents prepared treasure hoards suitable for character levels 8-14 while *So What's the Hoard Like, Anyway?* contains hoards suitable for characters level 1-7. The final instalment in the line will include hoards suitable for the greatest of heroes – characters of 15th-level and above.

As always, I hope you find the contents of this supplement useful.



## LEVEL 8 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 8th-level treasure hoard is 3,350 gp.

- **Identification:** Unless noted, a mundane item in an 8th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	3,353 gp
2	Hoard 2	3,353 gp, 1 sp
3	Hoard 3	3,247 gp, 5 cp
4	Hoard 4	3,100 gp
5	Hoard 5	3,269 gp
6	Hoard 6	3,351 gp, 5 sp, 7 cp
7	Hoard 7	3,392 gp
8	Hoard 8	3,220 gp, 1 sp
9	Hoard 9	3,400 gp
10	Hoard 10	3,273 gp, 7 sp
11	Hoard 11	3,478 gp
12	Hoard 12	3,363 gp, 4 sp

### TREASURE HOARD 1

- **Coinage:** 2,010 sp, 752 gp.
- **Silver Circlet:** Two bands of interwoven silver each set with a line of small deep green glass beads, form this elegantly understated circlet (worth 400 gp).
- **Potions of Cure Moderate Wounds (3):** Small vials of dimly glowing blue liquid (faint [DC 17 Knowledge {arcana} conjuration {healing}]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Mithral Shirt:** Extraordinarily lightweight, this short chainmail hauberk is made of hundreds of ultra-fine links that gleam like silver. A leaf motif of gold filigree winds its way around the collar (worth 1,100 gp; DC 25 Appraise values).

### TREASURE HOARD 2

- **Coinage:** 801 sp, 603 gp.
- **Bloodstones (10):** These small lustrous stones are solid black with riddled with tiny red flecks (worth 50 gp each).
- **Emerald Earrings:** These earrings feature gold wire twisted into the shape of an eye; a sparkling emerald in the centre serves as the pupil (worth 600 gp).
- **Painted Ball:** A battered felt-lined box holds a wooden orb, covered in faded paint depicting a man descending from the clouds (worth 400 gp).
- **+1 Heavy Steel Shield:** This metal shield has been polished to a mirror-like finish that still gleams brightly despite its age. On the back, an inscriptions reads "May my enemies break upon themselves" (faint [DC 17 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,170 gp).

### TREASURE HOARD 3

- **Coinage:** 505 cp, 310 sp, 123 gp.
- **Turquoises (6):** These small, lopsided light blue stones are marred by rough black spots (worth 10 gp each).
- **Opal Brooch:** This bronze brooch is embossed with images of warring elementals, and a large blue and yellow opal dominates its centre (worth 140 gp).
- **Ivory Animals:** A small silk pouch contains a veritable menagerie of miniscule figurines, each of them in the shape of some exotic animal (worth 600 gp).
- **+1 Scimitar:** The wide hilt of this weapon is plated in bronze, and the sharply curving blade bears the image of a charging elephant at its base. (Faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,315 gp).

### TREASURE HOARD 4

- **Coinage:** 400 gp.
- **Malachites (16):** This worn leather pouch holds uncut green stones shot through with darker streaks (worth 10 gp each).
- **Pearl Cufflinks:** These cufflinks, shaped like tiny swordfish, have been expertly carved from whole pearls (worth 350 gp).
- **Platinum Sextant:** This complex device is mostly made of platinum, though the more delicate moving parts are of polished steel (worth 450 gp).
- **Potions of Bull's Strength (4):** Dull iron flasks each containing brown, viscous liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Masterwork Silver and Iron Two-Bladed Sword:** Two blades – one silver, the other iron – emerge from a single hilt wrapped in crimson-stained leather. Along the silver blade, in lavish flowing text, "I dethrone tyrants" has been etched. In rougher letters, "I hold the destroyers at bay" has been chiselled into the iron blade (worth 540 gp).

### TREASURE HOARD 5

- **Coinage:** 374 gp, 27 pp.
- **Quartz Fragments (9):** A small wooden case contains a series of crystal fragments. They are uncut and filled with impurities, but each is a different colour and carved with a different rune (worth 25 gp each).
- **Signet Ring:** This iron ring has a thick band, and the wide bezel bears an intricate carving of a horned serpent winding around an arcane symbol (worth 1,500 gp).
- **Potions of Cat's Grace (3):** Small tarnished silver vials filled with light gray liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).

## TREASURE HOARD 6

- **Coinage:** 2,527 cp, 2,013 sp, 600 gp
- **Citrines (4):** These large faceted gems are of a muted yellow hue (worth 50 gp each).
- **Jewelled Holy Symbol:** This gleaming golden holy symbol is ringed with an alternating pattern of red, green and orange gemstones (worth 600 gp).
- **Potions of Lesser Restoration (2):** Black iron flasks each filled with shimmering silver liquid (faint [DC 17 Knowledge {arcana} conjuration {healing}]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Scroll of Raise Dead:** Beautifully penned scroll; the ink sparkles in the light (moderate [DC 19 Knowledge {arcana} conjuration {healing}]; DC 22 Spellcraft identifies; worth 1,125 gp).

## TREASURE HOARD 7

- **Coinage:** 600 sp, 200 gp.
- **Azurites (15):** These small coarse stones are clear blue in colour (each worth 10 gp).
- **Exotic Hairpins:** A darkwood box lined with red velvet holds eight slightly tarnished bronze hairpins each adorned with a small animal carving. Indentations in the velvet indicate four pins are missing (worth 300 gp).
- **Embroidered Scarves:** Three scarves woven with brightly coloured cloth; when stretched out together they depict a beautiful rainbow (worth 400 gp).
- **Slaying Arrow (Undead):** The tip of this arrow is in the shape of a stern-faced man in a judge's raiment, a pointed hat forming the broad tip. The fletching is of dull copper (strong [DC 22 Knowledge {arcana} necromancy]; DC 28 Spellcraft identifies; worth 2,282 gp).

## TREASURE HOARD 8

- **Coinage:** 651 sp, 703 gp.
- **Jaspers (7):** Just beneath the smooth surface of these polished red stones run a labyrinth of small cracks and fractures (each worth 50 gp).
- **Tinted Spectacles:** These small round lenses, resting in a thin frame of gold, are crafted from slightly curved glass with a distinctive green tint (worth 500 gp).
- **Screaming Bolts (6):** The shafts of these bolts have long, fluted holes along their lengths; simply passing them through the air produces a low whistle (faint [DC 18 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 267 gp each).

## TREASURE HOARD 9

- **Amethysts (15):** These cloudy, faceted gems are pale purple in colour with dark bands running parallel to their various faces (worth 100 gp each).

- **Wooden Diadem:** A miracle of botany, this narrow headband comprises three twisting tendrils of cherry wood. Notches run down their lengths (worth 400 gp).
- **Wood Relief:** This large oak slab is extremely rough with dead bark still clinging to the side; the centre has been masterfully engraved to depict a circle of druids gathered around a massive burning tree (worth 750 gp).
- **Wand of Entangle (50 charges):** At first glance, this seems to be a broken branch wrapped in vines, but closer inspection reveals its contours fit comfortably in one's hand, and a few simple runes adorn the tip (faint [DC 16 Knowledge {arcana} transmutation]; DC 19 Spellcraft identifies; worth 750 gp).

## TREASURE HOARD 10

- **Coinage:** 2,047 sp, 2,013 gp, 31 pp.
- **Wand of Grease:** A small misshapen pearl caps this narrow bronze rod. The wand is slick with a viscous liquid, save for a oiled leather hand wrapping (faint [DC 16 Knowledge {arcana} conjuration]; DC 16 Spellcraft identifies; worth 750 gp).

## TREASURE HOARD 11

- **Coinage:** 1,600 gp.
- **Garnets (15):** These brownish-red ovular stones are nearly opaque, but the cut is not perfect; many are slightly chipped (worth 75 gp each).
- **Damaged Puzzle Box:** This tiny box is covered over a hundred tiny panels; each can be manipulated to slide in any of four direction, presumably to open the lock. One side has been forced open and the contents removed, but the craftsmanship is still remarkable. (worth 250 gp).
- **Hand of the Mage:** Attached to a slender silver cord, this slender hand has been carefully wrapped in frayed blue satin (faint [DC 16 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 900 gp).

