

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

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A Pathfinder Roleplaying Game Compatible GM'S RESOURCE by Ben Kent



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

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Ben Kent

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? III* banishes these problems by providing a veritable hoard of 72 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? III* presents hoards appropriate for character levels 15-20.



## CREDITS

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**Design:** Ben Kent

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Thank you for purchasing *So What's The Hoard Like, Anyway? III*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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

## ERRATA

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We like to think *So What's The Hoard Like, Anyway? III* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Ben Kent has memories of seeing "bigger kids" playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

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Published by Raging Swan Press  
1st printing, June 2012

## CONTENTS

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|                         |   |
|-------------------------|---|
| Credits.....            | 2 |
| Contact Us .....        | 2 |
| Errata .....            | 2 |
| About the Designer..... | 2 |
| Contents .....          | 3 |
| Foreword .....          | 3 |

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

|                               |    |
|-------------------------------|----|
| Level 15 Treasure Hoards..... | 4  |
| Level 16 Treasure Hoards..... | 6  |
| Level 17 Treasure Hoards..... | 8  |
| Level 18 Treasure Hoards..... | 10 |
| Level 19 Treasure Hoards..... | 12 |
| Level 20 Treasure Hoards..... | 14 |

## FOREWORD

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This is the third and final instalment of the *So What's The Hoard Like Anyway?* series. (*So What's the Hoard Like, Anyway? II* presents prepared treasure hoards suitable for characters level 8-14 while *So What's the Hoard Like, Anyway?* contains hoards suitable for characters level 1-7).

Designer Ben Kent has done a cracking job putting together 72 highly detailed treasure hoards suitable for characters level 15-20. The treasure hoards herein are ready to be inserted into almost any GM's campaign and require only minimal effort to make compatible with the GM's chosen world.

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 such a hoard such 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 18th level PCs goes through three CR 18 encounters and finds little more than the gold in their foes' pockets, you may want to select three level 18 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.

As always, I hope you find the contents of this supplement useful. If you've got suggestions for the subject of future "So What's" I'd be delighted to hear from you. Drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com) and let me know!



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### IDENTIFYING TREASURE

During the course of their adventures, the PCs will find treasure that they'll want 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 magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required 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 each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each 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.

## LEVEL 15 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 15th-level treasure hoard is 19,500 gp.

| D12 | TREASURE HOARD | VALUE     |
|-----|----------------|-----------|
| 1   | Hoard 1        | 19,647 gp |
| 2   | Hoard 2        | 19,339 gp |
| 3   | Hoard 3        | 19,094 gp |
| 4   | Hoard 4        | 19,394 gp |
| 5   | Hoard 5        | 19,500 gp |
| 6   | Hoard 6        | 19,837 gp |
| 7   | Hoard 7        | 19,143 gp |
| 8   | Hoard 8        | 19,356 gp |
| 9   | Hoard 9        | 19,820 gp |
| 10  | Hoard 10       | 19,835 gp |
| 11  | Hoard 11       | 19,709 gp |
| 12  | Hoard 12       | 19,326 gp |

### TREASURE HOARD 1

- **Coinage:** 1,277 gp, 542 pp.
- **Pink Diamonds (3):** Transparent lightly pink stones (worth 2,200 gp each; DC 20 Appraise identifies and values).
- **Ring-Bracelet:** Intricate and elegant, this matched ring and bracelet are attached by a web of fine platinum chains, set with jet stones at the links (worth 2,600 gp; DC 20 Appraise values).
- **Cure Light Wounds (5):** Each wand is formed from a foot-long piece of polished ash (faint [DC 16 Knowledge {arcana} conjuration]; DC 16 Spellcraft identifies; worth 750 gp each).

### TREASURE HOARD 2

- **Coinage:** 9 gp, 112 pp.
- **Ring of Protection +3:** This well-worn bronze ring depicts a snake swallowing a turtle (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 18,000 gp).
- **Cracked Rock Crystals (7):** These translucent clear stones are cracked as if hit with a heavy object (each worth 30 gp; DC 20 Appraise identifies and values).

### TREASURE HOARD 3

- **Coinage:** 94 gp.
- **Amber (5):** Five matching opaque orange stones (worth 400 gp each, 2,200 gp as a set; DC 20 Appraise identifies and values).
- **Emerald:** Translucent bright green stone (worth 1,150 gp; DC 20 Appraise identifies and values).
- **Cloak Clasp:** A platinum cloak clasp resembling a sword on one side and a shield on the other, both of which are decorated with small red spinels (worth 650 gp; DC 20 Appraise values).

- **Platinum Bars (4):** Three-pound bars of platinum, as sold to jewellers or mints (worth 1,500 gp each; DC 20 Appraise values).
- **Cloak of Protection +3:** This light green cloak would look fetching with a platinum clasp (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 9,000 gp).

### TREASURE HOARD 4

- **Coinage:** 2,434 gp, 203 pp.
- **Jacinth (Flawed)** Translucent reddish-brown stone, with a single opaque flaw (worth 900 gp; DC 20 Appraise identifies and values).
- **Silver Brooch:** A diving hawk, with moonstones as the hawk's talons (worth 2,500 gp; DC 20 Appraise values).
- **Pitcher and Goblets:** A crystal serving pitcher, sculpted to resemble a peach tree, with four crystal goblets, each sculpted to resemble plump peaches (worth 1,500 gp as a set; DC 20 Appraise values).
- **Belt of Physical Might +2:** A brown leather belt, with a solid iron belt buckle. This particular belt gives a +2 enhancement bonus to Strength and Constitution (strong [DC 27 Knowledge {arcana} transmutation]; DC 27 Spellcraft identifies; worth 10,000 gp).

### TREASURE HOARD 5

- **Amythest:** Transparent purple stone (worth 350 gp; DC 20 Appraise identifies and values).
- **+1 Seeking Bane (Evil Outsiders) Arrows (25):** A plain quiver holds these silvery arrows (strong [DC 27 Knowledge {arcana} divination]; DC 27 Spellcraft identifies; worth 9,150 gp).
- **Headband of Mental Prowess +2:** A silver band set with 4 moonstones. This particular headband gives a +2 enhancement bonus to Wisdom and Charisma (strong [DC 27 Knowledge {arcana} transmutation]; DC 27 Spellcraft identifies; worth 10,000 gp).

### TREASURE HOARD 6

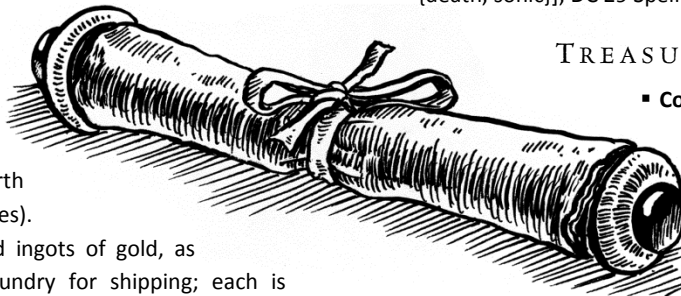
- **Coinage:** 5,987 gp, 75 pp
- **Star sapphire:** Translucent blue stone with white "star" centre (worth 1,600 gp; DC 20 Appraise identifies and values).
- **Armband:** Golden armband shaped like a serpent, with glittering jade eyes (worth 850 gp; DC 20 Appraise values).
- **+3 Full Plate:** This armour bears a sigil of a coiled serpent on the chest-plate (faint [DC 24 Knowledge {arcana} abjuration]; DC 24 Spellcraft identifies; worth 10,650 gp).

