

# SO WHAT'S THE HOARD LIKE, ANYWAY?

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A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Thomas King and Chad Perrin



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# SO WHAT'S THE HOARD LIKE, ANYWAY?

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Thomas King and Chad Perrin

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?* 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?* presents hoards appropriate for character levels 1-7.



## CREDITS

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**Interior Artists:** William McAusland and V Shane. Some artwork copyright William McAusland, used with permission.

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## ERRATA

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We would like to think *So What's the Hoard Like, Anyway?* 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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## ABOUT THE DESIGNER

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**Chad** is an IT consultant, freelance writer, open source software developer, and amateur bassist with nearly three decades of experience as a gamer. He grew up in the United States, but broadened his life experiences by visiting eight or nine other nations, and with compulsory zeal acquired a dizzying range of skills he will probably never practice very much. He suffers an irresistible addiction to tinkering with house rules and even inventing whole new games from scratch, sometimes for as little reason as making it possible to model a particular character concept more fully and perfectly. At any given time, he is probably working on at least one set of house rules, developing two campaign settings, reading three books, refactoring four pieces of software, and writing an average of five thousand words of essays, fiction, articles, software documentation, and gaming related texts each day. He occasionally writes an author bio about himself in the third person, too.

**Thomas** was born in a small town in Ontario, Canada. He has endured many trials in his young life, most significantly a bout with cancer. He has had a lifelong passion for gaming, role-playing games in particular, and has an almost encyclopedic knowledge of the Pathfinder rules. He lives with his family in the small town of Georgetown, just outside Toronto.

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FOREWORD

Let’s face it, at its most basic level roleplaying games devolve to killing monsters and taking their stuff. There’s nothing wrong with that – it can be great fun – but it’s always struck me as odd that as GMs we spend hours crafting stat blocks but comparatively little time working on the cool stuff the PCs find after they stand victorious over the hacked and burnt bodies of their enemies.

Players like treasure; it gives them a tangible feeling of success and enables them to buy their PCs the things they need to become even greater heroes. Of course, treasure is often quickly identified, sold and spent; it spends a relatively short time in the game. That doesn’t mean we shouldn’t spend time working on it. It is, after all, one of the things the players will concentrate most on during a game. It therefore represents a

golden opportunity (chortle) to inject a feeling of flavour and verisimilitude into the game.

The tables herein seek to achieve that by presenting detailed treasure hoards a GM can quickly drop into his 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.

So *What’s the Hoard Like, Anyway?* presents prepared treasure hoards suitable for character levels 1-7.

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 1 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 1st-level treasure hoard is 260 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	261 gp, 7 sp, 3 cp
2	Hoard 2	268 gp, 4 sp, 7 cp
3	Hoard 3	265 gp, 5 sp, 2 cp
4	Hoard 4	269 gp, 1 sp, 3 cp
5	Hoard 5	257 gp, 2 cp
6	Hoard 6	255 gp, 4 sp, 5 cp
7	Hoard 7	276 gp, 9 sp, 6 cp
8	Hoard 8	276 gp, 9 sp, 6 cp
9	Hoard 9	261 gp, 3 sp
10	Hoard 10	261 gp, 5 sp, 7 cp
11	Hoard 11	270 gp, 8 sp, 1 cp
12	Hoard 12	260 gp, 1 sp

### TREASURE HOARD 1

- **Coinage:** 93 cp, 38 sp, 7 gp.
- **Unworked Ruby:** A small roughly cut ruby, obviously unworked, with a purplish-red colouration shot through with veins of orange (worth 35 gp; DC 20 Appraise identifies and values).
- **Cut Malachite:** This worked gem is a deep sea foam green, cut into a roughly square shape (worth 40 gp; DC 20 Appraise identifies and values).
- **Copper Band:** A dented copper ring with a barely legible emblem of a soaring bird. DC 20 Perception reveals it to actually be a set of crossed daggers (worth 45 gp; DC 20 Appraise values).
- **Nobleman's Portrait:** A painting of a nobleman done by a second-rate artist. The man's face is set in a sneer of disdain (worth 80 gp; DC 20 Appraise values).
- **Oil of Magic Weapon:** This vial seems heavier than it should be (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

### TREASURE HOARD 2

- **Coinage:** 267 cp, 74 sp, 4 gp.
- **Matching Opal Ring:** A medium-sized opal set into a silver band. The gem is black with veins of red, giving it a somewhat fiendish appearance (worth 50 gp; DC 20 Appraise values).
- **Matching Opal Necklace:** A silver necklace made to appear as a fiendish face, complete with horns and fangs. Three black and red opals are set into it as the fiend's eyes (worth 100 gp; DC 25 Appraise values).
- **Potion of Protection from Evil:** This iron vial contains water flecked with silver (faint [DC 16 Knowledge {arcana}

abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

- **Potion of Endure Elements:** This plain pottery vial is rough to the touch (Strength [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

### TREASURE HOARD 3

- **Coinage:** 142 cp, 21 sp, 12 gp.
- **Amethyst Pendant:** A simple string necklace, with a pendant shaped like a tankard. The pendant is carved from amethyst, a gem with a deep violet colouration (worth 20 gp; DC 20 Appraise values).
- **Flask of Whiskey:** A metal flask with an embossed emblem of a large tree (worth 30 gp; DC 20 Appraise values).
- **Bottle of Absinthe:** A dark green bottle filled with murky liquid. Two elves dance and cavort on the label (worth 50 gp; DC 20 Appraise values).
- **Elixir of Love:** This vial contains a liquid that smells vaguely of roses (faint [DC 16 Knowledge {arcana} enchantment]; DC 21 Spellcraft identifies; worth 150 gp).

### TREASURE HOARD 4

- **Coinage:** 163 cp, 5 sp, 7 gp.
- **Giant Onyx:** A worked black onyx gem with bands of white, roughly the size of a grown man's fist (worth 60 gp; DC 20 Appraise identifies and values).
- **Lapis Wolf:** This statuette of a stylized wolf is about the size of a small cat and carved from lapis lazuli, giving it an intense blue colouration (worth 200 gp; DC 25 Appraise values).
- **Crowbar:** This iron crowbar's edges are only barely touched by the reddish tint of encroaching rust (worth 2 gp; DC 20 Appraise values).

### TREASURE HOARD 5

- **Coinage:** 82 cp, 3 sp, 46 gp.
- **Barrel of Rare Spices:** A large barrel of rare and exotic spices. It gives off a very distinctive peppery smell (worth 50 gp; DC 20 Appraise values).
- **Potion of Cure Light Wounds:** (faint [DC 16 Knowledge {arcana} conjuration {healing}]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Potion of Hide from Undead:** The stench of death emanates from this vial (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Potion of Expeditious Retreat:** (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

## TREASURE HOARD 6

- **Coinage:** 75 cp, 24 sp, 46 gp.
- **Ornate Hourglass:** A large hourglass made from polished oak with golden inlay (worth 100 gp; DC 25 Appraise values).
- **Potion of Detect Secret Doors:** Red text covers this frayed scroll (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Universal Solvent:** This heavy water flask contains a thick, smelly liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 50 gp).

## TREASURE HOARD 7

- **Coinage:** 256 cp, 57 sp, 37 gp.
- **Handful of Emerald Fragments:** The shattered pieces of an unworked emerald; several of the jagged fragments are sharp. (worth 20 gp; DC 20 Appraise identifies and values).
- **Ruby Crown:** This circlet of burnished silver has three flawless red and violet rubies set into its centre (worth 150 gp; DC 25 Appraise values).
- **Potion of Disguise Self:** A small crystal vial holds a transparent liquid (faint [DC 16 Knowledge {arcana} illusion]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

## TREASURE HOARD 8

- **Coinage:** 196 cp, 38 sp, 4 gp.
- **Masterwork Lute:** A beautiful lute, made from high-quality oak decorated with a silvery inlay pattern (worth 115 gp; DC 25 Appraise values).
- **Rare Books:** Several obscure tomes, detailing subjects such as the proper etiquette for gnomish ball-room dancing and the ecology of the bulette (worth 85 gp; DC 25 Appraise values).
- **Potion of Stabilize (2):** The liquid in this vial is light and viscous (faint [DC 15 Knowledge {arcana} conjuration {healing}]; DC 15 Spellcraft or Perception identifies; worth 25 gp each).

## TREASURE HOARD 9

- **Coinage:** 83 cp, 23 gp, 9 pp.
- **Gilded Dinner Plate:** A fine plate like one would find in a nobleman's dining room. On the bottom of the plate is the artisan's symbol, a stylized falcon (worth 100 gp; DC 25 Appraise values).
- **Scroll of Cure Light Wounds:** Beautifully rendered divine symbols border this scroll (faint [DC 16 Knowledge {arcana} conjuration {healing}]; DC 21 Spellcraft identifies; worth 25 gp).

