

# SO WHAT'S THAT SHINY THING, ANYWAY?

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A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Richard Green



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# SO WHAT'S THAT SHINY THING, ANYWAY?

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Richard Green

Deep in the dungeon, the PCs have finally bested the foul ogre after an epic struggle and with glee loot their fallen enemy's chambers. With excitement in their eyes, they ask "So what treasure did the ogre have, anyway?" An answer such as "300 gp in gems, three pieces of jewellery worth 200 gp each and a large rug" is somewhat of an anticlimax, but who has the time to prepared detailed treasure descriptions these days?

*So What's That Shiny Thing, Anyway?* banishes these problems by providing 28 pre-generated, ready-to-use lists containing hundreds of detailed items for the busy GM to immediately use in his campaign.



## CREDITS

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**Design:** Richard Green

**Development:** Creighton Broadhurst

**Editing:** Creighton Broadhurst

**Cover Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Artists:** Rick Hershey and William McAusland. Some artwork copyright William McAusland, used with permission.

Rick Hershey, Standard Stock Art: Issue 1 by Small Niche Games.

Thank you for purchasing *So What's That Shiny Thing, Anyway?*; 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 That Shiny Thing, Anyway?* 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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Richard has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for Dungeon #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, he has been working on the forthcoming 4th Edition Bestiary for Open Design's Midgard campaign setting.

He is currently running two regular 4th edition D&D campaigns set in the city and wider world of Parsantium, the first campaign setting he created since his teenage years. Check out his blog, *At the Sign of the Green Man* (<http://richgreen01.livejournal.com/>) to learn more about the Parsantium campaign setting and to read other posts about fantasy RPG gaming.

Richard lives in London with his wife Kate and two cats. When he's not playing and writing D&D stuff, he likes to watch Crystal Palace FC try to win football matches.

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## FOREWORD

Many PCs adventure simply for the thrill of delving into forgotten dungeons, exploring lost tombs or slaying those that have wronged them. Still others fight against the rising tide of evil, striving to throw it back into the wilderlands or from whatever dark place it lurks.

Of course as well as rescuing those carried away by marauders, righting wrongs and generally keeping civilisation safe from the depredations of evil folk almost all adventurers are not above looting the fallen of their possessions. I've played in campaigns which handled loot in great detail – every item exquisitely detailed – and in others where we find “two gems and a piece of jewellery.” I think the ideal balance is somewhere in between. Any GM who attempted to describe every piece of treasure the PCs find in great details is not only going to burn out quickly but also overload his players with details.

Lists of detailed treasure are a handy thing to have in any GM's toolbox. In *So What's That Shiny Thing, Anyway?* Richard Green has done a great job of providing hundreds of unique, interesting (and very customisable) items to insert into any campaign. (Although that said, I've just realised that not all the items herein are shiny!)

This supplement doesn't contain any magic items instead focusing on mundane items of value. Richard's created tons of coins, gem, art objects, pieces of jewellery and so on

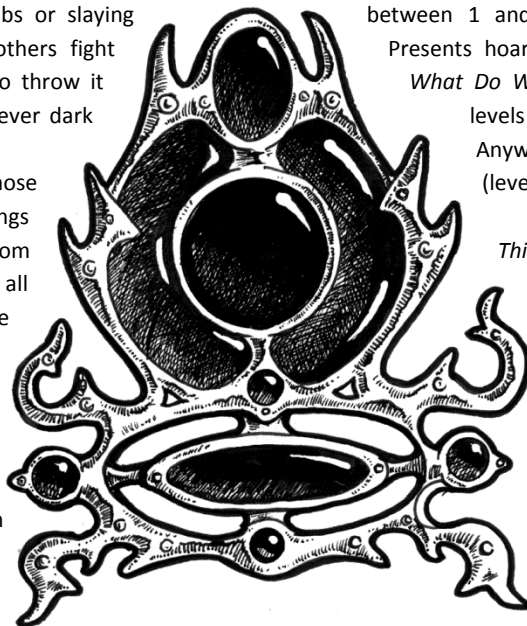
In subsequent entries in this line we are going to try something a little bit different. Instead of presenting individual items for you to drop into adventures as you see fit, we are going to present pre-generated hoards suitable for looting by every level of character.

Eventually, we'll have hoards for every character level between 1 and 20. *So What Do We Find, Anyway?* Presents hoards suitable for character levels 1-7, *So What Do We Find, Anyway? II* presents hoards for levels 8 – 14 and finally *So What Do We Find, Anyway? III* deals with truly legendary hoards (levels 15 – 20).

I hope you find *So What's That Shiny Thing, Anyway?* useful. It would be great to hear how your players react to such detailed treasures. Do their eyes glaze over as you describe the objects or do the descriptions make the items more desirable to them?

I'd also be keen to learn which variety of this kind of supplement you prefer. Do you like individual items you can drop in to your game or do you prefer having whole hoards ready to do?

Drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com) and let me know!



PS. I'm also open to suggestions for subjects to cover in upcoming *So What's?* so if you've got an idea, drop me a line! Who knows – you might even end up writing for Raging Swan!

## USING THIS SUPPLEMENT

Treasure is one of those cool things in the game that players love getting (unsurprisingly) – they tend to pay attention when they uncover hidden treasures or loot the bodies of vanquished enemies. Treasure is thus a very useful tool in the GM’s arsenal. He can use it to reward the players, of course, but that’s not all it can be used for. Treasure can:

- Provide clues about upcoming challenges. For example, if the mercenaries defeated by the PCs have all been paid using a certain country’s coinage it stands to reason that the PCs’ ultimate enemy may be from that kingdom.
- Provide depth to the campaign world. The PCs could uncover an ancient cache of coins and jewellery. The coins bear the unfamiliar likeness of a long-dead king while the jewellery is in a strange style, now unknown.
- Add logical depth to the campaign world.

When it comes to providing PCs with treasure, it is well worth spending a bit of time designing the look and feel of the items found. You could say “and you find 400 gp worth of gems” or you could instead describe a dozen or so small,



opaque red stones intermixed with three transparent green gems. This is immediately more compelling and rewards PCs with ranks in Appraise and other related skills, because they can learn more.

This supplement contains 28 tables designed to make it easy for the GM to add some interest to recovered treasure. Intended for use with the *Pathfinder Roleplaying Game*, this book can also easily be used with any edition of the world’s most popular fantasy RPG.

The contents of this supplement are divided into several distinct sections each dealing with a subset of valuable items (coins, gems, art objects and so on).

The supplement ends with a section covering hooks and complications. This section enables the GM to add some extra detail to found treasure, perhaps to make things more interesting for the PCs or to act as a springboard to the next adventure.

## USING THE TABLES

The Coins and Gems sections are relatively straightforward, but for other nonmagical treasures, we have provided the master table below. The GM can choose the approximate value of the item he wants to include in the treasure hoard, then roll on the master table, using the appropriate die. The die roll refers to a table in the Jewellery, Books & Scrolls, Art Objects or Miscellaneous Objects sections where the GM can generate the specific item found. If the GM doesn’t like the roll, he can and should reroll, or pick something that catches his eye.

ITEM VALUE (GP)					
	250 (d12)	1,500 (d10)	2,500 (d8)	7,500 (d6)	15,000 (d4)
1-2	A1	A2	A3	A4	A5
3-4	B1	B2	B3	B3	B3
5-6	B3	B3	J3	J4	J5
7-8	J1	J2	M4	M5	—
9-10	M1	M3	—	—	—
11-12	M2	—	—	—	—

## PERSONAGES AND LOCATIONS

Many of the objects listed in this supplement reference specific persons or locations. Some belong to the Lonely Coast campaign setting (a free download from [ragingswan.com](http://ragingswan.com)) while others are simply placeholder names to be changed at the GM’s whim.