## TREASURE HOARD 7

- **Coinage:** 2,340 gp, 76 pp.
- **Brooch:** Platinum brooch of a dragon's claw clutching a black pearl (worth 1,600 gp; DC 20 Appraise values).
- **Painting:** An oil painting depicting a blue dragon locked in mortal combat with a silver dragon (worth 400 gp; DC 20 Appraise values).
- **Tapestry:** Elaborate woven tapestry depicting nearly a dozen dragons in combat with each other over a burning city (worth 1,100 gp; DC 20 Appraise values).
- **Wineglasses (4):** Crystal wineglasses with pewter stems resembling curling dragon's tails (worth 220 gp each, worth 1,000 gp as a set; DC 20 Appraise values).
- **Statuette:** Silver statuette of a dragon at rest, with deep red rubies for eyes (worth 3,600 gp; DC 20 Appraise values).
- **+1 Keen Falchion:** This falchion's hilt is wrapped in the hide of a blue lizard, and the entire falchion glows like a candle when held (moderate [DC 25 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 8,375 gp).

## TREASURE HOARD 8

- **Coinage:** 4,486 gp, 37 pp.
- **Anklet with Bells:** This platinum anklet has six bells and six amber charms shaped like songbirds (worth 2,750 gp; DC 20 Appraise values).
- **Gold Ingots (15):** Five pound ingots of gold, as might be prepared by a foundry for shipping; each is stamped with the symbol of two crossed hammers (worth 250 gp each; DC 20 Appraise values).
- **Amulet of Natural Armour +2:** A small tortoise shell hanging from a looped leather strap (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 8,000 gp).



## TREASURE HOARD 9

- **Coinage:** 890 gp, 313 pp.
- **Diamond Dust:** Sparkling, coarse, sand-like dust, collected in a vellum pouch (worth 3,600 gp; DC 20 Appraise values). The dust can be used as part of the material component for *stoneskin*.
- **Holy Symbol:** Gold and platinum holy symbol of a deity dedicated to healing; decorated with moonstones (worth 1,200 gp; DC 20 Appraise values).
- **Phylactery of Positive Channelling:** An ornate box, decorated in gleaming ivory, on a leather strap (moderate [DC 25 Knowledge {arcana} necromancy [good]]; DC 25 Spellcraft identifies; worth 11,000 gp).

## TREASURE HOARD 10

- **Coinage:** 126 pp.
- **Schorl:** Opaque dark indigo stone (worth 1,200 gp; DC 20 Appraise identifies and values).
- **Opal:** Subtranslucent red stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Topaz:** Transparent pale blue stone (worth 1,600 gp; DC 20 Appraise identifies and values).
- **Cloak Pin:** Shaped like a rounded shield, with a diamond mounted in the centre, and five emeralds equidistant around the circumference (worth 6,700 gp; DC 20 Appraise values).
- **Tiger-Skin Rug:** Fashioned from the pelt of a dire tiger, the rug still has the tiger's head and is remarkably well preserved (worth 2,600 gp; DC 20 Appraise values).
- **Elaborate Goblet:** Silver goblet decorated with the teeth of a dire tiger and tiger eye gemstones (worth 550 gp; DC 20 Appraise values).
- **Scroll of Wail of the Banshee:** The scroll is inscribed on vellum and stored rolled up in a scroll case crafted from a mammoth's thigh bone (strong [DC 32 Knowledge {arcana} necromancy {death, sonic}]; DC 29 Spellcraft deciphers; worth 3,825 gp).

## TREASURE HOARD 11

- **Coinage:** 764 gp, 77 pp.
- **Tourmaline (4):** Transparent pale blue stones (worth 300 gp, 320 gp, 350 gp and 430 gp; DC 20 Appraise identifies and values).
- **Wall Mirror:** An elaborate and beautiful wall mirror (hp 2, hardness 0) with a silver border, measuring 6 ft. by 10 ft. and weighing 340 lbs. (worth 4,500 gp intact, or a tenth of that in pieces; DC 20 Appraise values).
- **Scroll of Resurrection:** Etched into bleached white parchment this scroll rests in a plain wooden box (strong [DC 28 Knowledge {arcana} conjuration]; DC 27 Spellcraft deciphers; worth 12,275 gp).

## TREASURE HOARD 12

- **Coinage:** 1,856 gp, 847 pp.
- **Bloodstones (50):** Subtranslucent greenish-blue stones with small red spots (worth 50 gp each; DC 20 Appraise identifies and values).
- **Golden ring:** An ornate golden ring, with engraved depictions of a unicorn and lion combatant, with four rubies set equidistant along its length (worth 6,500 gp; DC 20 Appraise values).

## LEVEL 16 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 16th-level treasure hoard is 25,000 gp.

| D12 | TREASURE HOARD | VALUE     |
|-----|----------------|-----------|
| 1   | Hoard 1        | 22,633 gp |
| 2   | Hoard 2        | 24,360 gp |
| 3   | Hoard 3        | 25,013 gp |
| 4   | Hoard 4        | 25,638 gp |
| 5   | Hoard 5        | 27,141 gp |
| 6   | Hoard 6        | 26,409 gp |
| 7   | Hoard 7        | 23,900 gp |
| 8   | Hoard 8        | 22,765 gp |
| 9   | Hoard 9        | 26,420 gp |
| 10  | Hoard 10       | 24,714 gp |
| 11  | Hoard 11       | 26,005 gp |
| 12  | Hoard 12       | 25,002 gp |

### TREASURE HOARD 1

- **Coinage:** 2,433 gp
- **Garnets (12):** A dozen translucent green stones (worth 350 gp each; DC 20 Appraise identifies and values).
- **Belt of Incredible Dexterity +4:** This simple knotted robe-belt is frayed and worn (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

### TREASURE HOARD 2

- **Coinage:** 56 pp.
- **Tourmaline (6):** Three opaque pale red stones (worth 275 gp; DC 20 Appraise identifies and values).
- **Full Plate Horse Barding:** Styled to make the horse resemble a giant lizard-like creature, possibly a crude dragon (worth 6,150 gp; DC 25 Appraise values).
- **Headband of Vast Intelligence +4:** This simple silver circlet has a moonstone mounted in the centre, and grants the wearer ranks equal to their hit dice in Perception and Sense Motive (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

### TREASURE HOARD 3

- **Coinage:** 773 gp, 844 pp.
- **Turquoise (500):** Opaque sky-blue stones; the full sack weighs 5 lbs. (worth 10 gp each; DC 20 Appraise identifies and values).
- **Lion Medallion:** A golden medallion in the shape of a roaring lion, with ivory teeth and amber eyes (worth 2,800 gp; DC 20 Appraise values).
- **Ring of Protection +2:** This plain gold ring has the word "quietly" etched inside the band (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 8,000 gp).

### TREASURE HOARD 4

- **Coinage:** 3,428 gp, 37 pp.
- **Rock Crystal (14):** Translucent clear stones (worth 60 gp; DC 20 Appraise identifies and values).
- **Opal Ring:** A golden band set with a prominent transparent red opal (worth 3,000 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +3:** A small black dragon scale hangs off this knotted leather rope (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 18,000 gp).

### TREASURE HOARD 5

- **Coinage:** 891 gp.
- **Alexandrite (2):** Transparent dark green stones (worth 1,200 and 1,350 gp; DC 20 Appraise identifies and values).
- **Platinum-Plated Sceptre:** This smooth sceptre is about 18 inches in length and topped by an transparent green sapphire (worth 7,700 gp; DC 20 Appraise values).
- **Cloak of Protection +4:** This brown, travel-worn heavy woollen cloak is suitable for keeping the wearer warm in the winter (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 16,000 gp).