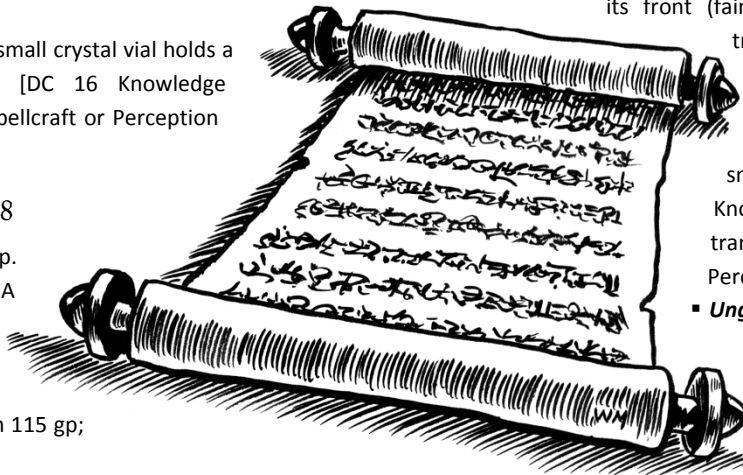
- **Scroll of Magic Missile:** This rigid scroll is hard to unroll (faint [DC 16 Knowledge {arcana} evocation {force}]; DC 21 Spellcraft identifies; worth 25 gp).

## TREASURE HOARD 10

- **Coinage:** 457 cp, 87 gp.
- **Tiger's Eye Stone:** This oval worked gemstone has a reddish gold hue (worth 40 gp; DC 20 Appraise identifies and values).
- **Silver Locket:** A silver locket hung on a chain of the same material. On the inside is a portrait of a young woman with blonde hair. (worth 110 gp; DC 25 Appraise values).
- **Scroll of Obscuring Mist:** Cramped words covers this yellowed parchment (faint [DC 16 Knowledge {arcana} conjuration {creation}]; DC 21 Spellcraft identifies; worth 25 gp).

## TREASURE HOARD 11

- **Coinage:** 621 cp, 2 pp.
- **Potion of Longstrider:** This plain leather vial has J.H burnt into its front (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Oil of Magic Fang:** This vial smells of wet fur (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Unguent of Timelessness:** This vial contains a dull gray liquid (faint [DC 16 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 150 gp).



## TREASURE HOARD 12

- **Coinage:** 1 pp.
- **Flask of Lamp Oil:** A simple, battered steel flask contains enough lamp oil to fill a lantern (worth 1 sp; DC 20 Appraise values).
- **Anchor Feather Token:** Tar covers this thick black feather (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 50 gp).
- **Fan Feather Token:** This multi-coloured feather catches the light in a spectacular fashion (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 200 gp).

## LEVEL 2 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 2nd-level treasure hoard is 550 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	582 gp, 8 sp
2	Hoard 2	545 gp, 4 sp, 9 cp
3	Hoard 3	549 gp, 2 sp
4	Hoard 4	555 gp
5	Hoard 5	590 gp
6	Hoard 6	550 gp
7	Hoard 7	542 gp
8	Hoard 8	551 gp, 7 sp, 9 cp
9	Hoard 9	550 gp, 25 sp
10	Hoard 10	560 gp
11	Hoard 11	540 gp, 9 sp
12	Hoard 12	545 gp, 2 sp

### TREASURE HOARD 1

- **Coinage:** 12 gp, 4 pp.
- **Nose Ring:** This plain, thin golden ring is too small for a typical finger, and stops a quarter inch shy of being a complete band; it has rounded ends on either side of the gap (worth 30 gp; DC 20 Appraise values).
- **Cook Pot:** A black, well-used cook pot in good condition with a heft perhaps better suited to use as a makeshift bludgeoning weapon than part of a traveller's gear. (worth 8 sp; DC 20 Appraise values).
- **Elixir of Tumbling:** This oily liquid easily foams when shaken (faint [DC 17 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 250 gp).
- **Elixir of Vision:** This effervescent liquid smells slightly oniony (faint [DC 20 Knowledge {arcana} divination]; DC 17 Spellcraft identifies; worth 250 gp).

### TREASURE HOARD 2

- **Coinage:** 3,549 cp.
- **Giant Lapis Chunk:** A large gemstone, with a deep indigo colour, about the size of a humanoid's head (worth 160 gp; DC 25 Appraise identifies and values).
- **Silk Vest:** A tailored vest of red silk, stitched with golden thread. It is plain yet obviously of good quality (worth 50 gp; DC 20 Appraise values).
- **Bird Feather Token:** This large, black feather is incredibly smooth (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 300 gp).

### TREASURE HOARD 3

- **Coinage:** 102 sp, 14 gp, 1 pp.
- **A is for Aboleth:** A rare copy of the famed children's book. Goes all the way from A – Aboleth to Z – Zuvembe (worth 50 gp; DC 20 Appraise values).
- **Owlbear Statue:** Roughly the size of a halfling, this statue depicts an owlbear roaring in triumph. The statue is carved from dark green jade, flecked with specks of red (worth 165 gp; DC 25 Appraise values).
- **Potion of Eagle's Splendour:** The syrupy potion has alternating layers of white and black liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp).

### TREASURE HOARD 4

- **Coinage:** 10 sp, 20 gp.
- **Banded Jasper:** A deep red bead with bands of darker red. Inscribed on the bead are various esoteric symbols (worth 75 gp; DC 25 Appraise identifies and values).
- **Masterwork Jewellers Kit:** A small box made from highly polished wood filled with exquisite tools used for the jewel smith's trade (worth 200 gp; DC 25 Appraise values).
- **Silversheen:** Glimmering silver liquid fills this polished iron flask (faint [DC 15 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 250 gp).

### TREASURE HOARD 5

- **Coinage:** 5 pp.
- **Elixir of Truth:** This small silver-plated vial contains a coppery liquid (faint [DC 17 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 500 gp).
- **Darkwood quarterstaff:** This dark grained wooden quarterstaff's finish is smooth and even. It weighs roughly half what one might expect (worth 40 gp; DC 20 Appraise values).

### TREASURE HOARD 6

- **Coinage:** 20 sp, 123 gp.
- **Silver Lapis Medallion:** A circular silver medallion hung on leather cord. In the centre of the medallion is a large blue stone of lapis lazuli, surrounded by a wave pattern (worth 80 gp; DC 25 Appraise values).
- **Giant's Ivory Necklace:** A necklace of tribal fetishes, made of walrus ivory and bearing a scrimshaw pattern. The necklace is larger than those worn by humans and must have belonged to some kind of giant (worth 85 gp; DC 25 Appraise values).
- **Landscape Painting:** A beautiful painting of a serene forest glade. Off to one side is a small pond, with an adjacent



waterfall. Various scantily-clad fey creatures frolic in its pristine waters (worth 100 gp; DC 25 Appraise values).

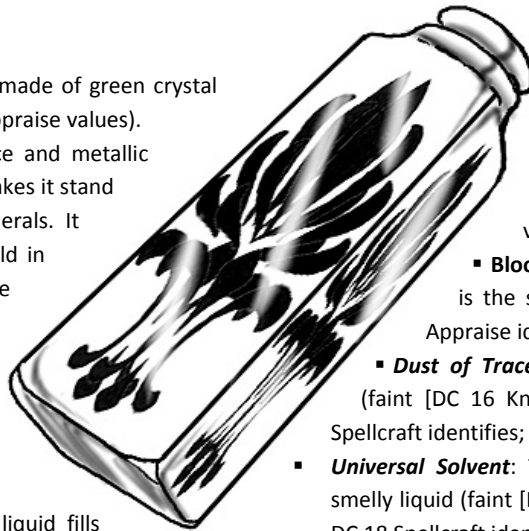
- **Golden Statuette:** A small statue of a beautiful elven woman, naked except for a strategically placed shawl. The entire statue is of solid gold (worth 155 gp; DC 25 Appraise values).

#### TREASURE HOARD 7

- **Coinage:** 300 cp, 63 gp.
- **Ranger's Charm:** A small pendant on a leather string. The pendant is three crossed arrows made of iron (worth 30 gp; DC 20 Appraise values).
- **Potion of True Strike:** This vial has a stylised archery target carved in its cap (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Sleep Arrows (3):** These white arrows have red fletching (faint [DC 16 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 132 gp each).