## COINS

Coins are the mainstay of any treasure haul. Most of the time, it's fine to say "you find 50 gp on the orcs' bodies," but occasionally coins should be more unusual or intriguing. The tables below enable the GM to add descriptive flavour to such coins. The first table describes what appears on the reverse (tails) side of a coin to the usual depiction of the king, queen or other ruler on the obverse (heads) side. The second table features specific, unusual types of monetary treasure.

TABLE C1: WHAT'S ON THE REVERSE

D20	ITEM
1	Prancing horse and crescent moon.
2	Crossed hammer and pickaxe.
3	Fire-breathing dragon in flight.
4	Armoured knight on griffin-back.
5	Elven castle with soaring fairy-tale towers.
6	Frothing mug of ale.
7	Wheatsheaf and basket of apples.
8	Grinning skull surrounded by a ring of flames.
9	Sea god riding a hippocampus and brandishing a trident.
10	Coiled Oriental lung dragon.
11	Exotic onion-domed temple.
12	Castle gatehouse with closed portcullis.
13	Peasants working happily in the fields.
14	Owl on a pine branch.
15	Winged angel blowing a trumpet.
16	Hourglass with all the sand in one half.
17	Alchemical symbols arranged around a pentagram.
18	Smiling face of the sun god Darlen.
19	Caravan of camels crossing the desert.
20	Snake coiled round a double-headed axe.

TABLE C2: COINS & OTHER CURRENCY

D20	VALUE	ITEM
1	–	Paper banknotes covered in strange writings, each worth 10 sp in their native land but worthless outside it.
2	5 cp	Large square copper coin, stamped with a bull's head on one side and a labyrinthine pattern on the other.
3	1 sp	Leaf-shaped silver coin, depicting an elf queen on the obverse, and a pair of unicorns rampant on the reverse.
4	5 sp	Wedge-shaped silver coin from the kingdom of Gopura, with a chubby maharajah on one side and an elephant on the other.

5	5 sp	Triangular electrum piece with a single lidless eye on the obverse, and a fork of lightning on the reverse.
6	10 sp	Ten silver coins, each with a rectangular hole through the middle, threaded onto a string of golden silk.
7	1 gp	String of brightly coloured glass trade beads, used as currency among the tribes of distant Raphsheba.
8	1 gp	Diamond-shaped gold coin, with a turban-wearing caliph on one side and pair of palm trees on the other.
9	1 gp	Octagonal gold piece, with the moon and stars on one side, and a lute-strumming bard on the reverse.
10	5 gp	Iron trade bar, marked with the runes of a dwarven mountain kingdom.
11	5 gp	Pentagonal coin of pinkish bronze orichalcum, with a stern-looking dwarven king on one side and a mine entrance on the other.
12	5 gp	Copper ingot, shaped like an ox-hide, with a protruding handle in each of its four corners.
13	10 gp	Tiger cowrie shell, with black and white mottled pattern, used as currency among the Coral Islands.
14	10 gp	Large round electrum coin, depicting Queen Meritamón of Khemet on one side and a sphinx on the reverse.
15	10 gp	Oblong gold piece from a lost elven city that disappeared into the Faerie Realm centuries ago.
16	1 pp	Hexagonal platinum piece, with a three-pointed crown on one side and an oak tree on the reverse.
17	20 gp	Silver trade bar stamped with the royal seal of Kjarran and its value in gold.
18	25 gp	IOU on a small piece of parchment, marked with the badge of a mercenary band, The Howling Worgs.
19	100 gp	Gold trade bar bearing the emblem of the Five Barrels Trading Coster. Accepted in major cities only.
20	200 gp	Promissory note from Lord Locher of Wolverton to the bearer, signed and stamped with his seal in wax.

## GEMS

Gemstones, or jewels, are pieces of mineral often cut or polished to make jewellery or to decorate other items. Ranging in value from ornamental stones worth a few gold pieces up to very precious gems worth thousands, they are popular with adventurers for their portability and the ease with which they can be hidden.

### GEM GLOSSARY

- **Opaque:** not transparent or translucent; not reflecting light
- **Subtranslucent:** translucent only at the edges or in thin slivers
- **Translucent:** allowing light to pass through partially or diffusely
- **Transparent:** permitting the uninterrupted passage of light

### G1: ORNAMENTAL STONES

**Base Value** 10 gp; **Appraise** DC 20 identifies and values

STONE	TRANSPARENCY	COLOUR
Agate (banded)	Translucent, transparent or (sometimes) opaque	striped brown and blue and white and reddish
Agate (cyclops)	Translucent, transparent or (sometimes) opaque	circles of gray, white, brown, blue and/or green
Agate (moss)	Translucent, transparent or (sometimes) opaque	Pin or yellow-white with gray or green "moss" markings
Azurite	Transparent - translucent	Deep azure-blue
Greenstone	Subtranslucent - opaque	Gray green or bluish green, sometimes has "turtleback" pattern
Hematite	Opaque	Gray to red
Lapis lazuli	Translucent	Azure-blue with flecks of yellow or white
Malachite	Translucent	Bright green
Obsidian	Transparent - Subtranslucent	Black, occasionally brown, grey or reddish
Rhodochrosite	Translucent	Rose pink, red
Snowflake obsidian	Transparent - Subtranslucent	Black with white or gray snowflake patterns
Sugilite	Opaque	Pale through to deep purple
Tiger eye	Semi-translucent - opaque	Rich brown with golden centre under-hue
Turquoise	Opaque	Sky-blue, blue-green to greenish grey

### G2: SEMI-PRECIOUS STONES

**Base Value** 50 gp; **Appraise** DC 20 identifies and values

STONE	TRANSPARENCY	COLOUR
Bloodstone	Transparent - Subtranslucent	Dark green, greenish-blue with small red spots
Carnelian	Transparent - Subtranslucent	Yellow, orange, flesh red
Chrysoprase	Transparent - Subtranslucent	Yellowish green – apple green
Citrine	Transparent translucent	Yellow - amber
Iolite	Transparent translucent	Dark blue, greyish blue
Jasper	Transparent - Subtranslucent	Red, brown, yellow
Moonstone	Transparent translucent	Colourless or white with pale blue glow
Onyx	Transparent - Subtranslucent	Black, dark brown, green
Peridot	Transparent translucent	Olive green – yellowish green
Rock crystal	Transparent translucent	Clear
Sardonyx	Transparent - Subtranslucent	Reddish brown with black or white bands
Zircon	Transparent translucent; occasionally nearly opaque	Light brown to reddish brown, colourless, grey, yellow, green, blue

### IDENTIFYING & VALUING GEMS

PCs will inevitably use the Appraise skill to identify and value recovered gems and jewellery. Alternatively, a character with Profession (gem cutter) or Craft (jewellery) can use those skills in lieu of Appraise.