### TREASURE HOARD 6

- **Coinage:** 839 gp.
- **Jacinth (3):** Nearly opaque reddish-brown stones (worth 1,100, 1,400, and 1,550 gp; DC 20 Appraise identifies and values).
- **Painting:** This 4 ft. by 5 ft. painting depicts an elf military commander who is overlooking a battlefield strewn with dead orcs and elves; beside him, a woman weeps. (worth 3,200 gp; DC 25 Appraise values).
- **+1 Corrosive Shocking Greataxe:** This massive greataxe bears etchings along the blade in Orc, promising death to the wielder's enemies (moderate [DC 25 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 18,320 gp).

### TREASURE HOARD 7

- **Jet (17):** Small, opaque black stones (worth 450 gp in total; DC 20 Appraise identifies and values).
- **+3 Light Fortification Chain Shirt:** A sturdy chain shirt, constructed mainly of steel with a third of the links being iron (strong [DC 28 Knowledge {arcana} abjuration]; DC 28 Spellcraft identifies; worth 16,250 gp).

### TREASURE HOARD 8

- **Coinage:** 549 pp.
- **Chrysoberyl (7):** Translucent yellow-green stones (worth 325 gp; DC 20 Appraise identifies and values).



- **Wand of Flame Strike (25 charges):** This fork of yew wood is highly polished but smells faintly of ashes (faint [DC 25 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 15,000 gp).

#### TREASURE HOARD 9

- **Coinage:** 25 gp, 12 pp.
- **Pearl (31):** Opaque, pink spheres stored in a large black velvet bag stitched with a red lining (worth 275 gp; DC 20 Appraise identifies and values).
- **Jacinth:** This transparent reddish-brown stone is covered in dried blood (worth 1,000 gp; DC 20 Appraise identifies and values).
- **Pearl of Power (4th-level):** A flawless white pearl, in a silver case shaped like a clam (strong [DC 32 Knowledge {arcana} transmutation]; DC 32 Spellcraft identifies; worth 16,000 gp).
- **Potion of Cure Serious Wounds:** Runes of healing are engraved into this plain silver vial (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 21 Spellcraft or Perception identifies; worth 50 gp).

#### TREASURE HOARD 10

- **Coinage:** 5,674 gp, 12 pp.
- **Butterfly Pendant:** Delicately sculpted in platinum with jade wings (worth 5,700 gp; DC 20 Appraise values).
- **Chest of Silver:** A robust mahogany chest with an interior size of about a cubic foot and the symbol of a falcon holding a coin carved into the lid. The chest contains exactly 10,000 silver coins (the chest itself is worth 220 gp; DC 20 Appraise values).
- **Boots of Speed:** These well-oiled leather greaves have images of a running man graven into their surface (moderate [DC 25 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 12,000 gp).

#### TREASURE HOARD 11

- **Topaz:** Transparent pale yellow stone hidden in an empty scroll tube stuffed full of crumpled linen (worth 2,300 gp; DC 20 Appraise identifies and values).
- **Bejewelled Brush Kit:** This silver-and-platinum lady's hair-care kit comprises brush, comb and hand mirror, plus a polished wooden case; all decorated in moonstones (the brush, comb and mirror are each worth 1,100 gp individually, and the case is worth another 250 gp. The whole is worth 5,300 gp as a matched set; DC 20 Appraise values).
- **Genesis Grimoire, 1<sup>st</sup> Edition (I – VI):** These six 100-page leather bound books are not modestly named, dealing as they do with the very beginnings of magic. This particular printing, annotated by the original author, has long been believed to be lost. The six books are each worth 1,100 gp; the set is worth 10,000 gp although a sage or other student of magic might pay up to 20,000 gp (DC 25 Appraise values).

#### TREASURE HOARD 12

- **Coinage:** 632 gp, 457 pp.
- **Silk (17 bolts):** High quality bolts of 10 sq. yards of silk, in blues (7), reds (4), and purples (6) (worth 100 gp per bolt; DC 20 Appraise values).
- **Spices:** Six 100 lbs. chests, full of one-pound bundles of spices. Each chest includes cinnamon (15 bundles [each worth 1 gp]), cloves (15 [each worth 15 gp]), ginger (15 [each worth 2 gp]), saffron (15 [each worth 15 gp]), salt (30 [each worth 5 gp]), pepper (10 [each worth 2 gp]). Each chest is worth 665 gp (DC 20 Appraise values).
- **Scroll of Binding:** This scroll has been acid-etched onto a metal plate by a 20th-level caster, and is capable of binding up to a 20 HD creature (strong [DC 35 Knowledge {arcana} enchantment]; DC 35 Spellcraft identifies; worth 14,100 gp).



## LEVEL 17 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 17th-level treasure hoard is 32,000 gp.

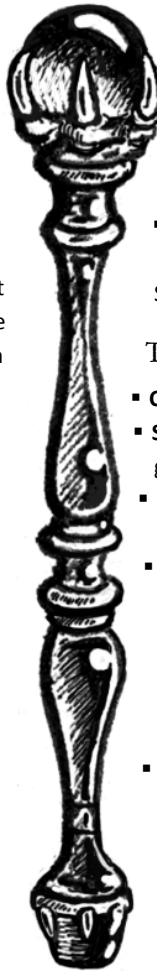
| D12 | TREASURE HOARD | VALUE     |
|-----|----------------|-----------|
| 1   | Hoard 1        | 31,382 gp |
| 2   | Hoard 2        | 31,396 gp |
| 3   | Hoard 3        | 30,225 gp |
| 4   | Hoard 4        | 31,355 gp |
| 5   | Hoard 5        | 31,080 gp |
| 6   | Hoard 6        | 32,729 gp |
| 7   | Hoard 7        | 30,057 gp |
| 8   | Hoard 8        | 34,757 gp |
| 9   | Hoard 9        | 31,349 gp |
| 10  | Hoard 10       | 30,974 gp |
| 11  | Hoard 11       | 34,866 gp |
| 12  | Hoard 12       | 33,830 gp |

### TREASURE HOARD 1

- **Coinage:** 1,152 gp, 428 pp.
- **Jacinth:** Transparent reddish-brown stone wrapped in water-stained parchment (worth 1,600 gp; DC 20 Appraise identifies and values).
- **Raven Brooch:** This jet brooch has been carved into the shape of a raven and has two glittering, translucent black diamond eyes (worth 3,100 gp; DC 20 Appraise values).
- **Wand of Stoneskin (25 charges; CL 10):** Carvings of a stout wall decorate this slender iron rod (faint [DC 25 Knowledge {arcana} abjuration]; DC 25 Spellcraft identifies; worth 21,250 gp).

### TREASURE HOARD 2

- **Coinage:** 3,606 gp, 27 pp.
- **Spinel:** Transparent deep blue stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Opal Locket:** Transparent milky white opal on a platinum locket; the locket is empty (worth 3,200 gp; DC 20 Appraise values).
- **Silver Hatpin:** A silver hatpin, shaped like a hippogriff (worth 1,800 gp; DC 20 Appraise values).
- **Platinum mobile:** Four platinum doves, elegantly sculpted, with translucent blue azurite eyes, are suspended from a teak frame (worth 550 gp each, worth 2,500 gp as a set; DC 20 Appraise values).
- **Ring of Protection +3:** A platinum band with an etching of a fox chasing a hare (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 18,000 gp).