#### TREASURE HOARD 8

- **Coinage:** 89 cp, 47 sp, 54 gp, 1 pp.
- **Gilded Decanter:** An exquisite carafe made of green crystal inlaid with gold (worth 65 gp; DC 20 Appraise values).
- **Haematite:** The glassy smooth surface and metallic sheen of this satiny dark grey stone makes it stand out as unique amongst valuable minerals. It warms quickly to body heat when held in the hand. (worth 10 gp; DC 20 Appraise identifies and values).
- **Potion of Invisibility:** A thin gray liquid fills this glass vial (faint [DC 18 Knowledge {arcana} illusion]; DC 18 Spellcraft or Perception identifies; worth 200 gp).
- **Potion of Barkskin:** A brown sludgy liquid fills this earthen vial (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 200 gp).



#### TREASURE HOARD 9

- **Coinage:** 320 cp, 5 sp, 92 gp.
- **Bundle of Letters:** In faded script, the words "My dearest love, Lisandria" adorns the topmost letter in a stack of a dozen or so folded pages bound with waxed twine. The pages comprise love letters (worth 0 gp; DC 20 Appraise values).
- **Amber Spider:** A large oval-shaped, clear golden-brown gem. Trapped inside it is a large spider with blue and green markings (worth 150 gp; DC 25 Appraise identifies and values).
- **Potion of Cat's Grace:** A milky scum covers this gray liquid contains (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp).

#### TREASURE HOARD 10

- **Jewel-Encrusted Statue:** Roughly 4 feet tall, this statue is made of solid gold studded with dozens of small set valuable gems. It depicts an immensely obese, bearded man wearing ornate robes and carrying a mitre (worth 365 gp; DC 25 Appraise values).
- **Packet of Wasabi Spice:** A packet formed of folded and twine-tied waxed paper contains a finely grated green root. Preserved well by its careful packaging, a whiff of it stimulates the sinuses and nostrils with a burn like strong mustard (worth 20 gp; DC 20 Appraise values).
- **Scroll of Resist Energy:** Stylised flames decorate this scroll (faint [DC 17 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 150 gp).
- **Scrolls of Remove Fear (2):** Martial symbols dot this scroll. A faint bloodstain mars the scroll's reverse side (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft identifies; worth 25 gp each).

#### TREASURE HOARD 11

- **Coinage:** 55 sp, 12 pp.
- **Golden Signet Ring:** A golden ring bearing the symbol of a two-headed falcon (worth 65 gp; DC 20 Appraise values).
- **Bloodstone:** This red spotted blue-green stone is the size of a thumbnail (worth 50 gp; DC 20 Appraise identifies and values).
- **Dust of Tracelessness:** This fine dust is barely visible (faint [DC 16 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 250 gp).
- **Universal Solvent:** This heavy water flask contains a thick, smelly liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 50 gp).

#### TREASURE HOARD 12

- **Coinage:** 32 sp, 47 gp, 6 pp.
- **Flawed Diamond:** This small, somewhat clear, white gem has a brilliant lustre. Although it has numerous flaws, it is still valuable (worth 180 gp; DC 25 Appraise identifies and values).
- **Tribal Headdress:** An old and timeworn headdress, made from numerous feathers and beads. Worthless except to a collector (worth 40 gp; DC 20 Appraise values).
- **Embroidered Cloak:** A black cloak, elaborately embroidered and lined with violet silk (worth 70 gp; DC 25 Appraise values).
- **Noble's Cane:** A masterwork walking stick made from dark mahogany and capped with a golden eagle's head (worth 145 gp; DC 25 Appraise values).

## LEVEL 3 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 3rd-level treasure hoard is 800 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	800 gp
2	Hoard 2	798 gp, 4 sp, 8 cp
3	Hoard 3	811 gp, 5 sp, 7 cp
4	Hoard 4	804 gp, 6 sp, 3 cp
5	Hoard 5	804 gp, 1 sp, 2 cp
6	Hoard 6	798 gp, 9 sp, 8 cp
7	Hoard 7	794 gp, 9 sp, 1 cp
8	Hoard 8	807 gp, 8 sp, 6 cp
9	Hoard 9	857 gp, 4 sp, 3 cp
10	Hoard 10	788 gp, 2 sp, 7 cp
11	Hoard 11	815 gp, 9 sp, 8 cp
12	Hoard 12	838 gp, 5 sp, 6 cp

### TREASURE HOARD 1

- **Assorted Masterwork Jewellery:** Various minor rings, amulets and suchlike made from gold and studded with small gems. They are meant to be worn with a royal outfit (worth 250 gp; DC 25 Appraise values).
- **Resplendent Royal Outfit:** A red, blue and gold robe made of the finest silks and embroidered with fabulous skill and talent. A cloak and mantle made from wolf's fur completes the outfit (worth 250 gp; DC 25 Appraise values).
- **Royal Sceptre:** A golden rod studded with various gems and capped with a two-headed eagle clutching a sword (worth 300 gp; DC 25 Appraise values).

### TREASURE HOARD 2

- **Coinage:** 8 cp, 4 sp, 123 gp.
- **Flawless Amethyst:** A brilliant dark violet stone that sparkles when held up to the light (worth 175 gp; DC 25 Appraise identifies and values).
- **Giant Emerald:** A greenish turquoise gem the size of a closed fist (worth 200 gp; DC 25 Appraise identifies and values).
- **Emerald Necklace:** This large cut sea-blue gemstone is suspended on a golden chain (worth 300 gp; DC 20 Appraise values).

### TREASURE HOARD 3

- **Coinage:** 27 cp, 12 sp, 18 pp.
- **Flawless Diamond:** A very small clear white stone. When held up to the light its lustre is almost blinding (worth 300 gp; DC 25 Appraise values).
- **Masterwork Cold Iron Longsword:** This longsword has a basket hilt of bluish steel (worth 330 gp; DC 25 Appraise values).

### TREASURE HOARD 4

- **Coinage:** 23 cp, 4 sp, 347 gp.
- **Jade Necklace:** A necklace of beads made from green jade, intermixed with what appears to be wolf or worg fangs (worth 200 gp; DC 25 Appraise values).
- **Darkwood Shield:** This round shield made from dark brown wood has an almost charred appearance. Emblazoned on the front is a red wolf's head (worth 257 gp; DC 25 Appraise values).

### TREASURE HOARD 5

- **Coinage:** 22 cp, 59 sp, 78 gp, 10 pp.
- **Runic Crystal:** This pyramid-shaped crystal of unknown type has a clear purplish colouration. Engraved on each side is a series of dwarven runes (worth 120 gp; DC 20 Appraise identifies and values).
- **Amethyst Ring:** This gold band set with three deep violet stones has an inscription on the underside. A DC 20 perception check reveals it to be the phrase, "Enduring as the Mountain" written in Dwarven (worth 250 gp; DC 25 Appraise values).
- **Ceremonial Helm:** This open-faced helmet of gilded steel has a crest of red horse hair. A DC 20 Perception check reveals the phrase "Strength of the Earth" inscribed in Dwarven around the inner rim of the helm (worth 100 gp; DC 25 Appraise values).
- **Potions of Cure Light Wounds (3):** These three identical potions glow with a faint silver radiance (faint [DC 16 Knowledge {arcana} conjuration {healing}]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).

### TREASURE HOARD 6

- **Coinage:** 378 cp, 12 sp, 42 gp, 3 pp.
- **Diamond Ring:** This somewhat plain gold ring is set with three small diamonds forming a pyramid shape (worth 300 gp; DC 25 Appraise values).
- **Raven Idol:** A small statuette carved from jade, depicting a man in regal robes with the head of a raven (worth 250 gp; DC 25 Appraise values).
- **Dragon's Head Stein:** A beer mug made to look like a snarling dragon's head. Two deep green emeralds serve as the dragon's eyes (worth 200 gp; DC 25 Appraise values).

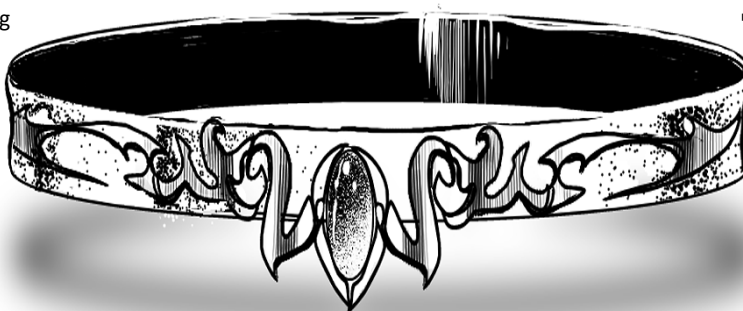
### TREASURE HOARD 7

- **Coinage:** 21 cp, 7 sp, 160 gp.
- **Screaming Bolts (2):** These thick bolts have been painted jet black; some of this paint is now flecking off (faint [DC 16 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 267 gp each).

- **Masterwork Bongos:** This pair of small bongo drums, bound together by a wide, hardened leather strap, is constructed from ironwood with pebbled grey leather stretched across their heads. (worth 100 gp; DC 20 Appraise values).