**DC 20:** Values (and identifies) a common item.

**DC 25:** Values (and identifies) a rare or exotic item.

**DC 25:** Determines if an item has magical properties.

**Failure by 4 or less:** item identifies and valued to within 20% of true value

**Failure by 5 or more:** Price is wildly inaccurate.



### G3: FANCY STONES

**Base Value** 100 – 500 gp; **Appraise** DC 20 identifies and values

STONE	TRANSPARENCY	COLOUR
Amber	Transparent to opaque	Yellow, orange, red, white, green, brown, blue
Amethyst	Transparent to translucent	Purple
Chrysoberyl	Transparent to translucent	Yellow green to green
Coral	Opaque	Pink or crimson
Garnet	Transparent to translucent	Brown to orange, pink or green
Jade	Translucent to opaque	Usually green, sometimes white, lavender or red
Jet	Opaque	Deep black
Pearl	Opaque	White, golden, pink, or silver
Spinel	Transparent	Red, red, brown or black; sometimes deep green
Tourmaline	Opaque to transparent	Pale green, pale blue, pale brown or pale red

#### MAGICAL PROPERTIES OF GEMS

Certain kinds of gemstones are reputed to have magical properties. While these reputed properties may have no actual in-game powers, they can be used to add a handy extra level of verisimilitude to treasure hoards (and magic items in particular). For example, amethyst is thought to strengthen the immune system and so would make an excellent addition to a *periapt of proof against poison*.

**Agate:** The Fire Stone; builds courage and fortitude.

**Amethyst:** Strengthens the immune system; heals the soul, body and mind.

**Bloodstone:** Calms fears; aids in overcoming obstacles; a warrior's stone.

**Carnelian:** Energises the physical, emotional and mental self; wards off evil thoughts and inspires bravery.

**Chalcedony:** Inspires courage and grounds wearer in reality.

**Diamond:** The master healer; dispels negativity, purifies the body.

**Garnet:** Brings love and compassion; enhances imagination.

**Jade:** Fosters courage, justice, clarity, modesty, wisdom and nurturing. The stone of longevity.

**Jasper (Red):** Powerful divination stone.

**Lapis Lazuli:** The Night Stone; good for nocturnal activities; augments psychic abilities.

### G4: GEM STONES

**Base Value** 1,000 gp or more; **Appraise** DC 25 identifies and values

STONE	TRANSPARENCY	COLOUR
Alexandrite	Transparent	Dark green
Aquamarine	Transparent to translucent	Blue
Black pearl	Opaque	Black, with undertones of shimmering green, blue, silver, and pink
Diamond	Transparent to translucent	Colourless, yellowish, brown, red, black
Emerald	Transparent to translucent	Deep bright green
Jacinth	Transparent to translucent; occasionally nearly opaque	Reddish-brown
Opal	Transparent to subtranslucent	Colourless, milky white, grey, red, brown, blue, green, nearly black
Ruby	Transparent to translucent	Red to brownish red
Sapphire	Transparent to translucent	Blue, yellow, pink, green
Schorl	Opaque to transparent	Dark indigo or glossy black
Spinel	Transparent to translucent	Deep blue
Star sapphire	Transparent to translucent	Ruby with white "star" centre
Topaz	Transparent to translucent	Sapphire with white "star" centre
		Colourless, pale yellow, pale blue, greenish, pink

**Malachite:** Brings peaceful sleep; empowers divinations especially those pertaining to one's heart's desire.

**Moonstone:** Inspires flexibility, wisdom and balanced emotions.

**Onyx:** Aids balance and self-control. A protection stone.

**Opal:** Aids balance, eyesight and improves self-esteem and happiness.

**Peridot:** A good ant-toxin gem; cleans the body of impurities, stimulates the mind and banishes lethargy. Attracts wealth.

**Quartz:** Good for the brain and soul; aids communication.

**Ruby:** Preserves the body and improves mental health.

**Topaz:** Enables communication with other planes.

**Tourmaline:** Dispels fear and negativity.

**Zircon:** The Prudent One; protection against sleeplessness and depression. Makes the owner more pleasant and wise.

## JEWELLERY

Made from a wide range of materials, including precious metals, gemstones, ivory and shells, jewellery can be used to adorn all parts of the body from head to toe. Items are typically worn to look appealing, and usually don't have a purpose beyond indicating the wearer's status or wealth. For adventurers, jewellery is a highly portable and convenient way of carrying their wealth around.

TABLE J 1

Value: 100 gp to 500 gp (average value 250 gp)

D20	VALUE	ITEM
1	100 gp	Set of four delicate gold eyebrow rings.
2	100 gp	Belt of dark red snakeskin with a dragon's head bronze buckle.
3	125 gp	Pair of matching bangles carved from fragrant red sandalwood.
4	150 gp	Necklace of polished dire animal claws and teeth.
5	150 gp	Simple silver ring set with a single pink garnet.
6	175 gp	Scorpion-shaped bronze armband with green peridot eyes; its legs clasp the wearer's arm.
7	175 gp	Gold pin in the shape of a scarab beetle, enameled with lapis lazuli.
8	200 gp	Pair of matching gold earrings, each set with a dark brown onyx.
9	200 gp	Cameo brooch depicting the profile of a serenely smiling medusa.
10	250gp	Silver ankle chain hung with a dozen tiny silver "charms", depicting fearsome monsters such as a hydra, a manticores and a basilisk.
11	250 gp	Disc-shaped pendant made from a black and white patterned spider shell on a delicate silver chain.
12	250 gp	Necklace of tiny animal and monster fetishes, carved from brightly coloured fancy stones.
13	300 gp	Silver medallion in the shape of a bull's head, with red carnelian eyes.
14	300 gp	Smooth, dark-green jade bracelet, sized for a child or a halfling.
15	350 gp	Electrum amulet engraved with a frost giant jarl on his throne, and studded with five dark blue iolites.
16	350 gp	Gold locket containing two tiny paintings showing an unblemished, beautiful young girl and her identical but hideously scarred twin sister.
17	400 gp	Gold hair comb in the shape of a peacock feather, inlaid with turquoise and tourmalines.

18	400 gp	X-shaped silver medallion set with five large moonstones.
19	500 gp	Gold torc with dragon heads at each end with green zircons for eyes.
20	500 gp	Amethyst pendant with one large stone surrounded by ten tiny ones.

TABLE J 2

Value: 1,000 gp to 2,000 gp (average value 1,500 gp)

D20	VALUE	ITEM
1	1,000 gp	Silver cloak pin fashioned in the shape of a unicorn's head in profile, with a blue tourmaline as the eye.
2	1,000 gp	Silver circlet in the form of a snake – its eyes are small emeralds, positioned in the middle of the wearer's forehead.
3	1,100 gp	Necklace of polished pink and crimson coral "flowers."
4	1,100 gp	Matching pair of ivory bangles carved with images of bird warriors (tengu or kenku).
5	1,250 gp	Black leather slave collar with two dozen 1-inch long platinum spikes.
6	1,250 gp	Gold ring shaped like a serpent eating its own tail with two tiny sapphires for eyes.
7	1,400 gp	Platinum thumb ring shaped like a human skull.
8	1,400 gp	Mahogany bracelet plated with gold and platinum in spiral patterns.
9	1,500 gp	Sun-shaped pendant with a large piece of polished amber in the centre surrounded by silver "rays."
10	1,500 gp	Heavy gold medal with the royal seal of Kjarran on one side and the sun god Darlen on the other.
11	1,500 gp	Pair of silver bracers inlaid with pieces of jade in order to give the wearer's arms a scaled appearance.
12	1,500 gp	Delicate silver tiara set with dozens of small green and yellow-green chrysoberyls.
13	1,600 gp	Platinum cloak clasp shaped like a chuul – the beast's claws hold the cloak closed.
14	1,600 gp	String of two dozen pearls – white, golden and rosy pink.
15	1,750 gp	Diamond nose stud, set in white gold.
16	1,750 gp	Gold starfish-shaped brooch, decorated with turquoise and green garnets.
17	1,900 gp	Silver five-pointed crown with an opal inlay.

18	1,900 gp	White gold ankle chain with 20 olive green peridots hung on fine gold wire.
19	2,000 gp	Black silk choker with a central blue spinel and two hanging pearls.
20	2,000 gp	Silver diadem set with a large aquamarine and eight small green garnets.