### TREASURE HOARD 3

- **Coinage:** 4,265 gp, 756 pp.
- **Star Sapphire:** Translucent yellow stone with a white star centre (worth 4,400 gp; DC 20 Appraise identifies and values).
- **Eye Amulet:** A golden amulet, shaped like an eye. The iris of the eye is an opaque black jet, surrounded by opaque green amber (worth 3,100 gp; DC 20 Appraise values).
- **Elaborate Pipe-Organ:** Weighing 6,000 lbs. this is an eight-stop pipe organ, with ebony and ivory keys. The organ is non-functional, but amounts to the “raw materials” required for a suitable craftsman to construct an organ suited to a modest church (worth 2,900 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +2:** A simple steel medallion shaped like a shield (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 8,000 gp).

### TREASURE HOARD 4

- **Coinage:** 10,685 gp, 807 pp.
- **Stirling Silver Table Set:** An elaborate twelve-person, seven-course meal set complete with bowls, serving trays and silver cutlery, with a total weight of 150 lbs. (worth 3,600 gp; DC 20 Appraise values).
- **Cloak of Protection +3:** A gaudy black cloak with gold-lined interior (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 9,000 gp).

### TREASURE HOARD 5

- **Coinage:** 1,260 gp, 295 pp.
- **Schorl (Tourmaline):** Opaque dark indigo stone (worth 1,420 gp; DC 20 Appraise identifies and values).
- **Pearl Necklace:** A strand of 16 rosy pink pearls (worth 2,200 gp; DC 20 Appraise values).
- **Gilded Iron Maiden:** This gold-plated iron statue has a hinged front, opening to reveal a centre filled with iron spikes; the exterior is stylized in gold and opaque white jade to resemble a voluptuous and bashful young woman. Unseemly brown stains mar the interior (worth 7,250 gp; DC 20 Appraise values).
- **Headband of Alluring Charisma +4:** This platinum band is accented with purple quartz and glimmers in the light (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

## TREASURE HOARD 6

- **Coinage:** 869 gp, 263 pp.
- **Opal (2):** Subtranslucent green stones (worth 1,510 and 1,520 gp respectively; DC 20 Appraise identifies and values).
- **Sapphire Periapt:** A ring of translucent yellow-green chrysoberyl surrounding a large, transparent yellow sapphire hanging on an elegant gold chain (worth 5,800 gp; DC 20 Appraise values).
- **Chimera-hide Rug:** This huge (12 ft. by 10 ft.) rug weighs 340 lbs., and is crafted from the intact hide of a chimera, although none of the heads are present (worth 4,400 gp; DC 20 Appraise values).
- **Belt of Physical Perfection +2:** This tough leather belt has a platinum buckle, depicting an elephant (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 16,000 gp).

## TREASURE HOARD 7

- **Coinage:** 1,312 gp, 77 pp.
- **Emerald:** Translucent bright green stone (worth 2,900 gp; DC 20 Appraise identifies and values).
- **Sapphire:** Translucent pink stone (worth 2,375 gp; DC 20 Appraise identifies and values).
- **Ironwood Sovereign's Orb:** A carefully carved and polished ironwood sphere, decorated with four opaque pale green tourmalines and a single transparent blue aquamarine (worth 3,100 gp; DC 20 Appraise values).
- **Ironwood Sceptre:** Carved from ironwood, this two-foot long polished sceptre is carved to appear to sprout holly-berries, which are actually a dozen opaque white pearls (worth 3,600 gp; DC 20 Appraise values).
- **Belt of Mighty Constitution +4:** This rough leather belt sports a ruby-studded steel buckle (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

## TREASURE HOARD 8

- **Coinage:** 2,167 gp, 154 pp.
- **Diamond:** Translucent pink stone (worth 6,100 gp; DC 20 Appraise identifies and values).
- **Diamond Earrings:** Matching gold earrings with diamonds (worth 2,450 gp; DC 20 Appraise values).
- **Marble Bust:** This 220 lbs. marble bust depicts a beautiful woman mid-laugh. There are no markings on the statue to indicate it, but this is one of few surviving images of the former tyrant of the Western Lands, whose reign ended in bloody slaughter long ago; the bust is valuable to the right parties (worth 1,200 gp; DC 20 Appraise values; a character making a DC 20 Knowledge {history} check recognizes the tyrant; knowing this, the statue's value rises to 3,200 gp).

- **+1 Wild Dragonhide Full Plate:** This full plate is crafted from carefully selected pieces from the hide of a red dragon and projects an aura of menace and power (moderate [DC 24 Knowledge {arcana} transmutation]; DC 24 Spellcraft identifies; worth 19,300 gp).

## TREASURE HOARD 9

- **Coinage:** 1,579 gp, 158 pp.
- **Tourmaline (18):** Transparent pale blue stones (worth 210 gp; DC 20 Appraise identifies and values).
- **Sapphire:** Translucent pink stone (worth 2,160 gp; DC 20 Appraise identifies and values).
- **Bracelet:** Golden bracelet with six translucent orange amber charms, with insects trapped inside (worth 3,300 gp; DC 20 Appraise values).
- **Staff of Fire:** This staff is carved from the twisted and scorched bough of an oak (moderate [DC 23 Knowledge {arcana} evocation]; DC 23 Spellcraft identifies; worth 18,950 gp).

## TREASURE HOARD 10

- **Coinage:** 2,689 gp, 231 pp.
- **Schorl (Tourmaline; 3):** Opaque dark indigo stones (each worth 1,100 gp; DC 20 Appraise identifies and values).
- **Ruby Studded Belt Buckle:** A belt buckle shaped like a flame, studded with rubies (worth 4,300 gp; DC 20 Appraise values).
- **Ring of Minor Spell Storing:** This ring is shaped like a falcon in flight. It contains an empowered [CL 5] *cure light wounds* (faint [DC 20 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 18,375 gp).

## TREASURE HOARD 11

- **Coinage:** 1,922 gp, 132 pp.
- **Platinum Bracelets:** A matching pair of platinum bracelets set with transparent black diamonds (worth 5,000 gp each, plus 10% as a set; DC 20 Appraise values).
- **+1 Cold Iron Holy Heavy Mace:** This weapon has the inscription "Bringer of Blessings" on the head in Celestial (moderate [DC 22 Knowledge {arcana} evocation [Good]]; DC 22 Spellcraft identifies; worth 20,624 gp).

## TREASURE HOARD 12

- **Coinage:** 23 pp.
- **Star Rubies (3):** Transparent red stone with a white star centre (each worth 5,600 gp; DC 20 Appraise identifies and values).
- **Star Sapphire:** Translucent yellow stone with a white star centre (worth 5,800 gp; DC 20 Appraise identifies and values).
- **Chess Set:** An ebony and ivory chessboard, with a full set of golden "evil" pieces (orcs, ogres and chromatic dragons), and platinum "good" pieces (elves, dwarves and metallic dragons) (worth 11,000 gp; DC 20 Appraise values).