## TREASURE HOARD 8

- **Coinage:** 6 cp, 48 sp, 3 gp, 10 pp.
- **Bejewelled Gold Medallion:** This circular amulet is set with a large crimson ruby in the centre flanked by two violet amethysts (worth 320 gp; DC 25 Appraise values).
- **Radiant Raiment:** A beautiful gown made from white elven silk decorated with gold embroidery. It was obviously made for a wealthy noblewoman with discriminating tastes (worth 230 gp; DC 25 Appraise values).
- **Silver Hand Mirror:** This small handheld vanity mirror is fashioned from a single piece of silver; a riot of leaves and daisy-petals in relief ringing the flat surface of a thin sheet of glass over the polished viewing surface. (worth 50 gp; DC 20 Appraise values).
- **Potions of Feather Fall (2):** This clear liquid has flecks of gray floating within (faint [DC 16 Knowledge {arcana} school]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).



## TREASURE HOARD 9

- **Coinage:** 3 cp, 14 sp, 6 gp.
- **Masterwork Monocle:** This round lens, meant to be worn over one eye, is rimmed in gold and attached to a thin silver chain. Although the lens is smudged, it is in otherwise in good condition (worth 20 gp; DC 20 Appraise values).
- **Broken Spyglass:** An extendable copper tube used to view distant objects. The glass on the inside is broken, rendering the device useless, but repaired it is serviceable again (worth 800 gp; DC 25 Appraise values).
- **Tiger Eye Stone:** While this rich brown stone appears opaque, fading to translucent at the edges, a sliver of yellow emerges in the centre no matter which way it is turned to catch the light. (worth 30 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 10

- **Coinage:** 87 cp, 32 sp, 21 gp, 2 pp.
- **Gold Circlet:** A golden crown crafted to appear like a circlet of vines and leaves (worth 200 gp; DC 25 Appraise values).
- **Set of Silver Goblets:** These four silver cups are decorated with wave-like images (worth 100 gp; DC 25 Appraise values).

- **Silver Pitcher:** A silver jug decorated with wave patterns (worth 50 gp; DC 20 Appraise values).
- **Potions of Divine Favour (2):** These potions have a wan golden hue (faint [DC 16 Knowledge {arcana} evocation]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).
- **Scroll of Hideous Laughter:** This scroll has a frayed bottom edge as if it had been torn in two (faint [DC 17 Knowledge {arcana} enchantment {compulsion, mind-affecting}]; DC 18 Spellcraft identifies; worth 150 gp).
- **Masterwork Heavy Wooden Shield:** This hefty rectangular shield, sized to cover a full-grown man from shoulder to knee, is constructed of dense wooden planks bound by iron bands. It bears the scars of battle more shallowly than a seasoned warrior might expect (worth 157 gp; DC 20 Appraise values).

## TREASURE HOARD 11

- **Coinage:** 8 cp, 29 sp, 13 gp.
- **Crimson Garnet:** A tear-shaped stone with crimson colouration marbled with veins of orange (worth 95 gp; DC 25 Appraise identifies and values).
- **Darkwood Buckler:** A small round shield with a symbol of a silver tree emblazoned on it (worth 205 gp; DC 20 Appraise values).
- **Potions of Jump (2):** These sweet potions taste of honey (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).
- **Tree Feather Token:** This feather has been cut into the shape of an oak leaf (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 400 gp).

## TREASURE HOARD 12

- **Coinage:** 26 cp, 43 sp, 237 gp, 8 pp.
- **Spider Medallion:** An amulet made from dark silver shaped like a fiendish-looking spider. Several small violet and red gemstones serve as the creature's eyes (worth 175 gp; DC 25 Appraise values).
- **Masterwork Silver Dagger:** This foot-long blade has a jewelled hilt. The blade is of shining silver, and the symbol of a bear's claw is engraved on the guard (worth 322 gp; DC 25 Appraise values).
- **Lords of the Pit; a Guidebook to Devils:** A beautifully illustrated book, bound in leather with a pentagram on the cover. It describes the various types of devils with dubious accuracy (worth 100 gp; DC 25 Appraise identifies and values).

## LEVEL 4 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 4th-level treasure hoard is 1,150 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	1,188 gp
2	Hoard 2	15 pp, 1,068 gp
3	Hoard 3	878 gp, 19,926 cp
4	Hoard 4	1,200 gp
5	Hoard 5	1,050 gp
6	Hoard 6	1,245 gp
7	Hoard 7	1,078 gp
8	Hoard 8	798 gp, 27,763 cp
9	Hoard 9	49 pp, 781 gp
10	Hoard 10	1,169 gp
11	Hoard 11	1,174 gp
12	Hoard 12	1,050 gp

### TREASURE HOARD 1

- **Coinage:** 163 gp.
- **Old Book:** A scuffed and well-worn text written with manticores blood ink on fine linen paper, bound in aged dried leather, bears the title “Elementary Principles of the Arcane Instrument” (worth 1,000 gp; DC 20 Appraise identifies and values).
- **Scroll of Hypnotism:** This weathered roll of parchment bears the stains of time, its corners raggedly worn away (faint [DC 16 Knowledge {arcana} enchantment]; DC 21 Spellcraft deciphers; worth 25 gp).

### TREASURE HOARD 2

- **Coinage:** 488 gp, 15 pp.
- **Flasks of Acid:** Three thick glass flasks slosh thickly with a heavy black fluid; an acrid stench greets anyone who opens one of these (each worth 10 gp; DC 20 Appraise values).
- **Wand of Animate Rope (36 charges):** Thin, rough twine is wrapped around this wand, marring the smoothness of its shaft. Its length subtly undulates as though warped by dampness, giving the appearance of thin rope frozen in the act of shifting in a gentle breeze (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 550 gp).

### TREASURE HOARD 3

- **Coinage in Piggy Banks:** Half a dozen old, chipped ceramic pigs with small slots in the top wider than most coins sit in an orderly row, ranging from a cute pink piglet to an angry looking razorback with threatening tusks. Each of these piggy banks is heavy with the coinage it contains, and an odd specimen made to look like a gravid, mottled sow wearing a bow on its tail weighs as much as the rest of them put together: 19,926 cp, 178 gp.

- **Zircons:** A forest green felt drawstring pouch contains four cut stones, in varying shades of translucent yellow and grey (worth 20, 40, 80, and 90 gp; DC 20 Appraise identifies and values).
- **Golden Bracelet:** This plain golden bracelet is a thin circle of metal half an inch wide with the edges curled into narrow lips. A deep nick in one edge cuts halfway across its width, and a crust of black could be the blood of its former owner (worth 70 gp; DC 20 Appraise values).
- **Ivory Chest:** The coins, stones and bracelet lie within a sturdy ivory chest, big enough to contain three times the volume of its contents. It has masterfully worked steel fittings decorated by gold inlay (worth 500 gp; DC 20 Appraise values).

### TREASURE HOARD 4

- **Carnelians:** A reddish translucency, as of sunlight seen through closed eyelids on a cloudless noon, colours this pair of polished stones. One is uncut, the other showing the first marks of a jeweller's work (worth 40 and 60 gp; DC 20 Appraise identifies and values).
- **Jasper Dice:** A pair of cubic dice exactly carved from a transparent burnt umber stone share a small suede drawstring bag. The dices' pips are rendered in perfect squares cut with painstaking attention to detail; the surfaces polished and edges smoothed so that they rest comfortably in the hand (worth 100 gp as a set; DC 20 Appraise identifies and values).
- **Cherry Wood Jeweller's Tools:** A well-made cherry wood box a bit larger than a breadbox, its interior lined with black velvet, contains the unfinished carnelians and a jeweller's loupe made to the highest standards. A tiny metal mallet and chisel, small bottle of polishing compound, and other tools of a gem cutter's trade each rest in their own compartments (worth 1,000 gp; DC 20 Appraise values).

### TREASURE HOARD 5

- **Amber:** This stone is a polished oval of transparent golden yellow, deepening to brown in the centre. It is about as long as a man's thumb and twice as wide at its thickest point (worth 400 gp; DC 20 Appraise identifies and values).
- **Ruby:** A tiny cut stone the hue of pigeon's blood glints and glimmers as its facets catch the light; when backlit its clarity is unmistakable (worth 600 gp; DC 20 Appraise identifies and values).
- **Anchor Feather Token:** Angled bands of colour, fading from indigo to aqua, mark this remarkable eight-inch feather that feels almost like liquid when brushed against the skin (faint [DC 16 Knowledge {arcana} conjuration]; DC 16 Spellcraft identifies; worth 50 gp).