TABLE J3

Value: 2,000 gp to 3,000 gp (average value 2,500 gp)

D20	VALUE	ITEM
1	2,000 gp	Gold anklet with lion and sphinx shaped charms of amber.
2	2,000 gp	Pegasus-shaped silver hatpin, studded with tiny diamonds.
3	2,200 gp	Silver brooch shaped like a swan and set with small aquamarines.
4	2,200 gp	Delicate silver spider pendant of drow manufacture; the spider has four small sapphires for eyes.
5	2,300 gp	Gaudy gold medallion with four red and four green spinels arranged around a large square blue stone.
6	2,300 gp	Jet brooch in shape of a black panther; its eyes are two diamonds.
7	2,400 gp	Gold earrings with three small rubies and a gold-dipped arrowhawk feather.
8	2,400 gp	Eye-shaped amulet of gold inlaid with lapis lazuli, mother of pearl and jet.
9	2,500 gp	White gold signet ring bearing a diamond "J."
10	2,500 gp	Gold tiara set with a single star ruby and red garnets.
11	2,600 gp	Ivory and ebony phylactery, carved with elephants and tigers, decorated with gold leaf.
12	2,600 gp	Flower-shaped pendant of gold and jacinths.
13	2,700 gp	Delicate gold ankle chain hung with six orange garnets and six red spinels.
14	2,700 gp	Mithral locket etched with the initials "M.T." and an abstract floral pattern.
15	2,800 gp	Silver bracelet set with large fire opal.
16	2,800 gp	Green dragon shaped emerald pin.
17	2,900 gp	Matching set of three bracelets from rare black coral.
18	2,900 gp	Diamond studded belt buckle bearing the holy symbol of Conn the Lawgiver.
19	3,000 gp	Armbands of gold and behir hide decorated with small sapphires.
20	3,000 gp	Ruby ring with fire sigils marked on the gold band.

TABLE J4

Value: 5,000 gp to 10,000 gp (average value 7,500 gp)

D20	VALUE	ITEM
1-2	5,000 gp	Star-shaped platinum brooch set with alexandrites.
3-4	5,000 gp	Gold ring with a big fat pink diamond, flanked by a smaller one on either side.
5-6	6,000 gp	Necklace of interlinked platinum hoops with three large emeralds.
7-8	6,000 gp	Gold and lapis lazuli butterfly pendant.
9-10	7,500 gp	Pair of adamantine gauntlets, one set with a ruby and one with a sapphire.
11-12	7,500 gp	Mithral hair comb adorned with tiny rubies.
13-14	9,000 gp	Gold coronet lined with ermine and set with five black opals.
15-16	9,000 gp	Heavy gold ring set with one large square emerald.
17-18	10,000 gp	Matching pair of platinum bracelets dripping with diamonds.
19-20	10,000 gp	Gold sceptre topped with a mithral griffin.

TABLE J5

Value: 11,000 gp to 20,000 gp (average value 15,000 gp)

D20	VALUE	ITEM
1-2	11,000 gp	Wolf-shaped diamond cloak clasp.
3-4	11,000 gp	Mithral brooch set with large celestial emerald and many smaller emeralds.
5-6	12,500 gp	Gold necklace strung with alternating black and golden pearls.
7-8	12,500 gp	Flame-shaped gold pendant set with fiery red jacinths.
9-10	15,000 gp	Set of four mithral earrings hung with dark indigo tourmalines.
11-12	15,000 gp	Platinum armband set with six black opals.
13-14	17,500 gp	Mithral ring with huge rectangular emerald.
15-16	17,500 gp	Adamantine bracers studded with golden beryls.
17-18	20,000 gp	Four-pointed crown of platinum set with an enormous sapphire and two dozen small diamonds.
19-20	20,000 gp	Silver sceptre set with topazes and emeralds, topped with a star sapphire.

## BOOKS & SCROLLS

Rare or unusual books, scrolls and maps are interesting items to add to a treasure hoard. As well as being something a party of adventurers can turn into gold, a book can provide useful information relating to a current or upcoming quest, or it might contain rare spells, or perhaps provide a bonus to a knowledge skill check. Treasure maps recovered, of course, can be genuine or entirely misleading.

TABLE B I

Value: under 500 gp (average value 200 gp)

D20	VALUE	ITEM
1	10 gp	<i>Gusty Fintagel's Most Excellent Miscellany</i> : Cheaply printed chapbook of random facts and lists.
2	25 gp	<i>The Barber-Surgeon's Manual of Trimming, Bloodletting and Teeth Pulling, with Illustrations</i> : Written by Mustafa Al-Murai; bound in patchwork leather.
3	50 gp	<i>The Scripture of Law</i> : Religious text written by early disciples of the god Darlen; black leather with the rising sun symbol embossed in gold.
4	50 gp	Bark-covered annotated scrapbook filled with rare pressed flowers and herbs, and exotic feathers.
5	75 gp	<i>Dark Secrets Revealed by the Opening Eye</i> : Book of unintelligible prophecies by a mystic from the Roof of the World mountains; covered in a yak pelt.
6	75 gp	<i>Recipes for Brewing the Blessed Beers of Our People</i> : By Tamartha Runewise, noted dwarven skald and brewmistress; bound in lizardskin.
7	100 gp	<i>The Fey King of Darkwood and Other Tragedies</i> : By the celebrated bard and playwright Iancu Petronas; blue leather folio.
8	100 gp	Tarrin Longstrider's handwritten journal containing detailed accounts of his wanderings in the Tangled Wood; weather-stained brown leather.
9	150 gp	<i>A History of the Lonely Coast</i> : By Brenn Unger, dry account loaded with bias towards the Locher family; black leather with silver-bound edges.
10	150 gp	<i>Law and Duty: Rules and Behaviours for the Faithful Followers of Conn</i> : Purple leather with two clasped hands in gold leaf on the front cover.
11	200 gp	<i>The Sampalataya</i> : Illustrated epic poem on the birth of the gods of the distant kingdom of Gopura; long scroll

		with carved wooden handles.
12	200 gp	<i>Countess Ludmilla's Guide to Proper Behaviour at Court for Ladies and Gentlemen</i> : Bound in white silk with gold tooling, purple ribbon.
13	250 gp	<i>Travels in the Southern Lands</i> : By noted explorer and merchant Gosten Almar, travelogue with detailed maps of trade routes and information on foreign markets; black leather embossed with gold merchant's scales.
14	250 gp	Torture manual bound in skin of dubious provenance, featuring disturbing etchings, written and illustrated by the notorious Count Vaklav of Treblik.
15	300 gp	<i>Oglander Trell's Guide to the Seelie and Unseelie Courts</i> : Bound in green goblin-hide and decorated with spidersilk. Gives a +2 bonus to monster knowledge checks on the fey when studied for an hour.
16	300 gp	<i>The Courage of Sir Ector</i> : By Vinek Bezmer, illuminated life story of the famous paladin; red leather with gold tooling and edges.
17	400 gp	<i>Songs of the Dwarves</i> : By Elfric Stonyfist; steel scale cover inlaid with carnelians.
18	400 gp	<i>The Enlightened Wisdom of the Imams of the Crescent Moon</i> : Handwritten religious texts from the southern city of Sabtah; sandalwood box marked with moon symbol and containing four fragile scrolls.
19	500 gp	<i>Beginner's Guide to Polearm Fighting</i> : Illustrated manual; covered in chainmail.
20	500 gp	Spellbook bound in basilisk skin, with the mark of the wizard Vaskaren, containing the spells <i>alarm</i> , <i>magic mouth</i> , <i>make whole</i> and <i>tiny hut</i> .