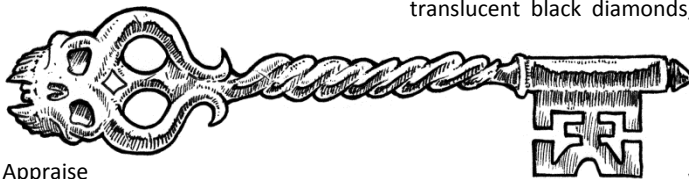
## LEVEL 18 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 18th-level treasure hoard is 41,000 gp.

| D12 | TREASURE HOARD | VALUE     |
|-----|----------------|-----------|
| 1   | Hoard 1        | 42,716 gp |
| 2   | Hoard 2        | 45,077 gp |
| 3   | Hoard 3        | 40,700 gp |
| 4   | Hoard 4        | 41,118 gp |
| 5   | Hoard 5        | 40,961 gp |
| 6   | Hoard 6        | 39,335 gp |
| 7   | Hoard 7        | 38,891 gp |
| 8   | Hoard 8        | 42,149 gp |
| 9   | Hoard 9        | 36,969 gp |
| 10  | Hoard 10       | 39,647 gp |
| 11  | Hoard 11       | 42,294 gp |
| 12  | Hoard 12       | 42,143 gp |

### TREASURE HOARD 1

- **Coinage:** 166 gp, 193 pp.
- **Aquamarines (2):** A translucent blue stone (worth 1,100 and 1420 gp; DC 20 Appraise identifies and values).
- **Large Black Pearls (3):** An opaque, smooth black sphere, with undertones of shimmering greens, blues, silvers and pinks (each worth 3,300 gp; DC 20 Appraise identifies and values).
- **Elaborate Crown:** A giant five-pointed crown of gold, dripping with transparent yellow diamonds and a large central translucent deep green emerald (worth 10,200 gp; DC 20 Appraise values).
- **Ring of Protection +3:** A well-worn and plain-looking copper band (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 18,000 gp).



### TREASURE HOARD 2

- **Coinage:** 3,047 gp, 8 pp.
- **Moonstones (120):** Each stone is translucent white in hue with a pale blue glow (worth 55 gp; DC 20 Appraise identifies and values).
- **Ivory Tusks (5):** Five dire elephant tusks; each is approximately 18 feet long, and weighs about 100 lbs. (each is worth 3,000 gp, less 20% if not intact; DC 25 Appraise values).
- **+4 Mithral Breastplate:** This light weight breastplate is sculpted to represent a muscular torso (strong [DC 27 Knowledge {arcana} abjuration]; DC 27 Spellcraft identifies; worth 20,350 gp).

### TREASURE HOARD 3

- **Tiara:** A simple platinum band with dozens of inset pink diamonds (worth 8,700 gp; DC 20 Appraise values).
- **Headband of Mental Superiority +2:** This thin golden band holds a trio of translucent olive peridots. The wearer gains ranks equal to their hit dice in Spellcraft (strong [DC 27 Knowledge {arcana} transmutation]; DC 27 Spellcraft identifies; worth 16,000 gp).
- **Belt of Giant's Strength +4:** This thick brown belt bears an iron fist belt buckle (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

### TREASURE HOARD 4

- **Coinage:** 268 gp.
- **Star Ruby:** Transparent red stone with white star centre (worth 6,100 gp; DC 20 Appraise identifies and values).
- **Diamonds (2):** Translucent yellowish stone; almost the same size but slightly miss-matched (worth 2,100 and 2,350 gp; DC 20 Appraise identifies and values).
- **Iron Crown:** Fitted with opaque black jet stones and translucent black diamonds, with a large centrally displayed translucent red ruby, this crown is stylized to resemble a menacing ring of horns (worth 7,850 gp; DC 20 Appraise values).
- **Masterwork Longswords (30):** A crate of thirty identical masterwork longswords, each marked with the maker's mark of an anvil under a sword (worth 315 gp each; DC 20 Appraise values).
- **Wand of Restoration (25 charges):** A foot-long brass rod, with the end sculpted to resemble a pointing finger (moderate [DC 22 Knowledge {arcana} conjuration]; DC 22 Spellcraft identifies; worth 13,000 gp).

### TREASURE HOARD 5

- **Coinage:** 761 gp.
- **Amber (11):** Opaque green stones stored in a battered pouch (worth 250 gp each; DC 20 Appraise identifies and values).
- **Platinum Armband:** A platinum armband with an opaque green jade mantis standing on it (worth 5,450 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +4:** A small chunk of adamantite ore, dangling from a steel chain (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 32,000 gp).

## TREASURE HOARD 6

- **Coinage:** 10, 855 gp, 112 pp.
- **Emerald:** Translucent bright green stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Opal:** Subtranslucent green stone (worth 1,380 gp; DC 20 Appraise identifies and values).
- **Music Box:** An elegant gold and platinum music box featuring three miniature dancers, which turn circles and move forward and back (worth 7,880 gp; DC 20 Appraise values).
- **Cloak of Protection +4:** A light blue cloak with a silver clasp decorated with translucent lavender jade (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 16,000 gp).

## TREASURE HOARD 7

- **Coinage:** 2,341 gp, 651 pp.
- **Ruby:** Translucent brownish red stone (worth 2,200 gp; DC 20 Appraise identifies and values).
- **Spinel:** Transparent deep blue stone (worth 4,400 gp; DC 20 Appraise identifies and values).
- **Alexandrite:** A transparent dark green stone (worth 2,150 gp; DC 20 Appraise identifies and values).
- **Platinum Ring:** An elegant platinum band mounted with a translucent red ruby and two transparent red diamonds (worth 4,600 gp; DC 20 Appraise values).
- **+1 Vicious/+1 Vicious Dire Flail:** Tarnished black in colour, and bearing ominous spikes (moderate [DC 24 Knowledge {arcana} necromancy]; DC 24 Spellcraft identifies; worth 16,690 gp).

## TREASURE HOARD 8

- **Coinage:** 699 gp, 58 pp.
- **Pink Diamonds (10):** Transparent pink stones (worth 1050 gp each; DC 20 Appraise identifies and values).
- **Opal Ear Cuffs (2):** Finely crafted earrings that cover the side of the ear and are set off with transparent red diamonds and a dangling subtranslucent red opal (worth 4,350 gp each; DC 20 Appraise values).
- **Candelabra:** A pair of wide golden candelabrum, each suitable for holding nine candles; they are decorated with translucent white moonstones, and each candle's place is set with a clear colourless opal (each worth 9,850 gp, plus 10% more as a set; DC 20 Appraise values).

## TREASURE HOARD 9

- **Coinage:** 3,089 gp, 263 pp.
- **Diamond:** Translucent yellow stone (worth 6,100 gp; DC 20 Appraise identifies and values).
- **Star Ruby:** Transparent red stone with white star centre (worth 2,000 gp; DC 20 Appraise identifies and values).

- **Phylactery:** A small platinum box with an elegant velvet strap; the box is marked with runic marks of wisdom, intellect and good fortune (worth 3,750 gp; DC 20 Appraise values).
- **Greater Metamagic Rod of Extend Spell:** A steel rod some thirty inches in length, capped by translucent purple quartz (strong [DC 32 Knowledge {arcana} (no school)]; DC 32 Spellcraft identifies; worth 24,500 gp).

## TREASURE HOARD 10

- **Coinage:** 2,237 gp, 321 pp.
- **Star Sapphires (2):** These transparent pink stones each have a white star centre (worth 4,150 gp each; DC 20 Appraise identifies and values).
- **Diamond Necklace:** A platinum chain dripping with translucent colourless diamonds (worth 6,800 gp; DC 20 Appraise values).
- **Gold Bars (28):** Gold bars weighing 4 lbs.; each is stamped with the mark of a hammer and shield (each worth 200 gp; DC 20 Appraise values).
- **Scroll of maximized Disintegrate (3):** Written in blood (CL 20) on a sheet of rice paper (strong [DC 35 Knowledge {arcana} transmutation]; DC 35 Spellcraft identifies; worth 4,500 gp each).