## TREASURE HOARD 6

- **Foreign Coinage in Coffer:** An iron coffer contains hundreds of round golden coins, each marked on one face by a wreath shape in relief and on the other by four small runic symbols evenly spaced around the edges. The centre of each coin is pierced by a square hole: 495 gp.
- **Pearls:** Five small, cream coloured spheres with an oily metallic sheen are trapped within a tea ball of tin wire mesh (each worth 150 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 7

- **Coinage in Socks:** A random assortment of gold coins is stored in a collection of heavy woollen socks, knotted shut at the top to contain their precious cargo: 428 gp.
- **Mithral Chalice:** A glistening silvery chalice, delicately crafted and possessing an airy lightness, lies within a fraying hempen sack. It shares the sack with several woollen socks stuffed with coins; a worn, dull hacksaw; and an unused torch whose pitch had long since hardened. Both the hacksaw and the torch seem serviceable, but unremarkable except in their neglect (worth 650 gp; DC 20 Appraise values).

## TREASURE HOARD 8

- **Coinage:** A heap of coins mixes copper with gold, about fifty to one, with nary a minting of grey or silver among them: 27,763 cp, 568 gp.
- **Bloodstone:** A fist-sized blue-green stone with tiny red flecks crudely carved to suggest a patrician visage rests among the coins (worth 80 gp; DC 20 Appraise identifies and values).
- **Assorted Ornamental Stones:** A small bag contains fifteen polished spheres, each composed of a different colourful stone. These marbles bear the faint wear of use in a child's game, perhaps a very wealthy couple's child (each worth 10 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 9

- **Coinage:** A worn, weathered woollen belt pouch, originally dyed grey-blue, holds coins in its roomy main compartment and a valuable jewel in each of two small exterior pockets. A belt, torn raggedly with the buckle-end missing, is still threaded through the pouch's loops: 221 gp, 49 pp.
- **Amethyst:** The multitude of tiny facets in this transparent, purple heart-shaped stone creates a dizzying flicker of light and dark, catching and refracting light as you turn it in your fingers (worth 160 gp; DC 20 Appraise identifies and values).

- **Tourmaline:** The unusual acorn cut of this translucent stone reveals a play of colour between the pale green at its edges and the pallid reddish hue of its heart (worth 400 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 10

- **Onyx:** This egg-shaped, polished stone that seems just a touch too small to perfectly fit in one's palm draws the gaze inward, as if peering into a well of impenetrable black shadows, where the deeper one looks the deeper the darkness gets (worth 60 gp; DC 20 Appraise identifies and values).
- **Black Pearl:** At first glance, this small black sphere looks like nothing more than a pale echo of the larger stone beside it. On closer inspection, it stands out distinctly with a glistening, almost liquid metallic sheen (worth 1,100 gp; DC 20 Appraise identifies and values).
- **White Gold Clasp:** A disembodied hook and lever clasp, with a few trailing links of fine chain probably from a delicate necklace, shares a silvery hue that reflects subtle flashes of yellow as you turn it in your hand (worth 9 gp; DC 20 Appraise values).

## TREASURE HOARD 11

- **Star Sapphire:** A thin patina of dust lies on the surface of a lavender blue translucent stone with the white rays of a tiny star lurking in its heart. It is set in the corroded steel pommel of a rapier; the weapon's blade and quillions have rusted away (worth 1,000 gp; DC 20 Appraise identifies and values).
- **Masterwork Buckler:** This small steel shield appears unremarkable at first glance, but closer examination reveals a labyrinthine, watery twists of banding and mottling characteristic of high-quality steel (worth 165 gp; DC 20 Appraise values).
- **Velvet Hat:** This wide-brimmed hat with a shapeless crown is made from maroon crushed velvet, its stitching so skilfully worked that it is invisible to any but the most expert eye (worth 9 gp; DC 20 Appraise values).

## TREASURE HOARD 12

- **Coinage:** 15 pp.
- **Masterwork Thieves' Tools:** A rich brown leather clamshell pouch with belt loops on one side and grommet fasteners at the edges of the top opening contains a set of dull steel tools suitable to the work of a locksmith, or of a burglar (worth 50 gp; DC 20 Appraise values).
- **Pearl of Power (1st-level):** This small lustrous sphere is almost translucent in its whiteness (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 1,000 gp).



## LEVEL 5 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 5th-level treasure hoard is 1,550 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	1,489 gp, 343 sp
2	Hoard 2	30 pp, 1,049 gp
3	Hoard 3	1,430 gp, 1,284 sp
4	Hoard 4	1,631 gp
5	Hoard 5	1,423 gp
6	Hoard 6	1,431 gp
7	Hoard 7	1,243 gp, 5,182 sp
8	Hoard 8	1,463 gp
9	Hoard 9	1,553 gp
10	Hoard 10	1,656 gp
11	Hoard 11	1,531 gp
12	Hoard 12	1,650 gp

### TREASURE HOARD 1

- **Coinage:** The coins of several kingdoms spill from a split seam in an old woollen sack: 343 sp, 158 gp.
- **Aquamarine:** This transparent blue gemstone's teardrop shape flickers with light reflecting from the insides of its many facets (worth 1,099 gp; DC 20 Appraise identifies and values).
- **Chrysoberyl:** The milky translucency of this oval stone scintillates as the light plays across its faceted surface (worth 232 gp; DC 20 Appraise identifies and values).

### TREASURE HOARD 2

- **Coinage:** 649 gp, 30 pp.
- **Masterwork Manacles:** A star key is still inserted into the barrel of the cylindrical lock attached to one cuff of these sturdy, adjustable-size, heavy steel manacles (worth 50 gp; DC 20 Appraise values).
- **Elixir of Love:** This vial contains a liquid that smells vaguely of roses (faint [DC 19 Knowledge {arcana} illusion]; DC 19 Spellcraft or Perception identifies; worth 150 gp).
- **Never-Dull Shears:** These scissors are sized to comfortably fit a human hand, their blades about five inches long. The metal is clearly old, with tiny rust marks on them in places, but no corrosion or even dust has made its home on the cutting edges. On close inspection, the cutting edges appear honed to a razor keen gleam that has not faded or dulled with the passage of time (faint [DC 17 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 200 gp).

### TREASURE HOARD 3

- **Coinage:** A hundred and seven rolls of a dozen silver coins each are wrapped in cylinders of stiff white linen (1,284 sp).

- **Moss Agate:** The translucent, nearly opaque milky white of this prism-shaped, polished stone is dominated by the mossy green hue that grants its mottled appearance (worth 22 gp; DC 20 Appraise identifies and values).
- **Rhodochrosite:** Narrow bands of pale rose pink irregularly stripe the deeper, more dramatic red of this mineral. It is shaped and smoothed like a river stone, and barely small enough to fit in the palm of a man's hand (worth 33 gp; DC 20 Appraise identifies and values).
- **Pearl:** The almost metallic lustre and light weight of this tiny, powder-pink sphere identifies it as a pearl (worth 295 gp; DC 20 Appraise identifies and values).
- **Dragonhide Armour:** Reflected light glints on the pebbled scales of this armour. The breastplate, gauntlets and greaves are stiff, their surfaces hard, but the heavy leathery material on the inside of each piece yields slightly when pressed (worth 330 gp; DC 20 Appraise values).
- **Potion of Tongues:** This liquid has a slight sweet smell (faint [DC 18 Knowledge {arcana} divination]; DC 18 Spellcraft or Perception identifies; worth 750 gp).

### TREASURE HOARD 4

- **Coinage:** 586 gp.
- **Carnelian:** The fleshy red colour of this nearly opaque, smooth, oval stone appears warmed by the touch of bright light (worth 64 gp; DC 20 Appraise identifies and values).
- **Tiger Eye:** This rich brown stone with golden undertones has been worked to depict a round, grotesquely smiling face with flat, angular features (worth 31 gp; DC 20 Appraise identifies and values).
- **Property Deed:** A sheet of yellowed paper, the deed to a country estate, describes a seventeen acre parcel of land with a large house at the property's southern border (worth 800 gp; DC 20 Appraise values) but not the estate's actual position.
- **Scroll of Protection from Arrows:** A thin papyrus scroll, stained a dark reddish brown on one corner (faint [DC 17 Knowledge {arcana} abjuration]; DC 22 Spellcraft identifies; worth 150 gp).

### TREASURE HOARD 5

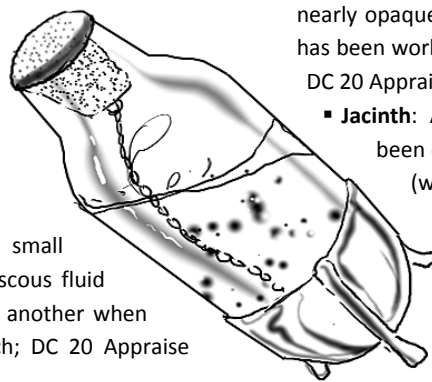
- **Onyx:** This gleaming, translucent, chocolate brown stone has been cut to the shape of a small faceted square (worth 73 gp; DC 20 Appraise identifies and values).
- **+1 Splint mail:** The vertical bands of steel that make up the cuirass of this armour are painted the red of congealed blood (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,350 gp).