## TREASURE HOARD 12

- **Coinage:** 1,504 sp, 1,413 gp.
- **Tiara:** The silver-plated frame of this tiara is inlaid with many small diamonds (worth 500 gp).
- **Faded Swan Painting:** Unfurling this large roll of canvas reveals it to be a skilful, but now faded, painting of a swan in flight (worth 300 gp).
- **Cloak of Resistance +1:** Finely woven brown cloak with a voluminous hood (Faint [DC 18 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 1,000 gp).

## LEVEL 9 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 9th-level treasure hoard is 4,250 gp.

- **Identification:** Unless noted, a mundane item in a 9th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	4,253 gp
2	Hoard 2	4,005 gp
3	Hoard 3	4,300 gp, 7 sp
4	Hoard 4	4,341 gp, 2 sp
5	Hoard 5	4,150 gp
6	Hoard 6	4,350 gp
7	Hoard 7	4,220 gp
8	Hoard 8	4,251 gp
9	Hoard 9	4,323 gp, 1 sp
10	Hoard 10	4,252 gp, 8 sp
11	Hoard 11	4,300 gp
12	Hoard 12	4,250 gp

### TREASURE HOARD 1

- **Coinage:** 653 gp.
- **Flawed Diamonds (4):** A rough burlap pouch holds four shining diamonds, though they are rife with impurities and have other, less valuable minerals clinging to them (worth 50 gp each).
- **Ruby and Sapphire Ring:** This ring has two gems set into its band. One is a gleaming ruby, the other an icy blue sapphire (worth 750 gp).
- **+1 Full Plate Mail:** This magnificent suit of armour is crafted from solid gold, but it seems as solid as steel. The image of a peacock, its tail fanned prominently, is emblazoned on the breastplate (faint [DC 17 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 2,650 gp).

### TREASURE HOARD 2

- **Coinage:** 700 cp, 905 sp.
- **Pearls (3):** Each of these silvery pearls is perfectly formed (worth 100 gp each).
- **Jewellery Box:** The corners of this smooth black box are adorned with golden attachments, and the lid is inlaid with hundreds of small semi-precious stones (worth 450 gp).
- **Caster's Shield (Empty):** This small wooden shield is overlaid with supple leather. There are four small brass clips on the underside where a scroll or page could be easily held (moderate [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 3,153 gp).

### TREASURE HOARD 3

- **Coinage:** 2,307 sp.
- **Silver Torc:** This open-throated necklace is sized for a Small wearer (worth 250 gp).
- **Potion of Remove Disease (2):** Two milky potions that smell vaguely of honey in ceramic flasks (faint [DC 18 Knowledge {arcana} faint conjuration {healing}]; DC 20 Spellcraft or Perception identifies; worth 750 gp each).
- **+1 Alchemical Silver Greataxe:** The curving head of this massive bearded axe is reminiscent of a beast's claw, and a wolf's head adorns either side of the edge. Eight notches have been carved into its haft, seven with a small blade and the last with a claw (faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,320 gp).

### TREASURE HOARD 4

- **Coinage:** 412 sp.
- **Pearl-Studded Ribbon:** This ribbon of ultra-fine green silk has a pair of small yellow pearls tied to both end (worth 400 gp).
- **Decorative Bracers:** A string of emeralds runs down this pair of thick bronze bracers (worth 1,200 gp).
- **+1 Mighty Composite Longbow (+3 Str Bonus):** This wide, flat bow is built with a mighty recurve. Each end is carved in the shape of a horse's head, holding one end of the string in its mouth (faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,700 gp).

### TREASURE HOARD 5

- **Coinage:** 50 pp, 600 gp.
- **Fire Agates (6):** These stones are filled with clusters of rainbow colour, and practically flash with an inner radiance in the light (worth 100 gp each).
- **Ruby Bracelet:** This silver bracelet has seven rubies threaded along its length (worth 700 gp).
- **Exotic Spices:** This simple wooden box contains glass bottles filled with seasonings and fine powders, ground to varying degrees of fineness (worth 350 gp; DC 25 Appraise values).
- **Scrolls of Fire Shield (2):** Thick vellum with a large red ribbon attached (moderate [DC 19 Knowledge {arcana} evocation]; DC 22 Spellcraft identifies; worth 700 gp each).

### TREASURE HOARD 6

- **Coinage:** 500 gp.
- **Large Alexandrites (2):** This translucent faceted gem, nearly the size of a fist, changes from blue to purple and back again as light passes through its surface (worth 800 gp).



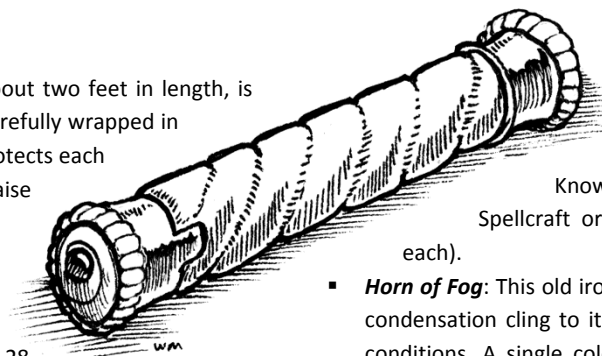
- **Scrolls of Flame Strike (2):** Images of falling fire decorate each scroll (moderate [DC 19 Knowledge {arcana} evocation]; DC 22 Spellcraft identifies; worth 1,125 gp each).

## TREASURE HOARD 7

- **Snowflake Obsidians (8):** These small, black stony globes have small blossoms of white rock just beneath their surfaces (each worth 200 gp).
- **Golden-Rope Necklace:** This long, dangling necklace is crafted from numerous golden wires woven together into a long rope (worth 800 gp).
- **Calligraphy Scrolls:** These eight rolls of parchment each bear four large, carefully painted symbols. The ink sparkles in the light, and close inspection reveals it contains finely crushed jade (worth 500 gp).
- **Sleep Arrows (10):** Each of these arrows end in a tip of blunted lead. Their shafts are of white birch and are carved with a short Elven lullaby (faint [DC 18 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 132 gp each).

## TREASURE HOARD 8

- **Coinage:** 450 gp.
- **Telescope:** This unusual device, about two feet in length, is well-crafted and well-preserved, carefully wrapped in supple black leather; a steel cap protects each lens (worth 1,500 gp; DC 25 Appraise values).
- **+1 Shuriken:** A thick leather bandolier holds a single shuriken of smooth steel (faint [DC 17 Knowledge {arcana} evocation]; DC 28 Spellcraft identifies; worth 2,301 gp).



square hole punched through their centre (worth 650 gp).

- **Potions of Levitate (3):** Each battered iron flask contains a minty, green liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Horn of Fog:** This old iron war horn is relatively plain, drops of condensation cling to its surface regardless of environmental conditions. A single colourless gem rests near the mouth, a strange mist roiling within it (faint [DC 17 Knowledge {arcana} conjuration]; DC 18 Spellcraft identifies; worth 2,000 gp).

## TREASURE HOARD 9

- **Coinage:** 4,231 sp.
- **Tourmalines (5):** These small crystalline deep pink beads have a hint of blue around their edges (worth 100 gp each).
- **Intricate Coffer:** This small octagonal chest has a wooden panel on each side. Each panel bears a different keyhole; above each is a carving of a vigilant watchdog (worth 400 gp).
- **Lesser Metamagic Rod of Silent Spell:** This rod has been wrapped in uncoloured silk and tied with a fine string. A set of tightly pursed silver lips protrudes from the cloth at one end (strong [DC 24 Knowledge {arcana} no school]; DC 32 Spellcraft identifies; worth 3,000 gp).

## TREASURE HOARD 10

- **Coinage:** 508 sp, 302 gp
- **Rough Peridots (3):** These rectangular pale green gemstones have darker green bands at their edges (worth 25 gp each).

- **Carved Runestones:** A leather pouch contains smooth silver discs, each decorated with a different rune of the Dwarven alphabet (worth 450 gp).
- **Wand of Cure Serious Wounds (15 Charges):** A twisted pearl handle forms the base of this wand, and leads to a soft branch of burnt hickory. Despite its age, it still bears the faint scent of a cosy campfire (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 20 Spellcraft identifies; worth 3,375 gp).