## TREASURE HOARD 11

- **Coinage:** 789 gp, 322 pp.
- **Amethyst (15):** Translucent purple stones (worth 125 gp each; DC 20 Appraise identifies and values).
- **Chrysoberyl (26):** Transparent yellow-green stones (worth 110 gp; DC 20 Appraise identifies and values).
- **Superior Locks (7):** Each lock (DC 40 Disable Device) has its own key (worth 150 gp; DC 20 Appraise values).
- **Masterwork Full Plate (10):** Ten full suits of masterwork full plate, each bearing emblems of a dire wolf rampant; includes helm, gauntlets and boots (worth 1,650 gp each; DC 20 Appraise values).
- **Headband of Inspired Wisdom +4:** This gold and silver circlet is studded with transparent orange carnelians (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

## TREASURE HOARD 12

- **Coinage:** 2,356 gp, 1,058 pp.
- **Zircon (89):** Transparent grey stones (worth 62 gp; DC 20 Appraise identifies and values).
- **Crystal Chandelier:** Six feet in height with golden fittings, crystal lens and three *continual flames*, this chandelier weighs nearly 400 lbs. (worth 7,530 gp; DC 25 Appraise values).
- **+4 Light Steel Shield:** This light shield is emblazoned with the image of a rampant unicorn (strong [DC 27 Knowledge {arcana} abjuration]; DC 27 Spellcraft identifies; worth 16,159 gp).

## LEVEL 19 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 19th-level treasure hoard is 53,000 gp.

| D12 | TREASURE HOARD | VALUE     |
|-----|----------------|-----------|
| 1   | Hoard 1        | 50,643 gp |
| 2   | Hoard 2        | 53,657 gp |
| 3   | Hoard 3        | 52,758 gp |
| 4   | Hoard 4        | 55,894 gp |
| 5   | Hoard 5        | 55,043 gp |
| 6   | Hoard 6        | 50,784 gp |
| 7   | Hoard 7        | 51,011 gp |
| 8   | Hoard 8        | 51,011 gp |
| 9   | Hoard 9        | 53,922 gp |
| 10  | Hoard 10       | 53,379 gp |
| 11  | Hoard 11       | 47,181 gp |
| 12  | Hoard 12       | 56,185 gp |

### TREASURE HOARD 1

- **Coinage:** 4,653 gp, 269 pp.
- **Emerald and Ruby Ring:** A gold ring inset with three translucent deep bright green emeralds and two transparent brownish-red rubies (worth 5,800 gp; DC 20 Appraise values).
- **Mithral Crown:** This carefully sculpted light crown is a lattice of three score interwoven mithral wires with translucent yellow and pink diamonds at the joints (worth 12,500 gp; DC 20 Appraise values).
- **Ring of Evasion:** A golden ring, the word “Whirlitz” etched into the interior in calligraphic text (moderate [DC 22 Knowledge {arcana} transmutation]; DC 22 Spellcraft identifies; worth 25,000 gp).

### TREASURE HOARD 2

- **Coinage:** 4,357 gp, 477 pp.
- **Jade (27):** These opaque green stones fill a small leather sack (worth 440 gp; DC 20 Appraise identifies and values).
- **Black Pearl:** An opaque, smooth sphere that is black in colour with undertones of shimmering green, blue, silver and pink hues (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Jewelled Gauntlets:** A pair of gilded gauntlets; each has a prominent opaque tourmaline of varied colours above each knuckle, and large transparent yellow amber both on the back of the hand and set into the gauntlets’ palm (worth 4,300 gp; DC 20 Appraise values).
- **Wand of Cure Critical Wounds (25 charges):** This wand (CL 10) of white birch, about a foot and a half in length (strong [DC 35 Knowledge {arcana} conjuration]; DC 35 Spellcraft identifies; worth 26,250 gp).

### TREASURE HOARD 3

- **Coinage:** 198 gp, 23 pp.
- **Ruby:** Translucent brownish red stone (worth 2,430 gp; DC 20 Appraise identifies and values).
- **Belt of Physical Perfection +2:** This durable leather belt, which has been dyed a dark blue in colour, has an iron buckle (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 16,000 gp).
- **Headband of Vast Intelligence:** A slender platinum tiara, upturned at the ends. This headband also grants a number of skill ranks equal to the owner’s hit dice to Knowledge (nobility), Diplomacy and Sense Motive (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 36,000 gp).

### TREASURE HOARD 4

- **Coinage:** 6824 gp, 552 pp.
- **Matching His & Hers Platinum Bands (2):** This band is wider with a translucent pink diamond; her band is narrower with a translucent black diamond (worth 3,100 gp each; DC 20 Appraise values).
- **Heavy War Horses (5):** These magnificent animals are trained for war; each has a military saddle and masterwork chain mail barding (worth 1,070 gp each; DC 20 Appraise values).
- **Ring of Protection +4:** A plain band, seemingly made of ash (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 32,000 gp).

### TREASURE HOARD 5

- **Coinage:** 3,653 gp, 514 pp.
- **Masterwork Gold Full Plate:** Not merely plated in gold, but actually constructed from gold the armour is meticulously sculpted to make the wearer appear as a bare-chested male. The armour was intended for (ostentatious) show, rather than use in combat; the armour bonus is only +7 and an armour check penalty of -7. The suit weighs 75 lbs. (worth 15,150 gp; DC 25 Appraise values).
- **Staff of Healing:** A five-foot long polished oak staff, shod in gold at both ends (moderate [DC 23 Knowledge {arcana} conjuration]; DC 23 Spellcraft identifies; worth 29,600 gp).

### TREASURE HOARD 6

- **Coinage:** 5,623 gp, 1,157 pp.
- **Platinum Full Finger Ring:** The ring is sculpted to make the finger resemble a striking serpent, with translucent red rubies for eyes (worth 4,100 gp; DC 20 Appraise values).

- **Jewelled Necklace:** A wide necklace of crystal with platinum wire and translucent yellow diamonds set among the larger crystals (worth 7,500 gp; DC 20 Appraise values).
- **Ring of Invisibility:** An elegant lady's platinum band, with a leaf pattern etched into the surface (faint [DC 18 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 20,000 gp).

#### TREASURE HOARD 7

- **Coinage:** 379 gp, 1,021 pp.
- **Jacinth (5):** Transparent reddish-brown stone (worth 1,600 gp, 1,720 gp, 1,850 gp, 2,000 gp and 2,210 gp; DC 20 Appraise identifies and values).
- **Jewelled Military Sabre:** With a gold and platinum hilt and translucent deep bright green emeralds on both the pommel and the crossguard this sabre performs as a masterwork longsword (worth 5,815 gp; DC 20 Appraise values).
- **Bracers of Greater Archery:** A durable set of bracers made of plain-looking leather (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 25,000 gp).

#### TREASURE HOARD 8

- **Coinage:** 9,176 gp, 826 pp.
- **Aquamarines (3):** Three translucent blue stone (worth 1,100 gp, 1,150 gp and 1,200 gp; DC 20 Appraise identifies and values).
- **Jade Incense Burner:** A translucent green statue of a small dragon, lounging like a cat; the dragon would hold a stick of incense in its paw and the ashes fall along its belly (worth 7,500 gp; DC 20 Appraise values).
- **Case of Fine Wine (13):** More than a dozen bottles of well-aged and rare fine wine, from a popular winery (worth 125 gp; DC 20 Appraise values).
- **Wand of Enervation (50 charges):** A two-foot length of dark black ebony with an opaque black jet set in the tip (moderate [DC 22 Knowledge {arcana} necromancy]; DC 22 Spellcraft identifies; worth 21,000 gp).