TABLE B 2

Value: 1,000 gp to 2,000 gp (average value 1,500 gp)

D20	VALUE	ITEM
1-2	1,000 gp	Magnificent painted papyrus scroll covered in hieroglyphics, illustrating the life of Queen Meritamon of Khemet.
3-4	1,000 gp	<i>Dangerous Beasts of Kjarran</i> : Bestiary bound in krenshar fur and held closed with clasp made from its teeth. Gives a +2 bonus to monster knowledge checks on magical beasts when studied for an hour.
5-6	1,100 gp	<i>When the Stars are Right</i> : By Idris Bahar, insane ramblings about alien beings from beyond; bound in mottled purple leather and marked with a large staring eye. If studied for a week, reader gets +5 bonus to Knowledge (planes) pertaining to the alien realms and loses 1 Wisdom permanently.
7-8	1,250 gp	<i>Pirates of the Wine Dark Seas</i> : Collection of far-fetched pirate tales; bound in sea serpent-skin and studded with pearls.
9-10	1,250 gp	<i>Wyrms of the Northlands</i> : Illustrated who's who of notorious dragons; bound in white dragonskin with black ribbon marker with wyrmling talon dangling on the end.
11-12	1,400 gp	Book of prayers to the Nature Goddess, bound in wooden covers, with paintings of flowers and plants decorating the pages. The book contains <i>commune with nature</i> , <i>remove disease</i> and <i>water walk</i> .
13	1,500 gp	<i>The Philosopher's Stone</i> : By Thadeous Glimfinger, handwritten alchemical text, its pages and leather cover marked with multicoloured stains. Gives a +2 bonus to Craft (alchemy) checks when studied for an hour.
14	1,500 gp	A Thaumaturgist's Grimoire containing the true names of certain minor demons and the spells <i>contact other plane</i> , <i>dismissal</i> and <i>lesser planar binding</i> ; bound in green demonskin and marked with eldritch symbols.
15	1,600 gp	<i>The Poems of Caranthir Greenmantle</i> : Blue leather folio decorated with silver, containing twelve loose sheets, each a handwritten poem.
16	1,750 gp	Beautifully illuminated psalter containing the teachings of Saint

		Barteas of Darlen. The book contains <i>break enchantment</i> and <i>raise dead</i> .
17	1,750 gp	Elvish lexicon; green velvet cover with mithral tooling and inlaid gemstone cover.
18	1,900 gp	<i>Decline and Fall of the Hobgoblin Empire</i> : very dry history text; bound in barghest pelt and set with three sapphires.
19	2,000 gp	<i>Flora and Fauna of the Coral Sea</i> : bestiary and naturalist's guide covering the monsters, animals and plants above and below the waves; wooden covers, decorated with coral.
20	2,000 gp	<i>Fists of Iron</i> : By Leaping Mantis, martial arts treatise with copious illustrations, handwritten on a very long scroll. If studied for one week, the reader can select feats that require Improved Unarmed Strike without possessing the feat itself.

TABLE B 3

Value: various (treasure maps)

D20	ITEM
1-2	Parchment map of the Lonely Coast showing the hidden cave in the cliffs where the lost treasure of Peder Uren lies.
3-4	Stone tablet marked with runes and carved with a map to the tomb of the dwarven king Odvin Hammerschlag.
5-6	Vellum map showing how to reach the mystical kingdom of Loh Tsu at the very Roof of the World.
7-8	Thin sheet of gold, with annotations in draconic, stamped with the route to a dragon's graveyard.
9-10	Papyrus showing the safest route through Queen Meritamon's pyramid to her treasure-filled burial chamber.
11-12	Silk cloth map showing underground trade routes and passages, including the location of the abandoned drow city of Dol Felezzan.
13-14	Simple sketch map burned into a piece of wood, showing the location of a vine-covered temple in the heart of the jungles of Gopura.
15-16	Piece of broken pottery depicting a partial map to a ruined lakeside tower, marked with a griffon's head symbol.
17-18	Map tattooed onto a piece of human skin, showing an island with buried pirate loot. X marks the spot!
19-20	Very fragile parchment map showing a series of caves in a wooded valley.

## ART OBJECTS

Items such as paintings, sculpture, tapestries, vases, carpets and furniture are made from all sorts of materials. Such objects are inconvenient for adventurers to get out of the dungeon and cart around. Particularly bulky or heavy items are marked [B].

TABLE A 1

Value: 100 gp to 500 gp (average value 250 gp)

D20	VALUE	ITEM
1	100 gp	Decorative hanging lamp made from red glass and bronze.
2	100 gp	Ebony statuette of a tall, thin plains warrior carrying a spear.
3	125 gp	Crocodile-shaped painted wooden mask inlaid with turtle shell.
4	150 gp	Flattering portrait of Lord Locher, ruler of the Lonely Coast, in a plain wooden frame.
5	150 gp	Wooden chandelier with bronze dragon-headed candle holders.
6	175 gp	Small painting of weary pilgrims visiting the Priory of Cymer.
7	175 gp	Soapstone bust of the dwarven king, Odvin Hammerschlag.
8	200 gp	Four-inch pyramid of polished obsidian.
9	200 gp	Black pottery vase decorated with pastoral scenes in gold leaf.
10	250gp	Red, white and black wool rug with diamond patterns.
11	250 gp	Fine mahogany jewellery box inlaid with a floral design in light wood.
12	250 gp	Small brass statuette of a harp-playing lillend.
13	300 gp	Dire walrus tusk, three foot long, decorated with scrimshaw carving of a dragonship.
14	300 gp [B]	Chestnut bookcase carved with grinning imps.
15	350 gp	Leather footstool made from a stuffed bulette's leg.
16	350 gp	Alabaster bust of Queen Meritamón of the desert kingdom of Khemet.
17	400 gp	Painting of a flame-haired female captain defending her sinking ship from skeletal pirates.
18	400 gp	Small and disturbing-looking statue of a tentacle-faced humanoid, sculpted from a sickly purple stone that glows softly in the dark.
19	500 gp	Gold-plated mask depicting the laughing face of a satyr.
20	500 gp	Hinged golden sphere, six inches in diameter, its inside lined with velvet.

TABLE A 2

Value: 1,000 gp to 2,000 gp (average value 1,500 gp)

D20	VALUE	ITEM
1	1,000 gp	Large white china vase painted with blue foo lions, foo dogs and Oriental dragons.
2	1,000 gp	Grotesque-looking jade mask with large ears and mother of pearl and obsidian eyes.
3	1,100 gp	Wool and cotton woven kilim (an exquisitely woven rug) decorated with geometric and animal designs.
4	1,100 gp	Small gilded wooden statue of a centaur drawing his bow.
5	1,250 gp	Miniature painting on paper, depicting a fat maharajah mounted on an elephant, on a tiger hunt.
6	1,250 gp	Small gold statuette of a seductive-looking succubus. When the light catches it, it appears to wink.
7	1,400 gp	Dramatically mounted trophy of three chimera heads.
8	1,400 gp	Set of six marble canopic jars topped with lids depicting animal-headed deities of Khemet.
9	1,500 gp [B]	Teak table with inlaid mother of pearl, ivory and ebony patterns.
10	1,500 gp	Painting in a gilded frame depicting a giant's castle in the clouds under attack from a flight of dragons.
11	1,500 gp [B]	Rug of pure white girallon fur.
12	1,500 gp	Collection of nine small jade statuettes of monsters, including a dragon, an owlbear and a remorhaz.
13	1,600 gp [B]	Rosewood wardrobe decorated in gold leaf with scenes of the City of Brass.
14	1,600 gp	Tapestry showing a great battle between mounted knights of Kjarran and ravening orc hordes.
15	1,750 gp	Painting of the mighty conjurer Arius binding an efreet to his service.
16	1,750 gp	Silver bell inscribed with the teachings of Darlen.
17	1,900 gp [B]	Large polished wooden globe on a stand, depicting the Known World and many unknown lands.
18	1,900 gp	Ivory statuette of a prancing horse.
19	2,000 gp [B]	Oak table with marble top inset and mosaic depicting a hunting scene.
20	2,000 gp	Wall mirror with gold frame in a leaf and chrysanthemum design.