## TREASURE HOARD 11

- **Onyx Beads (10):** These small lustrous black stones each has a small hole bored through it (worth 50 gp each).
- **Worn Crown:** The five spires of this leaden crown are badly bent and three bear empty sockets where gemstones have been pried out, but radiant blue opals adorn the other two, and the base bears a crudely beaten image of dogs chasing a stag (worth 250 gp).
- **Ancient Electrum Coins:** An old satin pouch contains nearly a hundred coins of a silver-gold metal. They all bear the regal image of some forgotten figure of authority, and have a small

## TREASURE HOARD 12

- **Coinage:** 20 pp.
- **Deep Green Spinel (2):** A pair of translucent, sage-green gemstones; Their cut suggests they were once set into a ring (worth 100 gp each).
- **Gem-Encrusted Top:** Small gems of various sizes and colour cover this ostentatious toy. It is lopsided and cannot complete a single spin (worth 350 gp).
- **Potions of Cure Serious Wounds (2):** Carved wooden vials contain red liquid that smells of copper (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 20 Spellcraft or Perception identifies; worth 750 each gp).
- **Amulet of Natural Armour +1:** This rough bronze scale, about six inches in diameter, may be draconic in origin. Two holes have been punched into it (faint [DC 18 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 2,000 gp).

## LEVEL 10 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 10th-level treasure hoard is 5,450 gp.

- **Identification:** Unless noted, a mundane item in a 10th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	5,400 gp
2	Hoard 2	5,525 gp
3	Hoard 3	5,753 gp
4	Hoard 4	5,212 gp
5	Hoard 5	5,250 gp
6	Hoard 6	5,445 gp
7	Hoard 7	5,553 gp
8	Hoard 8	5,451 gp
9	Hoard 9	5,550 gp
10	Hoard 10	5,650 gp
11	Hoard 11	5,452 gp
12	Hoard 12	5,500 gp

### TREASURE HOARD 1

- **Platinum Locket:** This moon-shaped locket contains a folded piece of paper, upon which is sketched the striking visage of a scarred halfling woman (worth 400 gp).
- **Marble Sundial:** Each number on the face of this sundial comes from a different alphabet. A polished bone protrudes from the centre, and a carving of twelve humanoids of various races, holding hands, surrounds it. Beneath the bone, a wooden plaque reads "In time, we are all joined in the grave" (worth 600 gp).
- **+2 Banded Mail:** This suit of gleaming armour is crafted from interlocking strips of metal. The larger ones are gold plated, gilding the chest, legs and arms, while the smaller pieces are of hard, dull steel (moderate [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 4,400 gp).

### TREASURE HOARD 2

- **Chrysoprases (4):** These smooth, opaque stones are pale green, with jagged stripes of black running along their surfaces (worth 50 gp each).
- **Large Mithral Earrings:** These brilliant spiral earrings are so enormous that a human ear could not bear their weight. A small fragment of ivory is set into the centre of each one (worth 650 gp).
- **Potions of Cure Serious Wounds (2):** Tough crystal vial holding a dark liquid smelling of raspberries (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 20 Spellcraft or Perception identifies; worth 750 gp each).

- **+1 Glamerd Studded Leather:** Brass stud, each resembling a different and remarkably detailed tiny face, decorates this armour (moderate [DC 20 Knowledge {arcana} illusion]; DC 25 Spellcraft identifies; worth 3,175 gp).

### TREASURE HOARD 3

- **Coinage:** 90 pp, 503 gp.
- **Blue Topaz:** This large triangular gem is as blue as ocean surf, and has an inner radiance (worth 600 gp).
- **Clockwork Egg:** This bronze egg, a little larger than that of a chicken, has hinges and features a small knob. Turning the knob causes the egg to pop open, revealing a wonder of gears that squeak loudly as they turn, reminiscent of a chirping bird (worth 750 gp; DC 25 Appraise values).
- **+1 Heavy Repeating Crossbow:** This mechanism of this bulky crossbow is crafted of hammered steel, but a bulky protrusion juts out just above the crank. Gold filigree runs down the length of bow, and the string is of sturdy copper wire (faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,700 gp).

### TREASURE HOARD 4

- **Coinage:** 30 gp, 50 pp.
- **Hematite Stones (15):** These round grey stones have an almost mirror-like surface, the darkened reflections of their surroundings appearing in their face (worth 10 gp each).
- **Badge:** This badge appears to be a small iron shield, its face bearing a small pearl cameo of a griffon filled with arrows (worth 200 gp).
- **Potions of Rage (2):** Two iron flasks contain odourless blood-red liquid (faint [DC 18 Knowledge {arcana} enchantment {compulsion}]; DC 20 Spellcraft or Perception identifies; worth 750 gp each).
- **Adamantine Warhammer:** This squat, black hammer is sturdy but extremely rudimentary. The angles on the head are hard and crude; a simple leather wrap serves as its grip (worth 3,012 gp; DC 25 Appraise values).

### TREASURE HOARD 5

- **Coinage:** 450 gp
- **Fluorspars (3):** These roughly cut crystal prisms are each a different colour, and seem to glow ever so faintly in dim light (worth 50 gp each; DC 20 Appraise identifies and values).
- **Chess Set:** The board of this gaudy chess set is of red and black marble. One set of pieces, carved from rubies, depicts various devils, while the comprises assorted demons and is crafted from jagged obsidian (worth 1,250 gp).

- **Scroll of Cone of Cold:** Written in concise, tight script this scroll uses startling blue ink (moderate [DC 20 Knowledge {arcana} evocation]; DC 24 Spellcraft identifies; worth 1,125 gp).
- **Scroll of Spell Turning:** In concise, tight script this scroll is entitled “Magic Immunity” (strong [DC 22 Knowledge {arcana} abjuration]; DC 28 Spellcraft identifies; worth 2,275 gp).

#### TREASURE HOARD 6

- **Coinage:** 755 gp, 2,500 sp.
- **Jade Beads (4):** These elongated beads are perfectly smooth. They are opaque, and of a pale green colour, with a few darker glossy streaks around the edges (worth 100 gp each).
- **Coral Necklace:** This heavy necklace comprises nearly 100 red-brown strands of miniscule coral beads (worth 800 gp).
- **Darkwood Totems:** A pouch crafted of tanned human flesh holds 12 figurines, carved from darkwood and brightly painted. Each represents a different denizen of the jungle, though all of them have exaggerated fangs and claws (worth 850 gp).
- **Scroll of Animal Shapes:** Written in brown ink in a strong, confident hand this scroll has mud stains on its back (strong [DC 23 Knowledge {arcana} transmutation]; DC 30 Spellcraft identifies; worth 3,000 gp).

#### TREASURE HOARD 7

- **Coinage:** 203 gp.
- **Golden Anklet:** Smooth but low-quality jet stones decorate this thick golden bands (worth 350 gp; DC 20 Appraise values).
- **Potions of Haste (2):** Tiny leather flasks containing a tasteless, green liquid that smells of wet dog (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 750 gp each).
- **Javelins of Lightning (2):** Each of these long, bronze javelins is twisted to look like a serpentine dragon. Their long spiralling tails form the shaft, and from their open mouths protrude jagged pieces of quartz (faint [DC 18 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 3,500 gp).

#### TREASURE HOARD 8

- **Golden Pearls (3):** These exquisite globes almost appear to be spheres of solid gold (worth 100 gp each).
- **Charm Bracelet:** This simple chain bracelet has six small coral carvings, each depicting the holy symbol of a different deity, dangling from it (worth 250 gp).
- **Holy Book:** Yellow pages are held between the heavy silver covers. The pages hold anatomy diagrams of various demons along with instructions on dispatching them (worth 600 gp).
- **+1 Cold Iron Sling Bullets (10):** Each of these Small bullets rattles like a bell and is painted with a prayer (written in Halfling) in miniscule letters (Faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 4,301 gp).

#### TREASURE HOARD 9

- **Carnelians (5):** Each of these stones are of a dull, brown-red hue, with an opaque glossy finish (worth 50 gp each).
- **Decorated Skull:** This dwarf skull has large yellow sapphires inserted into its eye sockets. The teeth are of silver, and a disk of gold has been hammered into the top (worth 1,100 gp).
- **Wand of Enervation (10 Charges):** One end of this thin bone is wrapped in black silk (moderate [DC 19 Knowledge {arcana} necromancy]; DC 22 Spellcraft identifies; worth 4,200 gp).

#### TREASURE HOARD 10

- **Misshapen Black Pearls (2):** These small black pearls are beautiful to look at, but are marred by several lumps and dents that cause their quality to suffer (worth 250 gp each).
- **Exotic Headdress:** Enormous and colourful feathers adorn this leather skullcap. A curtain of coral beads runs down from the back like a short cape (worth 450 gp).
- **Magnifying Glass:** This crystal lens is set into a frame shaped like an eye. The handle is electrum, wrapped in purple velvet (worth 200 gp).
- **Wand of Acid Arrow (50 charges):** Set into a carved bone handle this iron wand drips slightly caustic grey liquid (faint [DC 17 Knowledge {arcana} conjuration]; DC 18 Spellcraft identifies; worth 4,500 gp).