#### TREASURE HOARD 9

- **Coinage:** 6,672 gp, 937 pp.
- **Diamond:** Translucent red stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Ruby Chalice (2):** A matched set of silver chalices, each set with four translucent reddish-brown rubies (worth 4,900 gp each; DC 20 Appraise values).
- **+5 full plate:** This heavily-built suit of full plate looks as though it is made of iron rather than steel and is battered as if from

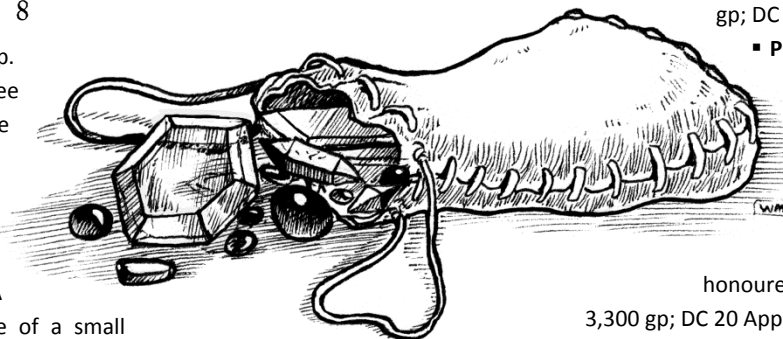
dozens of battles, yet it is solidly built (strong [DC 30 Knowledge {arcana} abjuration]; DC 30 Spellcraft identifies; worth 25,000 gp).

#### TREASURE HOARD 10

- **Coinage:** 989 gp, 427 pp.
- **Spinel:** A transparent deep blue stone (worth 1,800 gp; DC 20 Appraise identifies and values).
- **+4 Defending Rapier:** Inscribed into the well-balanced hilt of this rapier is the word "Steady" (strong [DC 27 Knowledge {arcana} evocation]; DC 27 Spellcraft identifies; worth 50,320 gp).

#### TREASURE HOARD 11

- **Coinage:** 9,471 gp, 1,111 pp.
- **Onyx (120):** Subtranslucent black stones (worth 50 gp each; DC 20 Appraise identifies and values).
- **Full Wardrobe:** An excellent wardrobe, crafted from oak, and weighting nearly 900 lbs.; it contains ten sets of noble's clothing (the wardrobe is worth 300 gp; each suit is worth 100 gp; DC 20 Appraise values).



#### ▪ Pauldrons with Epaulettes:

These pauldrons are gilded with white gold, and the lance side displays a gold dragon sergeant guardant; the velvet and silk epaulettes denote an

honoured military service (worth

3,300 gp; DC 20 Appraise values).

- **Cloak of Protection +4:** A deep ochre cloak with a simple wooden clasp; the cloak smells faintly of fresh bread (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 16,000 gp).

#### TREASURE HOARD 12

- **Coinage:** 1,965 gp, 682 pp.
- **Velvet Choker with Pearl Cameo:** A black velvet choker, including a cameo of an elegant woman, carved from opaque white pearl (worth 5,400 gp; DC 20 Appraise values).
- **Promissory Note:** This vellum parchment is sealed in a scroll case that has been fully coated with wax; the document details an agreement with a major faith to reward the bearer of the letter with 10,000 gp in goods or services (worth 10,000 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +4:** An exceptionally hard shard of chitin, dangling from a cord of giant's hair (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 32,000 gp).

## LEVEL 20 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 20th-level treasure hoard is 67,000 gp.

| D12 | TREASURE HOARD | VALUE     |
|-----|----------------|-----------|
| 1   | Hoard 1        | 63,966 gp |
| 2   | Hoard 2        | 62,234 gp |
| 3   | Hoard 3        | 69,324 gp |
| 4   | Hoard 4        | 67,369 gp |
| 5   | Hoard 5        | 70,687 gp |
| 6   | Hoard 6        | 70,656 gp |
| 7   | Hoard 7        | 70,615 gp |
| 8   | Hoard 8        | 69,243 gp |
| 9   | Hoard 9        | 65,481 gp |
| 10  | Hoard 10       | 60,580 gp |
| 11  | Hoard 11       | 60,666 gp |
| 12  | Hoard 12       | 73,179 gp |

### TREASURE HOARD 1

- **Coinage:** 216 gp, 355 pp.
- **Gemstone Headdress:** Including countless translucent purple amethysts and opaque pale blue tourmalines, this headdress fans out about the wearer's face, placing them at the centre of the array of jewels (worth 10,200 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +5:** A leather bag containing a small dragon bone is strung on a length of cord (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 50,000 gp).

### TREASURE HOARD 2

- **Coinage:** 8,964 gp, 367 pp.
- **Diamond:** This large black stone is transparent (worth 3,100 gp; DC 20 Appraise identifies and values).
- **Gilded and Jewelled Saddle:** A lady's saddle, with bit and bridle included; the fixtures are in gold, studded with translucent pink garnets, the leather is of the highest quality (worth 2,500 gp; DC 20 Appraise values).
- **Ring of Greater Energy (Electricity) Resistance:** This hematite ring is lightly magnetic (moderate [DC 26 Knowledge {arcana} abjuration]; DC 26 Spellcraft identifies; worth 44,000 gp).

### TREASURE HOARD 3

- **Coinage:** 5,424 gp, 202 pp.
- **Aquamarine:** A translucent blue stone (worth 1,200 gp; DC 20 Appraise identifies and values).
- **Gold Maille Glove:** As if for a suit of chain mail; an opaque reddish-brown ruby is mounted in a setting on the ring finger (worth 3,200 gp; DC 20 Appraise values).
- **Platinum Hair Comb with Matching Earrings:** A platinum comb set with opaque white pearls, and a matched pair of platinum

and pearl earrings (comb worth 2,800 gp, earrings worth 2,000 gp; set worth 5,800 gp; DC 20 Appraise values).

- **Ring of Protection +5:** This simple silver ring is rusted and tarnished (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 50,000 gp).

### TREASURE HOARD 4

- **Coinage:** 689 gp, 1,220 pp.
- **Spinel (24):** Transparent black stones (worth 145 gp; DC 20 Appraise identifies and values).
- **Platinum Amulet:** A platinum amulet comprising a translucent colourless diamond, opaque white pearl, translucent red ruby, transparent yellow sapphire, transparent deep bright green emerald, translucent pale blue topaz, semi translucent rich brown cat's eye, opaque crimson coral and nearly opaque red hyacinth (red zircon) (worth 16,000 gp; DC 20 Appraise values).
- **Holy Water:** A very large barrel (400 pints) of holy water. The barrel bears the holy symbol of a deity opposed to undead and is labelled in Common (worth 10,000 gp; DC 20 Appraise values).
- **Cloak of Protection +5:** A vivid purple cloak with an elegant platinum clasp (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 25,000 gp).

### TREASURE HOARD 5

- **Coinage:** 177 gp, 236 pp.
- **Alexandrite:** A transparent dark green stone (worth 1,250 gp; DC 20 Appraise identifies and values).
- **Jewelled Dagger:** The blade is of gold with a platinum hilt inset with opaque jets; the dagger is of limited use in combat (-2 to attack and damage; worth 2,900 gp; DC 20 Appraise values).
- **Headband of Mental Superiority +4:** This mithral circlet bears a transparent white opal in its centre (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 64,000 gp).