TABLE A 3

Value: 2,000 gp to 3,000 gp (average value 2,500 gp)

D20	VALUE	ITEM
1	2,000 gp	Crystal vase etched with scenes of dueling mages.
2	2,000 gp	Silver hand mirror with ivory handle.
3	2,200 gp	Trio of gold statuettes depicting three wise monkeys; their eyes are green tourmalines.
4	2,200 gp [B]	Pair of purple samite curtains woven with flowers in golden thread.
5	2,300 gp	Delicate, almost translucent, greenish-white onyx bowl.
6	2,300 gp [B]	Marble bust of a long-dead human empress.
7	2,400 gp	Painting of young king and his older bride on papyrus.
8	2,400 gp [B]	Six foot tall bronze statue of a four-armed scimitar-wielding oni.
9	2,500 gp	Three red onyx paperweights shaped like elephants.
10	2,500 gp [B]	Pair of gorgon horns mounted as a trophy on a darkwood shield.
11	2,600 gp [B]	Bronze statue of a nude maiden.
12	2,600 gp [B]	Divan made from blue velvet and ornately carved gilded wood.
13	2,700 gp [B]	Polished behir hide stretched across darkwood frame.
14	2,700 gp	Silver statuette of a sleeping dragon with sapphires for eyes.
15	2,800 gp	Silk wall hanging, embroidered with esoteric symbols.
16	2,800 gp	Pair of gold candlesticks, each shaped like an Oriental lung dragon.
17	2,900 gp [B]	Wooden folding screen decorated with gold celestial patterns.
18	2,900 gp	Intricate wooden model of a longship housed in a large glass bottle.
19	3,000 gp [B]	Dire tigerskin rug with stuffed head.
20	3,000 gp	Tapestry showing ship flying through the sky at sunset.

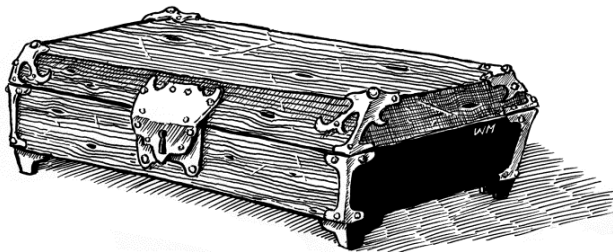


TABLE A 4

Value: 5,000 gp to 10,000 gp (average value 7,500 gp)

D20	VALUE	ITEM
1-2	5,000 gp [B]	Ornate silver and crystal chandelier.
3-4	5,000 gp	Superb painting of a tropical, volcanic island with a couatl flying overhead.
5-6	6,000 gp [B]	Obsidian bust of a handsome horned demon.
7-8	6,000 gp	Beautifully-woven patterned silk and wool carpet from the exotic southern city of Sabtah.
9-10	7,500 gp	Pair of mammoth tusks, tipped with gold and carved with battle scenes.
11-12	7,500 gp	Greenstone statuette of a four-armed sahuagin baron.
13-14	9,000 gp	Ebony door adorned with ivory skulls.
15-16	9,000 gp	Gold tripod depicting three intertwined vipers with jewelled eyes.
17-18	10,000 gp	Adamantine rod topped with a blue diamond the size of an apple.
19-20	10,000 gp	Mithral candlestick set with jacinths.

TABLE A 5

Value: 11,000 gp to 20,000 gp (average value 15,000 gp)

D20	VALUE	ITEM
1-2	11,000 gp [B]	Intricately carved, painted wooden pillar showing the struggle between the armies of Heaven and Hell.
3-4	11,000 gp	Green dragon statuette carved from a single large emerald.
5-6	12,500 gp	Silver mechanical bird with tiny emerald eyes in a gilded cage; the bird sings and flaps its wings when a small key is turned.
7-8	12,500 gp	Gold statuette of a squatting toad demon with emeralds for eyes.
9-10	15,000 gp	Tapestry depicting a unicorn and an elf maiden in a forest at night.
11-12	15,000 gp	Gold burial mask inlaid with coloured glass and precious stones.
13-14	17,500 gp [B]	Darkwood throne carved with flames and studded with fire opals and red garnets.
15-16	17,500 gp [B]	Large multicoloured carpet woven with intricate scenes of life in the cities of the south.
17-18	20,000 gp [B]	Floor mosaic of gold and precious stones depicting the Triton King riding a hippocampus.
19-20	20,000 gp	Jewel-studded gold egg, about the size of an ostrich's. The egg is hollow (DC 25 Disable Device check opens).

## MISCELLANEOUS OBJECTS

Some valuable items are hard to classify. This section includes a variety of different item types, including fancy clothing, bejewelled weapons and armour, trade goods, musical instruments and otherwise functional items that have been decorated to make them pretty, or fashioned from valuable materials. Particularly bulky or heavy items are marked [B].

TABLE M 1

**Value:** Under 100 gp

D20	VALUE	ITEM
1	10 gp	Clay jar filled with “Stinking Orc’s Foot” cheese.
2	10 gp	Sack filled with ginger roots weighing five pounds.
3	20 gp	Bronze elephant jug with carved wooden handle.
4	20 gp	Pointy wizard’s hat of dark blue felt, embroidered in silver thread with stars and mystic symbols.
5	30 gp	Cloth bag filled with two pounds of fragrant cloves.
6	30 gp	Pewter tankard etched with drinking scenes.
7	40 gp	China teapot painted with tranquil lake scene.
8	40 gp	Deerskin quiver painted with a band of wood elf hunters chasing after a great boar.
9	50 gp	Puppet made from cotton, wood and metal representing a king or prince.
10	50 gp	Pair of ivory dice in a velvet purse.
11	50 gp	Glass vial of fine musky perfume.
12	50 gp	Silk bag filled with coloured glass marbles.
13	60 gp	Fancy pointy red silk slippers, embroidered with gold thread.
14	60 gp	Three reams (1,500 sheets total) of fine parchment.
15	70 gp	Bronze salver engraved with a cornucopia design.
16	70 gp	Dwarven drinking horn bearing the symbol of the Runewise clan.
17	80 gp	Quill pen made from a hippogriff feather.
18	80 gp	Wooden box containing five pounds of saffron.
19	90 gp	Pair of blue silk gloves, with a bull’s head embroidered on the back of each.
20	90 gp	Mahogany pipe, its bulb carved to resemble the head of a bearded wizard.