#### TREASURE HOARD 11

- **Coinage:** 40 pp, 552 gp
- **Star Sapphire:** This round blue stone is vaguely translucent, and has a brilliant starburst pattern within (worth 1,000 gp).
- **Dust of Disappearance:** Contained in a supple black leather pouch, this dull grey powder is so fine as to be undetectable to the naked eye in small amounts (moderate [DC 19 Knowledge {arcana} illusion]; DC 20 Spellcraft identifies; worth 3,500 gp).

#### TREASURE HOARD 12

- **Mithral Bullion:** Five small mithral bars; each stamped with the image of a coiled legless dragon (worth 300 gp each).
- **Belt of Might Constitution:** This wide leather girdle is adorned with a buckle crafted from a turtle shell. Hard chitin rivets run its length in four tight rows (moderate [DC 19 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 4,000 gp).

## LEVEL 11 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of an 11th-level treasure hoard is 7,000 gp.

- **Identification:** Unless noted, a mundane item in an 11th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	6,988 gp
2	Hoard 2	6,990 gp
3	Hoard 3	6,136 gp
4	Hoard 4	7,111 gp
5	Hoard 5	7,126 gp, 5 sp, 6 cp
6	Hoard 6	6,999 gp
7	Hoard 7	7,030 gp
8	Hoard 8	6,745 gp
9	Hoard 9	7,155 gp
10	Hoard 10	7,016 gp
11	Hoard 11	7,302 gp
12	Hoard 12	7,050 gp, 7 sp

### TREASURE HOARD 1

- **Coinage:** 1,578 gp, 81 pp.
- **Copper Armband:** Cast in the shape of a snake eating its tail; a tiny chip of green jade forms each eye (worth 700 gp).
- **Silver Knotwork Belt:** Silver mesh woven in knotwork patterns and fastened with a clasp shaped like a leaping salmon (worth 1,200 gp).
- **Iron Brazier:** Iron bowl for coals supported by the figures of three intricately carved nymphs (worth 1,200 gp).
- **Bolt of Silk:** 60 ft. of bright blue silk, rolled up and tied with rough black twine (worth 200 gp).
- **Half-plate:** Small set of battered half-plate armour painted with 4-petalled flowers (worth 600 gp).
- **Scroll of Freedom of Movement:** This surprisingly brief scroll has a small bloodstain on one corner (moderate [DC 19 Knowledge {arcana} abjuration]; DC 22 Spellcraft identifies; worth 700 gp).

### TREASURE HOARD 2

- **Coinage:** 1,190 gp.
- **Chrysoberyl (2):** Small transparent yellow-green rhomboid (worth 500 gp).
- **Alabaster Lamp:** Translucent cream stone carved in the shape of a lion with a hollow body to contain oil; if used, it functions as a common lamp (worth 400 gp).
- **Velvet Slippers:** Green velvet, decorated with a starburst pattern of mother-of-pearl beads (worth 1,100 gp).
- **Leather Belt:** Finely crafted with an intertwined cats design (worth 100 gp).

- **Onyx Chess Set:** Each piece is carved from subtranslucent black and white onyx (worth 3,200 gp; DC 25 Appraise values).

### TREASURE HOARD 3

- **Coinage:** 1,726 gp.
- **Gold Stag:** Eight-inch high gold statuette of a stag sniffing the air (worth 600 gp).
- **Astronomer's Carpet:** Dark blue plush carpet featuring a segment of night sky, complete with constellations in silver thread (worth 1,000 gp).
- **Brass Spyglass:** Stamped with an acorn sigil (worth 1,000 gp).
- **Masterwork Breastplate:** A coat of arms depicting a stag and an oak tree, quartered, is enamelled over the heart of this highly polished breastplate (worth 350 gp).
- **+1 Longsword:** This sword's hilt is carved in a stylised stag's head shape with spreading antlers forming the crosspiece and guard (faint [DC 16 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,315 gp).

### TREASURE HOARD 4

- **Coinage:** 9,750 sp, 1,786 gp.
- **Amethyst (1):** Large transparent purple amethyst crystal embedded in a half-sphere of grey granite (worth 500 gp).
- **Decanter:** Clear crystal decanter wrapped with a spiral of pewter wire (worth 850 gp).
- **Bronze Bowl:** Large, shallow bronze bowl engraved with male and female dancers (worth 1,300 gp).
- **Gold Comb:** Gold hair comb inset with tiny circles of translucent pale pink and white star rose quartz (worth 1,700 gp).

### TREASURE HOARD 5

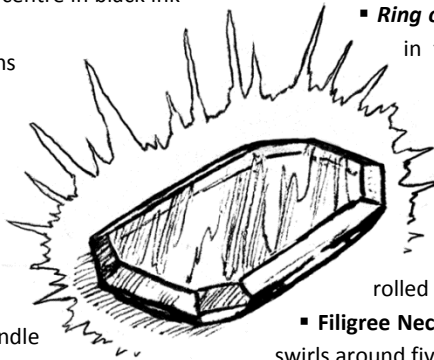
- **Coinage:** 89,956 cp, 1,037 gp, 189 pp.
- **Sapphire (3):** Matched set of small transparent blue hearts (worth 500 gp each).
- **Ivory Pin:** Decorative ivory hair pin with blue-green turquoise set in the head (worth 500 gp).
- **Ebony Coffer:** Miniature ebony chest lined with white satin; a galleon in full sail is inlaid in the lid in pale birch wood (worth 600 gp).
- **Scroll of Air Walk:** Stylised clouds decorate this scroll's margins (moderate [DC 19 Knowledge {arcana} transmutation]; DC 22 Spellcraft identifies; worth 700 gp).

## TREASURE HOARD 6

- **Coinage:** 7,760 sp, 1, 693 gp.
- **Bronze Statuette:** Depicts a female elf; a butterfly is perched on her extended hand (worth 2,400 gp).
- **Tapestry:** Features a hilly landscape with a lone rider on a central crest (worth 1,000 gp).
- **Wool Rug:** Large dark red circular rug marked with the lines of a traditional magic circle in white (worth 800 gp).
- **Dwarven Waraxe:** Masterwork axe with a braided leather grip and worn traces of gold inlay on the axe head (worth 330 gp).

## TREASURE HOARD 7

- **Coinage:** 209 pp, 300 gp.
- **Garnet (1):** Small translucent violet stone (worth 500 gp).
- **Fire Opal (1):** Medium subtranslucent shimmering scarlet oval (worth 3,000 gp; DC 25 Appraise identifies and values).
- **Coral Bracelet:** Pink coral bracelet carved with wave patterns and sized for a gnome (worth 1,000 gp).
- **Sack of Salt:** Tightly woven beige linen sack containing 10 lbs. of salt; a stylised rose is drawn on the sack's centre in black ink (worth 50 gp).
- **Sack of Cloves:** This beige linen sack contains 6 lbs. of cloves; a black stylised rose is drawn on the sack's centre (worth 90 gp).



## TREASURE HOARD 8

- **Coinage:** 6,180 sp, 1,227 gp.
- **Pearl (1):** Tiny opaque black sphere (worth 500 gp).
- **Spinel (1):** Small transparent deep blue spindle (worth 800 gp)
- **Silk Scarf:** Dark green silk edged with tiny malachite beads (worth 700 gp).
- **Portable Screen:** Three panelled free-standing screen; each dark blue panel features an embroidered dragon (one gold, one silver and one copper; worth 2,000 gp).
- **Bone Stool:** Three-legged stool formed from scrimshawed wyvern bones (worth 900 gp).

## TREASURE HOARD 9

- **Coinage:** 768 gp, 83 pp.
- **Peridot (1):** Small transparent olive green heptagon (worth 500 gp).
- **Mahogany Box:** Curly-grained dark red mahogany box lined with black velvet and inlaid on the lid with a gold scorpion (worth 1,100 gp).
- **Painting:** A landscape of a forest clearing; the moonlight highlight a dark pool (worth 700 gp).

- **Darkwood Shield:** A battered and scarred kite-shaped shield made of darkwood; DC 20 Perception reveals the initials "K.S.L." cut into the back of the shield (worth 257 gp).
- **Rod of Lesser Extend Metamagic:** A foot long mahogany rod, banded in segments like a scorpion's tail (strong [DC 15 Knowledge {arcana} no school]; DC 32 Spellcraft identifies; worth 3,000 gp).