## TREASURE HOARD 6

- **Coinage:** 778 gp.
- **Cyclops Agate:** Irregular concentric rings of varying shades of red give this polished stone the appearance of an inhuman, fiery eye (worth 22 gp; DC 20 Appraise identifies and values).
- **Sardonyx:** The rust-red hue of this convex, nearly flat round stone is broken into layers by thin stripes of orange and off-white (worth 185 gp; DC 20 Appraise identifies and values).
- **Flash Powder:** A small waxed paper envelope contains a strange powder. This fine, neutral grey dust feels soft to the touch (worth 50 gp; DC 20 Appraise values).
- **Sleep Arrows (3):** These arrows have shafts, fletching and stone heads the colour of beach sand. They are tied together with a dirty blue ribbon (faint [DC 20 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 132 gp each).

## TREASURE HOARD 7

- **Coinage:** A worn and threadbare haversack contains a few wool bags tied shut with twine, all of them heavy with silver coins: 5,177 sp.
- **Masterwork Javelins (3):** Three thin, straight wooden poles are surmounted by steel heads patterned with labyrinthine twists of narrow bands of light and dark metal (worth 301 gp each; DC 20 Appraise values).
- **Flasks of Alchemist's Fire (4):** Four small earthenware bottles are heavy with a viscous fluid that can be felt oozing from one side to another when one moves the bottle (worth 20 gp each; DC 20 Appraise values).
- **Elixir of Swimming:** This elixir has a slightly salty odour (faint [DC 17 Knowledge {arcana} transmutation]; DC 17 Spellcraft or Perception identifies; worth 250 gp).
- **Scroll of Resistance:** A large water stain mars this scroll (Faint [DC 15 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 12 gp, 5 sp).



## TREASURE HOARD 8

- **Coinage:** 813 gp.
- **Superior Lock:** This double-shaft brass and steel rim lock was obviously designed to be attached to the outside of a door. It sits in the bottom of a leather belt pouch, along with its key. (worth 150 gp; DC 20 Appraise values).
- **Oil of Continual Flame:** This thick oil faintly glimmers (faint [DC 17 Knowledge {arcana} evocation]; DC 22 Spellcraft or Perception identifies; worth 350 gp).
- **Scroll of Summon Swarm:** A doodled insect swarm decorates this scroll's margins (faint [DC 17 Knowledge {arcana} conjuration]; DC 22 Spellcraft identifies; worth 150 gp).

## TREASURE HOARD 9

- **Masterwork Banded Mail:** Blackened steel plates overlap each other like wide shingles to form the segmented body of this banded cuirass; a shirt of mail is attached as its backing (worth 400 gp; DC 20 Appraise values).
- **+1 Light Wooden Shield:** The planks of this round shield are bound together by black iron bands and bear the scars of many strikes, but still appear strong and sturdy (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,153 gp).

## TREASURE HOARD 10

- **Star Ruby:** Inside this ovoid purplish red translucent stone is a six point white starburst of three intersecting lines (worth 1,656 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 11

- **Coinage:** 578 gp.
- **Carnelian:** A red stone with a touch of orange to its colour, nearly opaque but for a faint translucency visible at its edges, has been worked into the shape of a small apple (worth 60 gp; DC 20 Appraise identifies and values).
  - **Jacinth:** A tiny pyramid with faceted convex sides has been cut from a transparent, reddish-brown gemstone (worth 877 gp; DC 20 Appraise identifies and values).
- **Moss Agate:** A creamy eggshell-coloured stone carved in the shape of a small skull is marked by narrow, green-black threads (worth 16 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 12

- **Jade and Silver Tea Service:** A silver tray is the base of a tea service whose utensils and vessels are of carved, deep green jade. The fittings, handles and the base of the teapot being silver with a raised floral pattern that matches the edges of the tray (worth 650 gp; DC 20 Appraise values).
- **Large Wool Tapestry:** A wool tapestry, when unrolled, depicts a hunting party surrounding a unicorn, its flanks peppered with arrows and streaming with blood. The colours are particularly vibrant, and the workmanship sufficiently masterful that even a glint of fear may be detected in the unicorn's eye (worth 400 gp; DC 20 Appraise values).
- **Scrimshaw Incense Burner:** An incense boat of beautiful ivory has intricate scrimshawed details of a mass of tiny undulating serpents. Gold fittings provide a gleaming trough to collect ash and a small receiver for the stem of an incense stick (worth 600 gp; DC 20 Appraise values).

## LEVEL 6 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 6th-level treasure hoard is 2,000 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	1,988 gp
2	Hoard 2	1,604 gp, 35,657 cp
3	Hoard 3	1,760 gp, 1,886 sp
4	Hoard 4	1,959 gp
5	Hoard 5	2,149 gp
6	Hoard 6	1,724 gp, 3,315 sp
7	Hoard 7	2,000 gp
8	Hoard 8	1,900 gp, 804 sp
9	Hoard 9	25 pp, 1,234 gp, 6,304 sp
10	Hoard 10	2,078 gp
11	Hoard 11	44 pp, 1,550 gp
12	Hoard 12	2,185 gp

### TREASURE HOARD 1

- **Citrine:** This transparent amber stone is cut into a shape that calls to mind a small, angular throw pillow (worth 80 gp; DC 20 Appraise identifies and values).
- **Magnifying Glass:** Dark brown leather provides the edge of a three inch wide circle of glass, convex on both sides, with a loop of cord fixed to the leather ring by a tiny iron post with a hole through the end (worth 100 gp; DC 20 Appraise values).
- **Masterwork Glaive:** The blade of this glaive is decorated with complex floral engravings on either side of its base (worth 308 gp; DC 20 Appraise values).
- **Masterwork Scale Mail:** Apart from being an obviously high-quality cuirass of scale mail, this armour's scales have each been individually acid-etched with a simple image of an eight point sunburst (worth 350 gp; DC 20 Appraise values).
- **Pipes of the Sewers:** This set of pipes (faint [DC 17 Knowledge {arcana} conjuration]; DC 17 Spellcraft identifies; worth 1,150 gp) is stained dark brown, but this colour has faded in places.

### TREASURE HOARD 2

- **Coinage:** This beer cask has one end removed; it is filled to within an inch of the rim with coins: 35,657 cp, 907 gp.
- **Haematite:** This dark grey, dimpled ball with a metallic gloss is about the size of a small apricot (worth 22 gp; DC 20 Appraise identifies and values).
- **Potion of Levitate:** Bubbling gray liquid fills this small vial (faint [DC 17 Knowledge {arcana} transmutation]; DC 17 Spellcraft or Perception identifies; worth 300 gp).
- **Scroll of Cure Serious Wounds:** Filled with dense, but beautiful, handwriting this scroll also features several prayers (faint [DC 18 Knowledge {arcana} conjuration]; DC 23 Spellcraft identifies; worth 375 gp).

### TREASURE HOARD 3

- **Coinage:** A large, unadorned red clay vase with a chip in one side of its lip contains about two thousand gold and silver coins: 1,886 sp, 370 gp.
- **Black Pearl:** Light glints almost reluctantly off the surface of this small black sphere (worth 1,390 gp; DC 20 Appraise identifies and values).

### TREASURE HOARD 4

- **Coinage:** 849 gp.
- **Tourmaline:** A transparent, pale green stone has been cut into the shape of a rhombohedra (worth 290 gp; DC 20 Appraise identifies and values).
- **Vial of Holy Water:** Silvery water fills this crystal vial. It has a beaten copper stopper (worth 25 gp; DC 20 Appraise values).
- **Wand of Detect Undead (50 charges):** A rat's skull tops this wand of black, gnarled wood (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft identifies; worth 750 gp).