TABLE M 2

100 gp to 500 gp (average value 250 gp)

D20	VALUE	ITEM
1	100 gp	Rapier with an eagle-shaped gold hilt.
2	100 gp	Headdress made of bone decorated with bright green and red macaw feathers.
3	125 gp	Silver hip flask engraved with drunken satyrs chasing nymphs.
4	150 gp	Gold-handled fan made from the feathers of a desert roc.
5	150 gp	Firly white silk shirt, suitable for duelling and dancing.
6	175 gp	Blue silk djellaba, embroidered with floral patterns in silver thread.
7	175 gp	Cedar box holding ten ounces of frankincense.
8	200 gp	Bronze prayer wheel, taken from a remote monastery high in the Roof of the World Mountains.
9	200 gp	Portable writing desk containing coloured inks, quills and paper.
10	250gp	Scrimshaw covered ivory scroll case; its carvings depict nautical battle scenes.
11	250 gp	Cherrywood bowl depicting elven dancers and satyr musicians (worth 50 gp), filled with dried yellow mushrooms. The mushrooms can be brewed into four cups of tea that give a +5 bonus to Fortitude saves vs. disease for one hour.
12	250 gp	Red leather saddle with elaborate gold tooling.
13	300 gp	Viking blowing horn, decorated with silver knotwork patterns.
14	300 gp	Dusty bottle of vintage white wine called “Golden Nectar.”
15	350 gp	Set of twelve sophisticated and very delicate stemmed wine glasses of elven manufacture (clumsy adventurers take care!)
16	350 gp	Silver-bladed ear spoon with lion’s tail tassels hanging beneath the blade.
17	400 gp	Jet black hat made from shadow mastiff fur, with a silver wolf hat pin.
18	400 gp	Highly polished red sandalwood serving tray.
19	500 gp	Painted ivory tarot cards, originally owned by a gypsy fortune teller.
20	500 gp	Silver-rimmed bone cup inlaid with mother of pearl.



TABLE M3

Value: 1,000 gp to 2,000 gp (average value 1,500 gp)

D20	VALUE	ITEM
1	1,000 gp	Bolt of gold cloth weighing ten pounds.
2	1,000 gp	Vial of perfume with gold and topaz stopper.
3	1,100 gp	Fine wooden lute inlaid with mother of pearl, bearing the maker's mark of the celebrated Philomenos Trugg.
4	1,100 gp	Battle standard with a lion embroidered in gold thread on a red field.
5	1,250 gp	Knee-high boots with silver buckles, made from purple worm hide.
6	1,250 gp	Oval bronze shield decorated with circle and spiral patterns in relief and enamel.
7	1,400 gp	Vestments and mitre of an archbishop of Conn the Lawgiver, white with copious gold embroidery.
8	1,400 gp	Blue and white china plate depicting willow trees, cranes and a temple.
9	1,500 gp	Snakeskin scabbard trimmed with gold and set with green garnets.
10	1,500 gp	Silver flask decorated with gold filigree, turquoise and rubies.
11	1,500 gp	Cedar bowl adorned with gold leaf floral patterns and laquered.
12	1,500 gp	Set of pan-pipes made from the wing bones of a giant eagle.
13	1,600 gp	Zinc jug decorated in gold with intricate patterns and running deer.
14	1,600 gp	Basilisk-hide belt with large gold buckle shaped like the monster's face.
15	1,750 gp [B]	Large wooden chest carved with images of the Summer and Winter Courts of the Fey.
16	1,750 gp	Glass and silver hookah, decorated with an Oriental dragon motif.
17	1,900 gp	Silvered short sword with a lion-headed gold hilt.
18	1,900 gp	Spyglass with a sharkskin tube trimmed with gold.
19	2,000 gp	Cloak of white pegasus feathers, held together with a silver pegasus-shaped clasp.
20	2,000 gp	Ceremonial axe with a gold blade carved with hieroglyphics.

TABLE M4

Value: 2,000 gp to 3,000 gp (average value 2,500 gp)

D20	VALUE	ITEM
1-2	2,000 gp	Giant gold plate, over two feet in diameter, engraved with clashing warriors mounted on flying griffins
3-4	2,000 gp	Beautifully made violin with silver and wood inlays.
5-6	2,200 gp	Gold goblet decorated with topazes and engraved with scenes of feasting.
7-8	2,200 gp	Large silver cauldron decorated with lapis lazuli snake-men and women.
9-10	2,500 gp	Gold holy symbol of Darlen the Sun God, set with rubies. This symbol gives a +1 bonus to turn undead rolls.
11-12	2,500 gp	Copper coffer set with jade and blue tourmalines and lined with velvet.
13-14	2,700 gp	Creepy-looking porcelain doll of a princess, with diamonds for eyes.
15-16	2,700 gp	Breeches made from the smooth, golden skin of a guardian naga.
17-18	3,000 gp	Black velvet eye patch studded with many small diamonds.
19-20	3,000 gp	Silver helmet decorated with battle scenes.

TABLE M5

Value: 5,000 gp to 10,000 gp (average value 7,500 gp)

D20	VALUE	ITEM
1-2	5,000 gp	Black and white pearl prayer beads on a gold chain.
3-4	5,000 gp	Wyvern-skin boots set with sapphires and lined with winter wolf fur.
5-6	6,000 gp	Silver mage's robe woven from magical threads that shimmers with the light of the Astral Sea.
7-8	6,000 gp	Chess set – the silver pieces are elves and the gold pieces are dwarves; the board is of ebony and ivory.
9-10	7,500 gp	Polished gold "dress" breastplate engraved with a sphinx in the centre.
11-12	7,500 gp	Crystal goblet studded with diamonds and rubies.
13-14	9,000 gp	Shield made from blue dragon scales and edged with platinum.
15-16	9,000 gp	Gold kabuto, adorned with peryton horns and studded with oriental amethysts.
17-18	10,000 gp	Curved gold dagger with three large round emeralds set in the hilt.
19-20	10,000 gp	Mithral helm set with jacinths and topped with a plume of vrock feathers.

## HOOKS & COMPLICATIONS

Sometimes an item found in a treasure hoard might have an interesting back-story, or there might be something odd about the object that leads to further adventures as the PCs try to discover more information. This section presents several tables of potential adventure hooks and other complications that the GM can add to an item. If the first die roll doesn't make sense, the GM is encouraged to reroll or pick something suitable.

TABLE H1: GEMS LOOKS AND HOOKS

D20	THE GEMSTONE...
1-2	is uncut and will be worth up to four times as much if cut by a skilled gemcutter.
3-4	is flawed and only worth 50% of base value.
5-6	was cut by an expert gemcutter and is worth double the listed value.
7-8	has a minor magical property (+1 to a saving throw once per day, grants 2 temporary hp or similar).
9-10	is cut with facets as a diamond, square or rectangle (transparent stones).
11-12	is cut as a cabochon – smooth, dome shape – or just a polished pebble (opaque stones).
13-14	glows in the dark with a soft amber light (as a candle).
15-16	is marked by a wizard's sigil; the mage can use this mark to track it down magically.
17	flickers with its own light inside.
18	is as big as a halfling's fist.
19	appears to contain the ghostly, trapped figure of a man or woman inside.
20	is the missing eye from a large demonic statue.

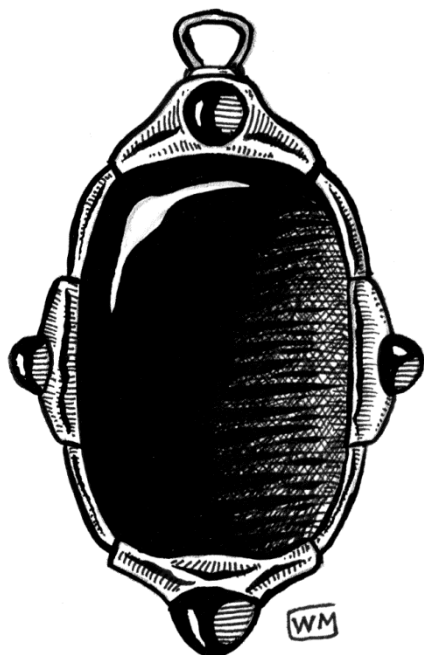


TABLE H2 PREVIOUS OWNERS

At the GM's discretion, PCs making a DC 20 Knowledge (arcana) or (history) check can learn more about an item's former owner.