## TREASURE HOARD 10

- **Coinage:** 1,316 gp.
- **Pearl (1):** Small opaque white sphere (worth 200 gp).
- **Lizard Buckle:** Enamelled steel belt buckle shaped like a green-grey lizard (worth 500 gp).
- **Tapestry:** Large silk tapestry depicting a fox and a stork sitting down to dinner (worth 1,500 gp).
- **Masterwork composite longbow (Strength +3):** Re-curved bow with layers of bone, horn and wood forming cream and gold ripples down its length (worth 700 gp).
- **Masterwork Half-Plate:** This matt black armour has a weapon loop on the left hip (worth 600 gp).
- **Ring of Feather Falling:** This bronze ring is moulded in the shape of a coiled feather (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 2,200 gp).

## TREASURE HOARD 11

- **Coinage:** 922 gp, 111 pp.
- **Bolt of Silk:** Seven yards of crimson silk rolled loosely around a pine board (worth 70 gp).
- **Filigree Necklace:** Gold necklace shaped in elegant filigree swirls around five tiny rubies (worth 2,200 gp).
- **Crenulated Silver Chalice:** Set with a jade dragon curled on the base; DC 30 Perception reveals a hidden compartment for holding poison, operated via pressure on the dragon's head (worth 3,000 gp).

## TREASURE HOARD 12

- **Coinage:** 8,997 sp, 1,751 gp.
- **Jacinth (1):** Small transparent orange prism (worth 1,000 gp).
- **Feather Cloak:** Black woollen cloak cut to look like feathered wings (worth 60 gp).
- **Brass Candlestick:** Badly tarnished plain brass candlestick (worth 40 gp).
- **Opal Bracelet:** Heavy golden chain with a shimmering scarlet stone (worth 1,000 gp).
- **Ring of Jumping:** This thin platinum band is unadorned apart from a stylised leaping frog faintly etched inside band (faint [DC 15 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 2,500 gp).

## LEVEL 12 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 12th-level treasure hoard is 9,000 gp.

- **Identification:** Unless noted, a mundane item in an 12th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	8,829 gp
2	Hoard 2	8,791 gp
3	Hoard 3	9,632 gp
4	Hoard 4	8,965 gp, 7 sp, 6 cp
5	Hoard 5	8,975 gp, 6 sp
6	Hoard 6	9,853 gp
7	Hoard 7	8,727 gp, 1 sp, 2 cp
8	Hoard 8	9,071 gp
9	Hoard 9	9,177 gp
10	Hoard 10	9,353 gp
11	Hoard 11	9,036 gp
12	Hoard 12	8,898 gp

### TREASURE HOARD 1

- **Coinage:** 1,889 gp.
- **Blue Spinel (1):** Tiny transparent deep blue star (worth 500 gp; DC 25 Appraise identifies and values).
- **Sapphire (1):** Small transparent bright blue pyramid (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Incense:** Three ounces of pale gold frankincense resin in a small white ceramic pot (worth 90 gp).
- **Bolt of Linen:** Ten yards of pure white linen rolled loosely and stored in a wooden crate (worth 40 gp).
- **Gold Collar:** Wide pectoral gold collar, decorated with lapis lazuli lozenges (worth 4,000 gp; DC 25 Appraise values).
- **Coronet:** Slim gold circlet with a turquoise-eyed snake rearing up at the front (worth 1,300 gp).

### TREASURE HOARD 2

- **Coinage:** 1,421 gp, 112 pp.
- **Opal (2):** Small blue-white oval shot through with iridescent flecks (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Citrine (3):** Medium transparent yellow-brown spiral (worth 50 gp each).
- **Dove Pendant:** Dove carved from white moonstone and suspended on a fine platinum chain (worth 1,000 gp).
- **Ivy Ring:** Silver ring shaped like twining ivy with a single heart-shaped leaf on the back of the finger (worth 500 gp).
- **Gold Hairnet:** Hairnet formed from a wide mesh of white gold thread (worth 700 gp).

- **Pearl Earrings:** Pair of white pearl bob earrings in a silver setting (worth 600 gp).
- **+1 Chainmail:** Medium suit of chainmail painted red, with black sleeves (faint [DC 15 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,300 gp).

### TREASURE HOARD 3

- **Coinage:** 2,022 gp, 229 pp.
- **Uncut Diamonds (2):** Small rough translucent whitish-grey ovals (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Topaz (2):** Large transparent buttery yellow spheres (worth 500 gp each).
- **+1 Greataxe:** The red split-leather grip has ten uneven dents along its length as if a previous owner gripped it with incredible strength (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,320 gp).

### TREASURE HOARD 4

- **Coinage:** 109,076 cp, 3,425 gp, 175 pp
- **Ruby (2):** Small transparent scarlet octagon (worth 1,000 gp each; DC 25 Appraise identifies and values)
- **Jade Cats (2):** Matching pair of small sleeping cats carved from creamy jade (worth 500 gp each).
- **Onyx Locket:** Small locket on a fine gold chain showing a man's silhouette in white onyx on black; inside are skilfully painted portraits of a woman and a boy, dressed in archaic style (worth 700 gp).

### TREASURE HOARD 5

- **Coinage:** 8,136 sp, 1,887 gp.
- **Star Ruby (1):** Translucent red sphere with a white star in the centre (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Topaz (2):** Medium-sized transparent harvest gold spheres (worth 500 gp each).
- **Dolphin Statuette:** Small bronze statuette of a boy riding a dolphin (worth 400 gp).
- **Shawl:** Fine brown woollen shawl with a light green vine pattern (worth 100 gp).
- **Silk Wig:** Medium-sized wig of silk braids, each ended with either a gold bead or a blue lapis lazuli bead (worth 1,000 gp).
- **Scroll of Tiny Hut:** Held in a small, leather case, this scroll is tightly bound (faint [DC 18 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 375 gp).
- **Robe of Bones:** Dark green woollen robe (moderate [DC 18 Knowledge {arcana} necromancy]; DC 21 Spellcraft identifies; worth 2,400 gp).

## TREASURE HOARD 6

- **Coinage:** 2,148 gp, 249 pp.
- **Coral (2):** Small opaque pink stones carved into rosebuds (worth 100 gp each).
- **Potion of Darkvision:** Musty, faintly glowing water in a glass vial (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp).
- **+1 buckler:** Small buckler features as a coat of arms, a white sword on a red background (faint [DC 15 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,165 gp).
- **Druid's Vestment:** Small dark green surcoat embroidered with white rose vines running from shoulder to hem (moderate [DC 20 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 3,750 gp).

## TREASURE HOARD 7

- **Coinage:** 3,325 gp, 40,212 cp.
- **Book:** Large, heavy book bound in scarlet leather; inside it lists and illustrates all the common planar beings along with their reward preferences and favoured negotiation styles. It functions as a masterwork tool for *planar binding* or *planar ally* (worth 1,000 gp; DC 25 Appraise values).
- **Painting:** Full-length portrait of a magician in sky-blue robes; a pseudodragon curled around his shoulders (worth 2,000 gp).
- **Ring of Protection +1:** Plain silver ring set with a tiny red garnet (faint [DC 16 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 2,000 gp).

## TREASURE HOARD 8

- **Coinage:** 1,366 gp.
- **Aquamarine (1):** Tiny translucent blue half-sphere (worth 500 gp; DC 25 Appraise identifies and values).
- **Platinum Wire:** Four-pound coil of fine platinum wire (worth 2,500 gp).
- **Portable Altar:** Two-foot by three-foot crate fastened with a wide leather strap that unfolds into a polished wooden altar engraved with the symbols of all the commonly worshipped deities; packed inside is a polished silver knife, bowl, cup and common lamp (worth 1,500 gp).
- **Darkwood Buckler:** Scarred and dented light wooden shield; undecorated (worth 205 gp).
- **Rod of Lesser Silent Metamagic:** Thumb-thick birch rod (strong [DC 15 Knowledge {arcana} no school]; DC 32 Spellcraft identifies; worth 3,000 gp).

## TREASURE HOARD 9

- **Coinage:** 797 gp, 30 pp.
- **Peridot (2):** Large translucent olive-green ovals (worth 500 gp each).

- **Firkin of Mead:** Small wood cask filled with mead; the brewer's mark (a ram's head) is stamped into the lid (worth 80 gp).
- **Boots of the Winterlands:** Black leather boots lined with sheepskin and trimmed with ermine (faint [DC 17 Knowledge {arcana} abjuration and transmutation]; DC 20 Spellcraft identifies; worth 2,500 gp).
- **Wand of Invisibility (50 charges):** Slender wand of white wood topped with long, floppy bristles (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 4,500 gp).