### TREASURE HOARD 5

- **Fine Gold Chain:** The thin gold links of this fine chain support a tiny, intricate clasp. It is long enough to comfortably fit around a slender neck (worth 560 gp; DC 20 Appraise values).
- **Ruby Earrings:** Bright red diamond-cut rubies serve as elegant, expensive stud earrings via the intricate knot work design of their settings (worth 520 gp; DC 20 Appraise values).
- **Bottle of Fine Wine:** A broad-bottomed green glass bottle with a hemp bottle basket tightly woven about its base contains an exceptionally fine elven red wine (worth 201 gp; DC 20 Appraise values).
- **Silk Stockings and Garter Belt:** A white satin lace garter belt and a pair of sheer white silk stockings share a simple wooden box with a felt-wrapped corset (worth 25 gp; DC 20 Appraise values).
- **Sterling Silver Snuffbox:** The mirrored surface of this silver snuffbox is edged in detailed ornamental scrollwork. It contains a powder (see *dust of illusion*, below) that looks like chalk dust (worth 50 gp; DC 20 Appraise values).
- **Whalebone Corset:** Carefully wrapped in felt, the white satin of this whalebone corset is still in excellent condition; it has no snags or discolouration (worth 72 gp; DC 20 Appraise values).
- **Oil of Disguise Self:** A shimmering multi-coloured liquid fills this battered vial (faint [DC 16 Knowledge {arcana} illusion]; DC 16 Spellcraft or Perception identifies; worth 25 gp).
- **Dust of Illusion:** A fine white powder fills the silver snuffbox (moderate [DC 21 Knowledge {arcana} illusion]; DC 21 Spellcraft identifies; worth 1,200 gp).



## TREASURE HOARD 6

- **Coinage:** 3,315 sp, 854 gp.
- **Moonstone:** An opalescent, translucent ovoid stone rests atop a loose pile of gold and silver coins (worth 70 gp; DC 20 Appraise identifies and values).
- **Oil of Keen Edge:** This grey oil seems viscous but smells vinegary (Faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 750 gp).
- **Potion of Shield of Faith:** This white, faintly luminous liquid is opaque (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

## TREASURE HOARD 7

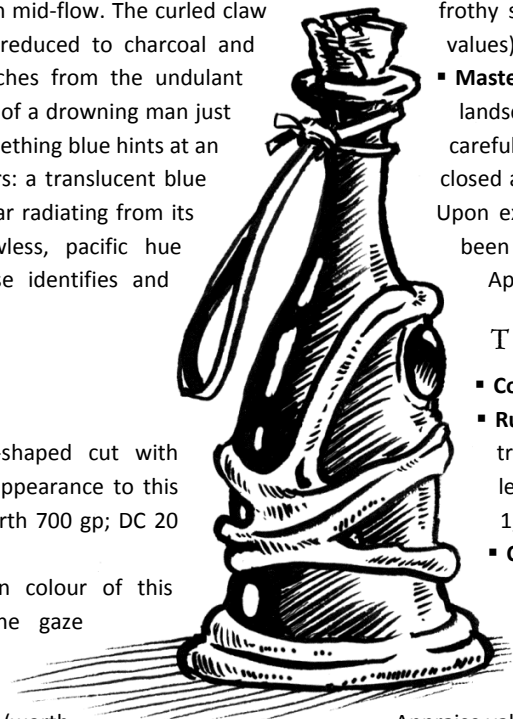
- **Star Sapphire:** One flagstone bears the rippling appearance of a thick, viscous fluid, flash frozen in mid-flow. The curled claw of a charred and grasping hand reduced to charcoal and scorched bone extends a few inches from the undulant texture of the stone, like the hand of a drowning man just breaking the surface. A glint of something blue hints at an object clutched by the bony fingers: a translucent blue precious stone, four points of a star radiating from its centre within its otherwise flawless, pacific hue (worth 2,000 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 8

- **Coinage:** 804 sp.
- **Alexandrite:** An elongated pear-shaped cut with triangular facets lends an exotic appearance to this transparent, dark green stone (worth 700 gp; DC 20 Appraise identifies and values).
- **Emerald:** The deep, bright green colour of this rectangular cut stone draws the gaze deeper into what begins to look like a mysterious series of dark doorways in a dimly lit corridor (worth 1,200 gp; DC 20 Appraise identifies and values).

## TREASURE HOARD 9

- **Coinage:** Thousands of coins are heaped in a large basalt bowl, spilling over its lip: 6,309 sp, 204 gp, 25 pp.
- **Aquamarine:** The square top surface and pointed base of this transparent blue stone are characteristic of a princess cut (worth 1,030 gp; DC 20 Appraise identifies and values).



## TREASURE HOARD 10

- **Coinage:** 578 gp.
- **Brooch of Shielding:** This wrought iron brooch has been crafted in the shape of a miniature tower shield (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft identifies; worth 1,500 gp).

## TREASURE HOARD 11

- **Coinage:** 274 gp, 24 pp.
- **Azurite:** Green flecks contrast sharply with the deep azure blue of this rounded, triangular, translucent stone (worth 16 gp; DC 20 Appraise identifies and values).
- **Jade Amulet:** This tiny amulet of white jade has been cut into the intricate shape of a stylized lionfish surrounded by frothy swirls of water (worth 60 gp; DC 20 Appraise values).
- **Masterpiece Painting:** A beautiful woodland landscape is the subject of this painting; the canvas is carefully rolled and tucked into a stiff leather tube closed at both ends by brass caps with lined with felt. Upon examination, it looks like the canvas may have been cut from its frame (worth 1,200 gp; DC 20 Appraise values).

## TREASURE HOARD 12

- **Coinage:** 110 gp.
- **Ruby:** The facets that define the edges of this translucent, triangular cut, purplish red stone lend its three sides a subtly convex curve (worth 1,605 gp; DC 20 Appraise identifies and values).
- **Composite Longbow:** The smooth finish over graceful woodgrain surface grant this bow an attractive quality, though the marks of hard use upon it attest more to its practical utility than beauty of design (worth 400 gp; DC 20 Appraise values).
- **Disguise Kit:** Clumps of thick prosthetic paste, tins of make-up, twined bundles of hair, and other tools of an actor's (or spy's) trade are carefully arranged inside the small drawers and trays of a small pine trunk with a brass carrying handle on its lid (worth 50 gp; DC 20 Appraise values).
- **Silk Rope:** A coil of one hundred feet of silk rope shimmers with reflected light from the multitudinous thin, periwinkle dyed strands (worth 20 gp; DC 20 Appraise values).

## LEVEL 7 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 7th-level treasure hoard is 2,600 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	2,488 gp, 3,547 sp
2	Hoard 2	2,668 gp
3	Hoard 3	2,560 gp
4	Hoard 4	2,508 gp
5	Hoard 5	2,700 gp
6	Hoard 6	2,790 gp
7	Hoard 7	2,830 gp
8	Hoard 8	2,535 gp, 2 sp
9	Hoard 9	2,535 gp
10	Hoard 10	2,500 gp, 1,057 sp
11	Hoard 11	1,599 gp, 9,704 sp
12	Hoard 12	2,611 gp

### TREASURE HOARD 1

- **Coinage:** 3,547 sp, 987 gp.
- **Bag of Odds and Ends:** A heavy, black leather sack has a brown leather thong threaded through a series of small slits near its opening to serve as a drawstring. It contains a carefully wound ball of waxed twine, a three-barb steel fishing hook with its points embedded in tiny cylinders of cork, and the remains of a broken lantern (worth 1 gp; DC 20 Appraise values).
- **Javelin of Lightning:** The point of this javelin has been forged to depict a lightning bolt (faint [DC 20 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 1,500 gp).

### TREASURE HOARD 2

- **Coinage:** 1,093 gp.
- **Emerald:** This grass-green transparent stone is cut in the form of a thick square with bevelled edges. It rests in a small felt-covered square box, on a tiny white satin pillow inside (worth 1,575 gp; DC 20 Appraise identifies and values).

### TREASURE HOARD 3

- **Garnet:** This orange-pink heart-cut is as translucent as glass (worth 210 gp; DC 20 Appraise identifies and values).
- **Earring:** A single golden earring takes the form of a thin hoop with seven short strands of golden beads hanging from it (worth 200 gp; DC 20 Appraise values).
- **Choker:** A pair of criss-crossing waveforms of fine gold chain, between two thin strands of gold links, defines the lattice of precious metal in this choker necklace (worth 400 gp; DC 20 Appraise values).
- **+1 Half-Plate:** This battered and dented armour is definitely second-hand (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,750 gp).

### TREASURE HOARD 4

- **Masterwork Scale Mail:** Offset rows of rectangular metal scales overlap atop a leather tunic, the silk ties tying it all together artfully concealed beneath the tiny steel plates (worth 200 gp; DC 20 Appraise values).
- **+1 Kukri:** The forward-angled blade of this heavy chopping knife appears to have been ground from a single flat piece of metal and fitted with two pieces of heavy dowel split lengthwise as handle halves bracketing the blade's tang. The handle, held together by three brass pins, has been worn (by long use) to a sheen by many owners' hands (faint [DC 18 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,308 gp).