D20	THE ITEM...
1	once belonged to the accident-prone (and dangerous) wizard Elgrim the Thoughtful, and bears his sigil. The item is worth double its normal value to a collector.
2	was stolen from the headquarters of a smugglers' guild in Wolverton by a former member and master cat burglar Myrtle Thornberry.
3	was filched from a famous and powerful adventurer when he fell asleep face down on the table at the Kirin's Rest.
4	was worn by the legendary paladin Sir Ector in battle against the hobgoblin armies of Kalgroth the Slayer.
5	belongs to Oglander Trell, absent-minded wizard and noted scholar of the fey.
6	was worn by the notoriously ruthless warlord and daimyo Subishi Nin.
7	was stolen from a dragon's hoard by a band of adventurers; the dragon's magical mark is still on it, allowing her to track down the thieves.
8	was looted from the tomb of the Merigot noble family and is marked with their crest. It's likely to be recognised if the PCs try and sell it locally.
9	was thrown away by a heartbroken nobleman because of the painful memories he has of it. If he sees another with the item, he challenges them to a duel.
10	was worn by the renowned warrior-hero Leovold when he killed the Troll King in single combat.
11	is emblazoned with the crest of the Sevrin family and is an heirloom sold to raise cash when they were broke. A PC can get double the value if it is returned to them.
12	was wielded by the Gnoll Khan, Urgoskar the Bloody, in battle against his own sons on the Blasted Steppes.
13	was stolen from roaming gypsies, and its new owner is subject to a wasting curse until it is returned to them or the curse is removed. The curse causes the PC to be sickened (DC 16 Will negates; owner must save daily).
14	belonged to an avaricious merchant who has sold his soul to Mammon, Lord of Greed.
15	was a gift from a foppish noble to his sweetheart, one of his servants. She sold it to buy medicine for her sick grandmother and hasn't told him.
16	used to hang over the bar at the Sultry Siren tavern on Grape Lane.
17	was found in the jungles of Gopura by the noted explorer Sreedhar before he lost it to his arch-rival.
18	was gifted to Leovold Kerric (by his father) who lost it in the Tangled Wood on his first adventure.
19	was worn by the infamous brothel-keeper Madame Rocelin while entertaining her punters.
20	is one of the long-lost jewels of the Star Elf lords.

TABLE H3: SECRET MESSAGES

D20	THE ITEM...
1	has a tiny scroll hidden inside which reads, "Check for the secret passage in the basement of the Potter's Guildhall."
2	is marked with an inscription: "To F, may this protect you from the Fires of Hell."
3	is carved with a lost dwarven clan's rune
4	has a scrap of parchment inside reading "I hid it behind a loose brick in the base of the market cross in Oakhurst."
5	bears the faded maker's mark of Arnulf Balderon, master-craftsman, tripling its value to collectors
6	has a folded note inside: "IOU 5,000 gp – come to the Jacinth Harp Inn in Sabtah at Midsummer and I will see you all right."
7	has a treasure map drawn on the back or hidden inside it – see table B3
8	is inscribed with runes that only reveal themselves when brought near to fire. They read "The Balance must be preserved."
9	holds a note with a coded list of names written on it
10	is marked with four unusual mystical symbols
11	has a tiny scrunched up note inside with the message "The swordsman stands guard over the third gate."
12	has a faded inscription reading "--W--E -H- -Y--A -N --E -H--D -EV-L"
13	contains a small piece of silk cloth with a painted picture of an elf's face and the notation "Make contact." underneath
14	is engraved with a cartouche spelling out the name of the Khemeti pharaoh Nermerkhet in hieroglyphics
15	has a torn scrap of parchment tucked inside saying "Lord Locher – obstacle."
16	has a bronze token inside inscribed with the name "Eraclid" on one side and "liar" on the other.
17	hides a gold signet ring with the symbol of a ship on it. A note attached with thread reads, "This should fool the duke."
18	has tiny charcoal writing on it saying "Please help – Father is trying to poison me!"
19	has a note inside reading "Take fourteen paces east from the old split tree, then nine paces south from the mossy rock."
20	holds a page ripped from a religious tome written by a priest of Conn. Someone has written "damned hypocrisy" in the margin.

TABLE H4: OTHER COMPLICATIONS

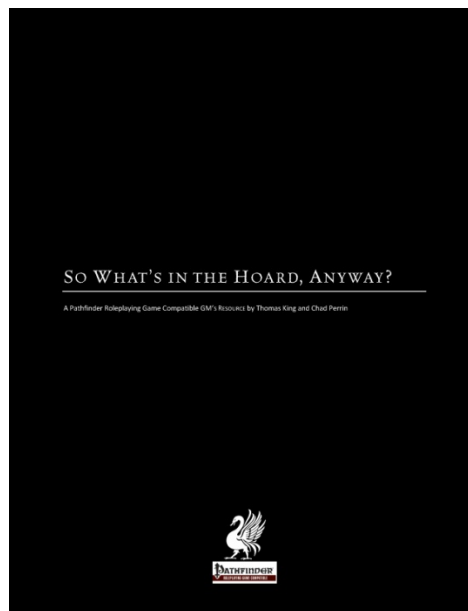
D20	THE ITEM...
1	contains (or is, in the case of a statue) an imprisoned or petrified adventurer.
2	bears the symbol of a secret society – if worn, members of the society think the wearer is one of them, asking her to perform a task or attend a covert meeting.
3	is very uncomfortable to wear.
4	pulls PCs studying it inside the scene it represents, trapping them there (paintings & tapestries).
5	was plundered from a Khemeti pyramid and is cursed (-1 to ability and skill checks until the curse is removed; DC 16 Will save; wearer must save daily).
6	appears to be magical but isn't, as per <i>magic aura</i> .
7	is damaged and is currently worth only 10% of its value, although the PCs may be able to repair it with <i>make whole</i> .
8	is a well-made fake worth just 10% of the item's true value. This can be figured out with a DC 25 Appraise.
9	has a hidden compartment concealing a valuable gem worth much more than the item itself.
10	is hundreds of years old but looks new.
11	is actually something else – it's a magic item or more valuable art object disguised by illusion. <i>Identify</i> or a DC 25 Appraise check reveals the truth.
12	grants the right to challenge the chief of the Slaving Maw orcs for leadership of the tribe. DC 25 Knowledge (history) determines this.
13	is part of a set. If the other two or three pieces are found, this one is worth five times as much. DC 25 Knowledge (local) check determines this.
14	is incredibly fragile and requires great care when carried.
15	vanished from the Priory of Cymer and anyone who returns it will receive the clergy's blessing.
16	is stained with old blood which cannot be removed.
17	works as a key to open the sealed doors in the Lost Tomb of Darrovir Halfman.
18	smells strange.
19	is an essential component of an arcane or religious ritual and someone very dangerous needs it.
20	as above, but it's needed to save the city, or even the world.



## SO WHAT'S IN THE HOARD, ANYWAY?

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 In the Hoard, Anyway?* banishes these problems by providing a hoard of 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.



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Deep in the dungeon, the PCs have finally bested the foul ogre after an epic struggle and with glee loot their fallen enemy's chambers. With excitement in their eyes, they ask "So what treasure did the ogre have, anyway?" An answer such as "300 gp in gems, three pieces of jewellery worth 200 gp each and a large rug" is somewhat of an anticlimax, but who has the time to prepared detailed treasure descriptions these days?

*So What's that Shiny Thing, Anyway?* banishes these problems by providing 28 pre-generated, ready-to-use lists containing hundreds of detailed items for the busy GM to immediately use in his campaign.

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