## TREASURE HOARD 10

- **Coinage:** 1,553 gp, 50 pp
- **Opal:** Large subtranslucent blue-white oval flecked with green and gold (worth 2,000 gp; DC 25 Appraise values).
- **Pegasus Flagon:** Silver flagon shaped like a rearing pegasus; has red amber eyes (worth 1,000 gp).
- **Ring of Swimming:** This silver ring has a blue crystal setting (faint [DC 15 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 2,500 gp).
- **Hat of Disguise:** Nondescript leather cap holds a small secret compartment big enough for a vial (faint [DC 16 Knowledge {arcana} illusion]; DC 16 Spellcraft identifies; worth 1,800 gp).

## TREASURE HOARD 11

- **Coinage:** 1,476 gp, 212 pp.
- **Topaz (2):** Medium transparent yellow half-sphere (worth 500 gp).
- **Emerald:** A small transparent deep green prism (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Incense Burner:** Ceramic octopus with scent holes in the suckers (worth 40 gp).
- **Tiara:** Slender gold tiara with a design of flowers and leaves picked out in diamond and emerald (worth 3,000 gp; DC 25 Appraise identifies and values).
- **Velvet Gown:** Deep blue velvet gown with lighter blue satin trim at collar and cuffs (worth 400 gp).

## TREASURE HOARD 12

- **Coinage:** 80 pp, 1,998 gp.
- **Diamond (2):** Transparent blue-white teardrop-shaped stone (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Garnet (2):** Small translucent violet trapezium (worth 500 gp each).
- **Casket:** Close woven willow casket lined with padded white silk and containing the above stones nestled at the points of a seven pointed star (worth 900 gp).
- **Stone of Alarm:** Fist-sized, smooth mottled gray and black stone (faint [DC 16 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 2,700 gp).

## LEVEL 13 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 13th-level treasure hoard is 11,600 gp.

- **Identification:** Unless noted, a mundane item in an 13th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	11,608 gp, 6 sp
2	Hoard 2	11,661 gp
3	Hoard 3	11,473 gp
4	Hoard 4	11,463 gp, 3 sp
5	Hoard 5	10,922 gp
6	Hoard 6	11,566 gp
7	Hoard 7	11,319 gp
8	Hoard 8	11,225 gp
9	Hoard 9	11,509 gp
10	Hoard 10	1,560 gp, 4 sp
11	Hoard 11	12,232 gp
12	Hoard 12	11,561 gp

### TREASURE HOARD 1

- **Coinage:** 13,306 sp, 3,482 gp, 192 pp.
- **Silver and Garnet ring:** Twenty tiny red garnets wrapped in curlicues of silver erupting from a heavy silver band (worth 1,600 gp).
- **Cold Iron Longsword:** Cold iron masterwork longsword with a lion's head pommel (worth 330 gp).
- **Horseshoes of Speed:** Four slightly worn, mud-splattered iron horseshoes (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 3,000 gp).

### TREASURE HOARD 2

- **Coinage:** 2,111 gp.
- **Gold Rose:** Lifelike rose worked with a yellow gold centre and red-gold petal-tips, on a silver stem (worth 1,500 gp).
- **Musical Cage:** Small gold bird cage containing a clockwork bird that sings when wound up (worth 2,000 gp).
- **Tapestry:** This tapestry shows a tiefling riding a nightmare across a starry sky (worth 2,000 gp).
- **Marvellous Pigments:** Large earthen pot of rainbow-hued paint (strong [DC 20 Knowledge {arcana} conjuration]; DC 30 Spellcraft identifies; worth 4,000 gp).

### TREASURE HOARD 3

- **Coinage:** 4,980 sp, 1,545 gp, 103 pp.
- **Star Sapphire (1):** Small translucent deep blue oval with a white star in the centre (worth 1,000 gp; DC 25 Appraise identifies and values).

- **Sapphire Earrings:** Heart-shaped mid-blue sapphires in a platinum setting (worth 2,000 gp; DC 25 Appraise values).
- **Fur-lined Mantle:** Dark blue silk mantle lined with white mink and embroidered in abstract silver diamond patterns at collar and hem (worth 3,000 gp; DC 25 Appraise values).
- **Satyr Statuette:** Twelve-inch high marble statuette of a satyr playing panpipes (worth 2,400 gp).

### TREASURE HOARD 4

- **Coinage:** 6,233 sp, 119 pp.
- **Jade (1):** Medium subtranslucent white mouse (worth 500 gp).
- **Cape:** White satin cape with a kraken embroidered across the back in green and black thread (worth 400 gp).
- **Electrum Platter:** Massive, slightly battered plate made from electrum and stamped with twined vines round the edge (worth 1,000 gp).
- **Decanter:** Large crystal decanter etched with grapes and vines with an electrum lip, handle and foot (worth 1,100 gp).
- **Wine Barrels (5):** Each is filled with vintage red wine (worth 200 gp a barrel).
- **+2 Full Plate:** Medium-sized silver-polished full plate (moderate [DC 15 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 5,650 gp).

### TREASURE HOARD 5

- **Coinage:** 1,812 gp, 222 pp.
- **Black Opal (2):** Small subtranslucent green-black oval filled with gold sparks (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Signet Ring:** Heavy silver ring bearing a seal-stamp in the shape of the letter Z imposed over crossed quills (worth 190 gp).
- **Orb:** Jet black sphere quartered with bands of platinum (worth 1,200 gp).
- **Cloak Pin:** Four-inch silver disk engraved with a fox chased by a goose (worth 500 gp).
- **Javelin of Lightning (2):** Shaft decorated with a fist holding three lightning bolts (faint [DC 18 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 1,500 gp).

### TREASURE HOARD 6

- **Coinage:** 3,666 gp, 70 pp.
- **Amber (1):** Medium translucent honey-gold teardrop (worth 500 gp).
- **Blackthorn Pendant:** White-gold blackthorn bud against a spray of leaves hung on a fine silver chain (worth 2,000 gp).
- **Gold Candlestick (2):** Matched pair of gold candlesticks wrapped with silver blackthorn twine (worth 1,050 gp each).



- **Brooch:** Oval gold brooch enamelled with an axe and a sword crossed in front of a silver tower (worth 1,400 gp).
- **Wand of Mirror Image (25 charges):** Seven-inch rowan wand (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 2,250 gp).

#### TREASURE HOARD 7

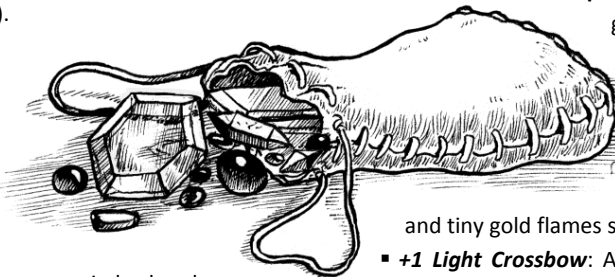
- **Coinage:** 2,389 gp, 423 pp.
- **Topaz (4):** Small transparent yellow spheres (worth 500 gp each).
- **Snow Tiger Statuette:** Eighteen-inch long alabaster statue of a stalking snow tiger (worth 1,200 gp).
- **Silver Goblet:** Silver goblet shaped like a large egg cut open (worth 300 gp).
- **Dust of Illusion:** Shimmering silvery dust in a rough, brown packet (moderate [DC 16 Knowledge {arcana} illusion]; DC 21 Spellcraft identifies; worth 1,200 gp).

#### TREASURE HOARD 8

- **Coinage:** 1,325 gp.
- **Fire Opal:** Small translucent red-gold oval (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Pearl Headband:** Small pearls threaded on parallel silk threads to form pale pink and white chevrons (worth 2,000 gp).
- **Crystal Skull:** Life-sized elf skull made of clear crystal (worth 1,200 gp).
- **Jade Bracelet:** Light and dark green jade beads alternate on a sturdy linen braid (worth 1,100 gp).
- **Rose Rug:** Circular plush woollen rug depicting a single open red rose across the width (worth 600 gp).
- **Ring of Counterspells:** Scratched and worn iron ring is set with a tiny silver mirror (moderate [DC 19 Knowledge {arcana} evocation]; DC 26 Spellcraft identifies; worth 4,000 gp).