### TREASURE HOARD 6

- **Coinage:** 1,056 gp.
- **Diamond:** Transparent colourless stone (worth 3,100 gp; DC 20 Appraise identifies and values).
- **Crystal Vase:** This crystal vase is in the form of a voluptuous woman holding a water jug above her head, with opaque pale brown tourmaline serving as her scanty clothing (worth 2,500 gp; DC 20 Appraise values).
- **Headband of Physical Perfection +4:** This heavy belt has iron studs and a platinum belt buckle with the image of a titan (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 64,000 gp).

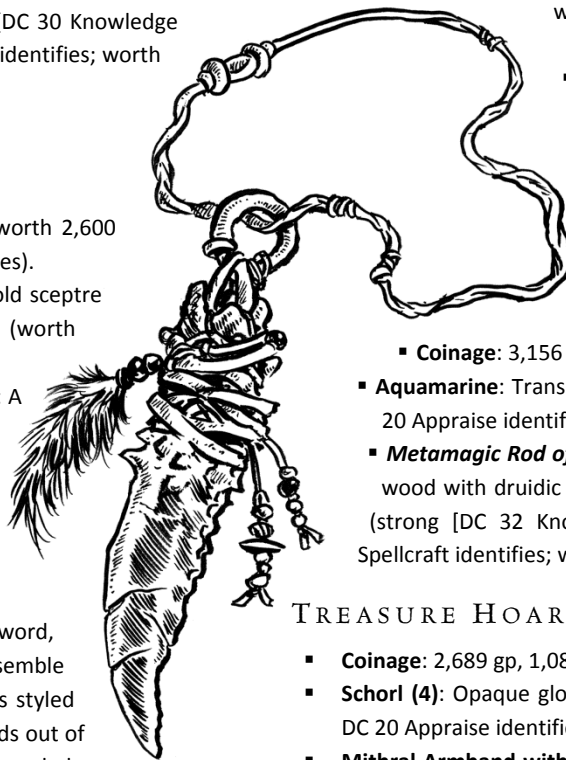


## TREASURE HOARD 7

- **Coinage:** 1,235 gp, 109 pp.
- **Large Black Pearl:** An opaque, black smooth sphere with undertones of shimmering green, blue, silver and pink (worth 6,300 gp; DC 20 Appraise identifies and values).
- **Emerald Torc:** This platinum torc has transparent bright deep green emeralds set in the ends (worth 4,400 gp; DC 20 Appraise values).
- **Gilded Sextant:** A functioning ship's sextant, with gold trim and studded with opaque pink coral and lavender jade; etched into the golden trim in Common are the words "Ever Home" (worth 1,550 gp; DC 20 Appraise values).
- **+5 heavy steel shield with +3 shield spikes:** This massive shield bears the sign of the stag courant; the shield spikes are stylized to resemble antlers (strong [DC 30 Knowledge {arcana} abjuration]; DC 30 Spellcraft identifies; worth 43,480 gp).

## TREASURE HOARD 8

- **Coinage:** 1,568 gp, 89 pp.
- **Sapphire:** Translucent green stone (worth 2,600 gp; DC 20 Appraise identifies and values).
- **Golden Sceptre:** At the top of this gold sceptre is a platinum lion, standing proud (worth 9,600 gp; DC 20 Appraise values).
- **Jewelled Masterwork Thieves' Tools:** A set of masterwork thieves' tools made with gold, platinum and darkwood studded with translucent colourless diamonds (worth 4,250 gp as a set; DC 20 Appraise values).
- **+5 Bastard Sword:** A huge bastard sword, the pommel of which is stylized to resemble a dragon's eye, and the crossguard is styled to make it seem that the blade extends out of a dragon's paw (strong [DC 30 Knowledge {arcana} evocation]; DC 30 Spellcraft identifies; worth 50,335 gp).



## TREASURE HOARD 9

- **Coinage:** 4,561 gp, 167 pp.
- **Amethysts (1):** Translucent purple stones (worth 3,25 gp each; DC 20 Appraise identifies and values).
- **Golden Statuette:** A golden statuette of a unicorn with one hoof raised and its head held high; the unicorn's eyes are translucent yellow diamonds, its horn is of polished ivory, and the hooves formed from opaque white pearls (worth 6,000 gp; DC 20 Appraise values).

- **Cloak of Major Displacement:** The shimmering black of this animal fur cloak with a deep red crushed velvet interior is disorienting to look at for more than a moment (moderate [DC 22 Knowledge {arcana} illusion]; DC 22 Spellcraft identifies; worth 50,000 gp).

## TREASURE HOARD 10

- **Coinage:** 2,470 gp, 65 pp.
- **Topaz (3):** Translucent greenish stones (worth 2,100 gp each; DC 20 Appraise identifies and values).
- **Spider Rings (3):** Three matching platinum spider rings, with tiny opaque deep black jets as eyes (each worth 1,400 gp; the set worth 4,800 gp; DC 20 Appraise values).
- **Everburning Torch (14):** These torches are tightly wrapped in a leather bundle (worth 110 gp each; DC 20 Appraise values).
- **Amulet of Mighty Fists +3:** A dragon's tooth, suspended from a bloodstained leather cord (faint [DC 20 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 45,000 gp).

## TREASURE HOARD 11

- **Coinage:** 3,156 gp, 241 pp.
- **Aquamarine:** Transparent blue stones (worth 1,100 gp; DC 20 Appraise identifies and values).
- **Metamagic Rod of Maximize Spell:** A thick branch of yew wood with druidic symbols etched along its entire surface (strong [DC 32 Knowledge {arcana} (no school)]; DC 32 Spellcraft identifies; worth 54,000 gp).

## TREASURE HOARD 12

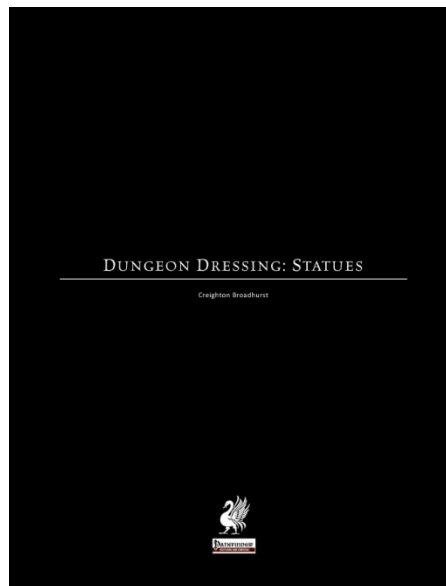
- **Coinage:** 2,689 gp, 1,089 pp.
- **Schorl (4):** Opaque glossy black stones (worth 5,750 gp each; DC 20 Appraise identifies and values).
- **Mithral Armband with Opals:** A mithral armband etched with the elven word "memory", and studded with eight large subtranslucent blue opals (worth 15,300 gp; DC 20 Appraise values).
- **Galley:** An entire 20 ft. by 130 ft. sailing ship, complete with riggings, masts and all the accoutrements; still seaworthy with some simple repairs (worth 10,000 gp for the ship, plus assorted furnishings totalling another 5,000 gp; DC 25 Appraise values).
- **Golden Puzzle Box:** An intricate golden dodecahedron, with small winding handles on each side; winding one unwinds the other. Unlocking the box (revealing the empty 1 cu. inch interior) requires a DC 25 Disable Device (worth 15,300 gp; DC 25 Appraise values).

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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).

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