### TREASURE HOARD 5

- **Black Pearl:** A dagger whose blade has long since rusted away shows a setting on one side of the hilt where perhaps a gem was once installed, and on the other side a black stone remains still glinting darkly in the light once the dust is brushed away (worth 1,450 gp; DC 20 Appraise identifies and values).
- **Monocle:** A thin gold chain is attached to the gold rim that encircles this glass lens (worth 50 gp; DC 20 Appraise values).
- **Bejewelled Anklet:** Dainty, transparent purple amethysts in silver settings are connected together as an anklet by pairs of dainty silver chains (worth 1,200 gp; DC 20 Appraise values).

### TREASURE HOARD 6

- **Gold Buckle:** A heavy, unornamented gold buckle is still attached to the dried, cracked remains of a wide, black leather belt (worth 40 gp; DC 20 Appraise values).
- **Coronet:** A golden circlet supports a swan with five wings extending to either side; the bird's chest is set with a single blood-hued garnet (worth 1,400 gp; DC 20 Appraise values).
- **+1 Splint Mail:** Dried blood covers the rear portion of this exquisitely crafted armour (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,350 gp).

### TREASURE HOARD 7

- **Rock Crystal:** A piece of irregularly-shaped granite sports a dense, haphazard spray of colourless, obelisk-shaped crystals (worth 50 gp; DC 20 Appraise identifies and values).
- **Bronzewood Tankard:** A pewter handle, pewter rings at the top and bottom and a pewter badge depicting a parrot adorn the apparently seamless bronzewood body of this beautifully crafted drinking vessel (worth 30 gp; DC 20 Appraise values).
- **Artisan Tools:** The tools of a woodworker, including plane, awl, precision saw and numerous other utensils, are stored in a beautiful rosewood case (worth 50 gp; DC 20 Appraise values).

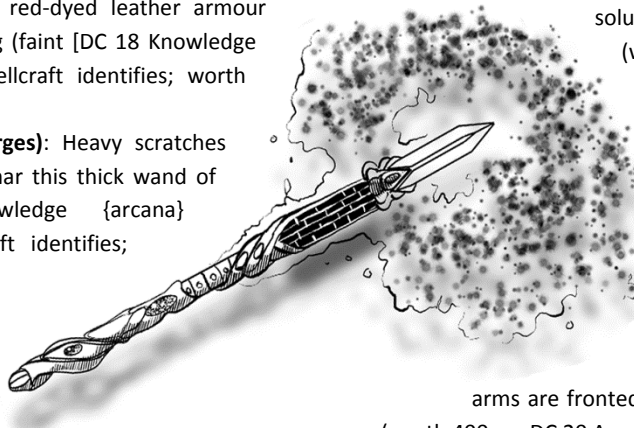
- **+1 Two-Bladed Sword:** One blade of this double sword glows with a dim radiance (faint [DC 18 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,700 gp).

## TREASURE HOARD 8

- **Coinage:** 491 gp.
- **Dog Collar:** The beaten leather of this russet brown collar provide a startling contrast to the two blue-green ovals (see below) and pair of red-flecked dark green stones (see below) set into it. (worth 2 sp plus the value of the stones; DC 20 Appraise values).
- **Turquoise:** This is matched pair of polished blue-green oval stones is veined with threads of near black (worth 21 gp each; DC 20 Appraise identifies and values).
- **Bloodstones:** This matched pair of square-cut dark green stones have bright red flecks. They appear opaque at first, but admit a faint glow through the edges when held to the light (worth 63 gp each; DC 20 Appraise identifies and values).
- **+1 Spiked Leather Dog Barding:** Small, curved, iron spikes stud the shoulders of the hardened red-dyed leather armour sized to fit a large, muscular dog (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,210 gp).
- **Wand of Magic Fang (50 Charges):** Heavy scratches picked out with white lacquer mar this thick wand of oak (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 750 gp).

## TREASURE HOARD 9

- **Medal:** A heavy bronze disc half again the diameter of a silver coin, bearing the profile of a man with patrician features and a formal wig who is bracketed by two curves of laurel branch, trails a pair of tattered pieces of green and blue ribbon attached to a small stud on the top of the medal. An inscription on the back reads "For Honour And Duty" (worth 100 gp; DC 20 Appraise values).
- **Pearl Necklace:** This is a simple strand of small pearls, with a silver clasp connecting its ends (worth 1,800 gp; DC 20 Appraise values).
- **Silver Holy Symbol:** The chain of this silver divine symbol has heavy iron links (worth 25 gp; DC 20 Appraise values).
- **Torc:** A stiff bronze ring has the appearance of scales on its surface, and a gap in the circle ends in serpent heads glaring at each other across the inch-wide space (worth 10 gp; DC 20 Appraise values).
- **Potions of Invisibility (2):** Two glass vials appear empty at first, but a fluid so clear and pure as to almost elude sight sloshes within (faint [DC 17 Knowledge {arcana} illusion]; DC 17 Spellcraft or Perception identifies; worth 300 gp each).



## TREASURE HOARD 10

- **Coinage:** 1,052 sp.
- **Ivory Comb:** This off-white comb's base is intricately carved to depict sprites frolicking amongst flowers (worth 200 gp; DC 20 Appraise values).
- **Hat Pin:** The thin shaft of this platinum pin is surmounted by a bluish moonstone carved to resemble a honeysuckle flower in bloom (worth 700 gp; DC 20 Appraise values).
- **Gold Helm:** This gaudy helm of beaten gold with a bright magenta dyed horsehair crest is obviously not meant for use in battle (worth 1,300 gp; DC 20 Appraise values).
- **Ivory Scroll Case:** The off-white surface of this cylinder is marked by gold wire inlay giving shape to a simple labyrinth design. Prying off one of the stitched leather end caps reveals a number of rolled sheets of linen paper, each bearing painstakingly neat handwriting describing gourmet recipes (worth 300 gp; DC 20 Appraise values).
- **Pickled Eggs:** A glass jar large enough to hold a live chicken instead contains only a greenish pickling solution and two dozen hard boiled eggs (worth 5 sp; DC 20 Appraise values).

## TREASURE HOARD 11

- **Coinage:** 9,704 sp, 509 gp.
- **Masterwork Hand Crossbow:** Black-stained wood is carved to present the face of a ram at the front of this small, hand-held crossbow; its dull steel arms are fronted by the carved beast's curling horns (worth 400 gp; DC 20 Appraise values).

- **Masterwork Scimitar:** This curved, single-edged sword has a pommel in the shape of a falcon's head and the ends of its quillions resemble the talons of a bird of prey, each clutching an obsidian sphere (worth 315 gp; DC 20 Appraise values).
- **Scroll of Dispel Magic:** Written in dull gray ink, this scroll is brittle and cracked (faint [DC 18 Knowledge {arcana} abjuration]; DC 23 Spellcraft identifies; worth 375 gp).

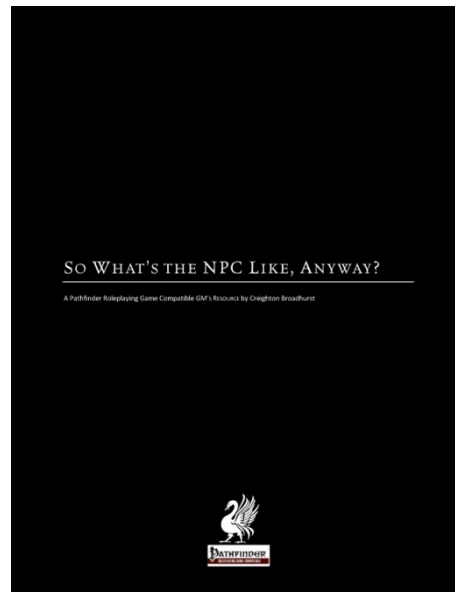
## TREASURE HOARD 12

- **Coinage:** 51 gp.
- **Obsidian (2):** This pair of translucent black glass spheres weighs heavily in the hand (worth 30 gp each; DC 20 Appraise identifies and values).
- **Ring of Jumping:** This plain, thick iron band seems very light for its size and composition (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 2,500 gp).

## SO WHAT'S THE NPC LIKE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prised from the clutches of their slain foes. Heroically returning to civilisation, they find a tavern, divide up their loot and relax. Then they ask "So what are the people like here, anyway?" At this point, the GM likely panics and either replies "nothing special" or improvises a series of similar, one-dimensional (and ultimately forgettable) NPCs. (After all, most GMs have got barely enough time to prepare the next adventure; preparing dozens of NPCs the PCs might interact with is likely a long way down their "to do" list.)

*So What's the NPC Like, Anyway?* banishes this problem! Within, you'll find tables designed to enable the busy GM to quickly and simply create hundreds of memorable, rounded NPCs. With just a few dice rolls, the GM can generate an NPC's notable physical traits, personality traits, mannerisms, current activity and profession, leaving him more time to concentrate on the adventure at hand!



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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?* 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?* presents hoards appropriate for character levels 1-7.

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