#### TREASURE HOARD 9

- **Coinage:** 1,676 gp, 153 pp.
- **Coral (5):** Medium opaque pink six-pointed star (worth 500 gp each).
- **+2 Light Wooden Shield:** Light wooden shield painted with a leopard's snarling head (medium [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 4,153 gp).
- **Necklace of Fireballs I:** Three red beads hang from this woven string necklace (moderate [DC 18 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 1,650 gp).



#### TREASURE HOARD 10

- **Coinage:** 5,134 sp, 987 gp
- **Ruby (1):** Small transparent blood-red prism (worth 1,000 gp; DC 25 Appraise values).
- **Sun Medallion:** Four-inch diameter disc worked with a fiery sun in shades of gold (worth 1,200 gp).
- **Mosaic Chests (2):** Small walnut chests, one inlaid with a mosaic of a man drinking a toast, the other a mosaic of a woman playing a harp (worth 600 gp each).
- **Garter:** Man's blue silk garter embroidered with alternating raindrops and leaves (worth 100 gp).
- **+1 Halberd:** Yew-shafted halberd with a four-leaf clover design punched into the blade (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,310 gp).
- **+2 Chain Shirt:** Medium chain shirt painted black (medium [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 4,250 gp).

#### TREASURE HOARD 11

- **Coinage:** 1,977 gp, 492 pp.
- **Aquamarine (4):** Medium transparent blue-green oval (worth 500 gp each).
- **Choker:** Band of dark green satin embroidered with silver leaves and golden birds (worth 900 gp).
- **Silk Robe:** Black robe with a red dragon embroidered across the back and tiny gold flames spiralling up the sleeves (worth 100 gp).
- **+1 Light Crossbow:** An auroch bull is carved into the stock (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,335 gp).

#### TREASURE HOARD 12

- **Coinage:** 2,261 gp.
- **Peridot:** Medium translucent deep green sphere (worth 500 gp).
- **Emerald (1):** Small transparent sea-green sphere (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Silver Raven Figurine of Wondrous Power:** Incredibly detailed silver raven depicted in flight (moderate [DC 17 Knowledge {arcana} transmutation]; DC 21 Spellcraft identifies; DC 30 Knowledge (arcana) or Knowledge (history) reveals the command word "raedo;" worth 3,800 gp).
- **Headband of Alluring Charisma +2:** Green satin headband with a single feather embroidered in gold over the eyes (moderate [DC 17 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 4,000 gp).

## LEVEL 14 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 14th-level treasure hoard is 15,000 gp.

- **Identification:** Unless noted, a mundane item in an 14th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	14,746 gp, 5 sp
2	Hoard 2	14,975 gp, 8 sp
3	Hoard 3	15,233 gp
4	Hoard 4	14,966 gp
5	Hoard 5	15,036 gp
6	Hoard 6	15,469 gp
7	Hoard 7	15,049 gp
8	Hoard 8	15,365 gp, 4 sp
9	Hoard 9	15,058 gp
10	Hoard 10	15,251 gp
11	Hoard 11	14,938 gp
12	Hoard 12	15,088 gp

### TREASURE HOARD 1

- **Coinage:** 11,325 sp, 1,814 gp.
- **Topaz (4):** Small transparent pale yellow sphere (worth 500 gp).
- **Jacinth (5):** Small transparent red-gold half-sphere (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Chime of Opening:** Single silver chime with an open door symbol etched on the side (moderate [DC 17 Knowledge {arcana} transmutation]; DC 26 Spellcraft identifies; worth 3,000 gp).
- **Slippers of Spider Climbing:** Pale gold silk slippers (faint [DC 17 Knowledge {arcana} transmutation]; DC 19 Spellcraft identifies; worth 4,800 gp).

### TREASURE HOARD 2

- **Coinage:** 20,028 sp, 1,223 gp.
- **Necklace:** Chunky silver chain with gold disks hanging at regular intervals (worth 1,100 gp).
- **Ring:** Chunky electrum ring set with a row of five tiny diamonds (worth 1,100 gp).
- **Ivory Scroll Case:** Ivory scroll case with gold caps, each stamped with a fanged smile (worth 200 gp).
- **Necklace of Fireballs Type III:** Seven red beads hang from this slender, tarnished silver necklace (moderate [DC 18 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 4,350 gp).
- **Immovable Rod:** Flat steel rod marked with arrows pointing to the centre (moderate [DC 17 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 5,000 gp).

### TREASURE HOARD 3

- **Coinage:** 1,118 gp, 178 pp.
- **Drinking Horn:** Huge auroch horn hollowed for use as a cup, banded with gold and etched with hunting scenes (worth 1,000 gp).
- **Fake Fruitbowl:** Small ebony fruit bowl containing amethyst grapes, a citrine banana, carnelian orange, red jasper plum and two green malachite apples (worth 3,000 gp; DC 25 Appraise values).
- **+1 Flaming Bastard Sword:** This sword's hilt is shaped as a miniature red dragon with wings spread to form the cross piece and open mouth pointed along the blade (moderate [DC 18 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 8,335 gp).

### TREASURE HOARD 4

- **Coinage:** 3,426 gp, 153 pp.
- **Wreath Earrings (2):** Dangling enamelled disk featuring wreaths of green leaves and purple berries (worth 500 gp each).
- **Brooch:** Wide, silver brooch modelled as a grinning cat peeking through bracken (worth 1,300 gp).
- **Oak Tree Lamp:** Oak tree modelled in thin translucent alabaster, pierced and hollowed to serve as a lamp; sheds light as a common lamp (worth 1,400 gp).
- **Dragonhide Plate:** Medium-sized masterwork full plate armour made from the hide of a green dragon and decorated with elaborate scrollwork (worth 3,300 gp).
- **Adamantine Battleaxe:** Faded green split leather grip; DC 25 Perception reveals the word "Scaleslicer" etched faintly into the haft (worth 3,010 gp).

### TREASURE HOARD 5

- **Coinage:** 1,576 gp, 81 pp.
- **Spinel (5):** Medium transparent deep green sphere (worth 500 gp; DC 25 Appraise identifies and values).
- **Black Opal (3):** Small greenish-black translucent egg with gold sparks inside (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Coronet:** Alternating trefoils and lilies on a slim platinum band (worth 2,000 gp).
- **Horse Statuette:** Silver statuette of a mare and foal decked with tiny gemstone flower wreaths and gold harness work (worth 5,000 gp).
- **Wine Barrels (2):** One contains red wine, the other white wine (worth 75 gp each).

## TREASURE HOARD 6

- **Coinage:** 3,536 gp, 493 pp.
- **Peridot:** Large translucent yellow-green oval (worth 500 gp).
- **Diamond (2):** Small, transparent blue-white spheres (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Ring of Feather Falling:** Carved in the shape of flying birds (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 2,200 gp).
- **+1 Siangham:** Black blade; haft carved with wave patterns (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,303 gp).

## TREASURE HOARD 7

- **Coinage:** 1,984 gp.
- **Violet Garnet (1):** Small translucent violet oval (worth 500 gp; DC 25 Appraise identifies and values).
- **Silver Ring:** Silver ring shaped like a chain of clasped hands (worth 1,500 gp).
- **Adamantine Arrows:** Red-brown leather quiver holding 20 adamantine arrows with black raven feather fletching (worth 1,200 gp).
- **+1 Buckler:** Crescent buckler, painted red (faint [DC 15 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,165 gp).
- **+2 Composite Longbow (+3 Strength):** Beautifully stained composite bow stamped with a leaping fish (medium [DC 18 Knowledge {arcana} evocation]; DC 21 Spellcraft identifies; worth 8,700 gp).

## TREASURE HOARD 8

- **Coinage:** 22,974 sp, 2,558 gp, 301 pp.
- **Star Sapphire (3):** Small translucent deep blue oval with a white star in the centre (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Locket:** Gold locket inset with a scarlet ruby butterfly and containing the miniature portrait of a girl in last century's fashions (worth 900 gp).
- **Earrings (2):** Red and black butterflies above tiny dangling teardrops of amber (worth 500 gp each).
- **Keg of Mead:** Keg of dark mead; a lightning bolt is stamped on the lid (worth 100 gp).
- **Cloak of Elvenkind:** Hooded, dark brown woollen cloak (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 2,500 gp).

## TREASURE HOARD 9

- **Coinage:** 1,398 gp, 295 pp.
- **Black Pearl (2):** Small opaque black spheres (worth 500 gp each).

- **Tapestry:** Large tapestry depicting a ship sailing a stormy sea (worth 1,200 gp).
- **Ring of Protection +1:** Slim silver ring set with a tiny ruby (faint [DC 16 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 2,000 gp).
- **+1 Keen Short Sword:** Ivory-hilted, pattern-welded short sword (moderate [DC 18 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 8,310 gp).

## TREASURE HOARD 10

- **Coinage:** 1,976 gp.
- **Aquamarine (2):** Tiny transparent pale blue half-sphere (worth 500 gp each; DC 25 Appraise identifies and values).
- **Sapphire (2):** Small transparent deep blue sphere (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Armband:** Gold armband in the shape of a snake spiralling from wrist to elbow (worth 1,100 gp; DC 20 Appraise identifies and values).
- **+2 Light Fortification Studded Leather Armour:** Sheepskin-lined light brown armour (strong [DC 24 Knowledge {arcana} abjuration]; DC 28 Spellcraft identifies; worth 9,175 gp).

## TREASURE HOARD 11

- **Coinage:** 1,318 gp, 459 pp.
- **Blue Spinel (2):** Tiny transparent deep blue prism (worth 500 gp; DC 25 Appraise identifies and values).
- **Diamond (3):** Small transparent pale yellow oval (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Monkey Ring:** Platinum ring shaped like a monkey hugging the finger (worth 42,000 gp).
- **Salve of Slipperiness:** Acrid white salve in a green pot (moderate [DC 16 Knowledge {arcana} conjuration]; DC 21 Spellcraft identifies; worth 1,000 gp).

## TREASURE HOARD 12

- **Coinage:** 1,748 gp, 214 pp.
- **Ruby (2):** Medium transparent crimson oval (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Candelabra:** Silver nine-branched candelabra; each stem moulded in the shape of a different flower (worth 700 gp).
- **Wand of Silence (50 charges):** Short slender bone wand (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 4,500 gp).
- **Stone Salve:** White ceramic pot with a green ointment smelling of damp limestone (strong [DC 21 Knowledge {arcana} abjuration and transmutation]; DC 28 Spellcraft identifies; worth 4,000 gp).

## IDENTIFYING TREASURE

During the course of their adventures, the PCs will find treasure to identify. Use the notes below to facilitate their efforts.

### IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

- **Identify a magic item:** When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of the item's magic aura and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC to identify the magic item using *detect magic* and Spellcraft. Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.
- **Appraising an Item:** A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its

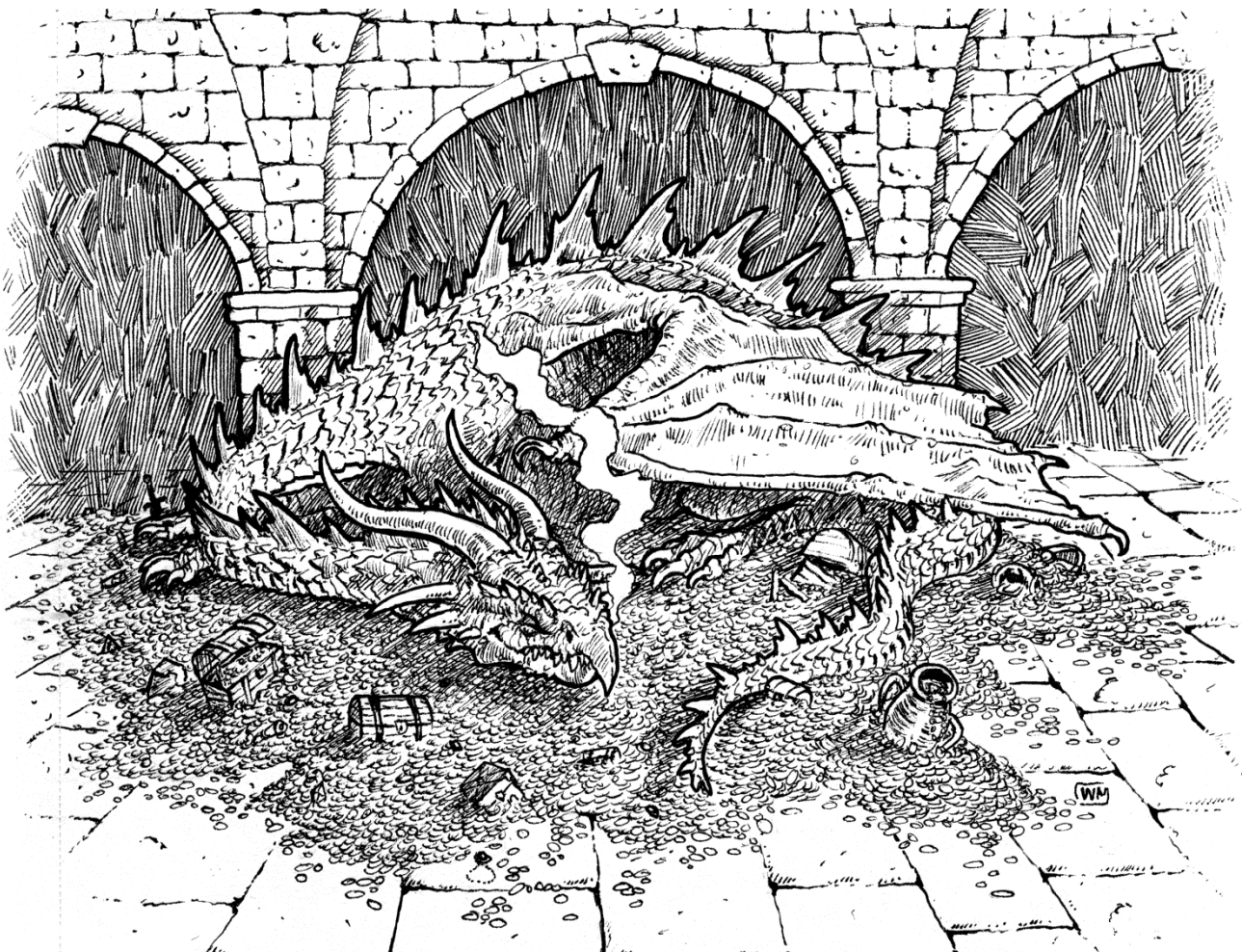
value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

- **Decipher a Scroll:** It takes three rounds to decipher a spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher a spell once per day.
- **Identify a Potion:** Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

### IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

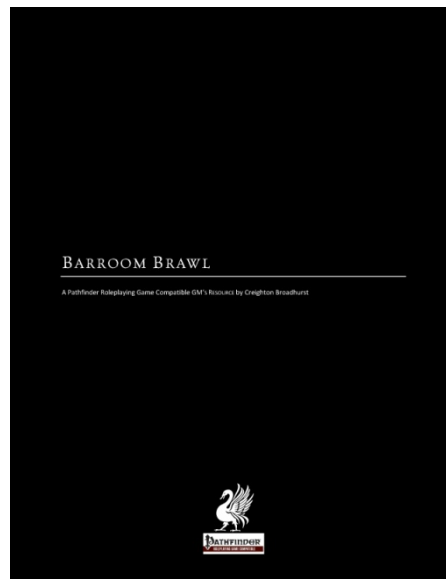
- **Appraise:** A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.



## BARROOM BRAWLS

Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle. And yet, brawls feature in comparatively few adventures these days. Complicated to run, requiring an understanding of little-used rules such as nonlethal damage and improvised weapons, they can be a GM's worst nightmare!

*Barroom Brawls* provides the tools to quickly and easily run an exciting, flavoursome brawl. Including useful handouts for the players as well as extensive notes for the GM, *Barroom Brawls* is the perfect excuse to put away your longsword and belt someone over the head with a chair!



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Your PCs are deep in the dungeon and have just defeated a terrifying dragon! As they bandage their wounds, and ready their fallen friend's bodies for return to the surface, they look around and ask "So what's in the dragon's hoard, anyway?" At that point, unless the GM has prepared a detailed list of treasure, the PCs get (possibly) literally tons of coins and some generic magic items. (After all, most GMs have better things to do with their prep time than generate treasure descriptions for stuff the PCs will likely sell as soon as they get back to town).

*So What's the Hoard Like, Anyway? II* banishes these problems by providing a veritable hoard of 84 pre-generated, ready-to-use lists of highly detailed treasure hoards ready to insert into almost any GM's campaign. Usable with any monster (not just dragons - this is not an excuse to put more dragons in your dungeons) the lists are broken down by character level making it easy to choose an appropriate hoard.

*So What's the Hoard Like, Anyway? II* presents hoards appropriate for character levels 8-14.

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