



A goblin doll with an evil grin and jade teeth worth 8 gold pieces pokes its head out of a small sack. Within the sack are 6 human teeth, a fox's tail (worth 18 silver pieces), and 3 wax candle stubs.

T1



A leather pouch containing 16 copper pieces, 3 gold pieces and a small spider (painful bite, but non-venomous) is loosely tied with a thin wax cord. The spider bite swells painfully and red blotches appear all over anyone bitten.

T2



A clay vase full of fine wine (7 gold pieces) secretly consists of a fine gold weave coated with clay and fired. If the clay is broken off, the true value (75 gold pieces) of the material can be found. It should be noted that the vase seems to be **very** heavy for a vase of its size (12 pounds).

T3



A leather scroll case contains three parchments. The first is a series of rambling words and phrases, the second is a treasure map (to a treasure worth 2000 gold pieces and guarded by three cockatrices), and the third is a scroll containing the spell *levitate*.

T4



A large iron box (locked) contains a key (to the lock) and a bolt of silk worth 200 gold pieces. The box itself is worth 40 gold pieces if its lock is undamaged (5 gold pieces is cracked open).

T5



A quiver contains 6 silver arrows, a black +3 arrow, and 4 lose arrowheads made of steel. Hidden in the quiver's lining are 6 gold pieces.

T6



A small sack contains strangely colored pebbles and small rocks. One of the pebbles is a piece of azurite worth 40 gold pieces. The balance of the 200 small rocks are worthless, but appear valuable to any without gemcutter knowledge. The sack weighs 30 pounds.

T7



A small, locked wooden chest contains a finely crafted feather cloak. One of the feathers is a cockatrice feather, and has a 1% per hour of causing the wearer to be *petrified* unless a save is made. The feather looks like all the rest of the feathers on the cloak. The cloak is worth 30 gold pieces.

T8



A worn out backpack holds 6 flasks of lamp oil, a 50-foot, dry (brittle, 25% chance of breaking under strain) coil of rope, 6 wooden stakes and a mallet. Three vials of holy water are inside a small leather pouch attached to the right shoulder strap.

T9



A wooden crate contains a small scale town set. The buildings consist of a store, a tavern, a stable, a stone bridge, a 6-foot length of 2-inch tall fence, and three houses. All are finely made and to scale. The set is worth 80 gold pieces to the right buyer.

T10



A wooden coffin contains a rusty old set of plate mail (costs 50% of book value to repair), rotten cloth, and a finely made sword with gold and silver inlay and an etched blade in an oiled sheath. The sword is worth 200 gold pieces.

T11



Six barrels of ale worth 10 gold pieces each stand stacked on top of one another. The third from the bottom has a +1 shield as a lid. The barrels weigh 200 pounds each, and unstacking each has a 20% chance of toppling the whole (save or take 1d6 per barrel falling (barrels 3-6), and a 40% chance of breaking (and spilling) any but the bottom two.

T12



Amidst smashed furniture and debris is an intact stool made of ebony wood and inlaid with mother of pearl and ivory. The stool is worth 60 gold pieces and weighs 6 pounds.

T13



A finely engraved leather backpack contains 6 iron spikes, a mallet, a coil of rope, a potion of water breathing and a small viper (1/2 HD, AC 8, D1+lethal poison).

T14



A rabbit fur pouch contains 16 gold pieces, three blue-dyed rabbit's feet and a silver unholy symbol (Orcus).

T15



A simple red clay brick contains a hidden treasure. Baked inside the clay are 40 silver pieces, and three small garnets (worth 50 gold pieces each).

T16



Several sacks of moldy grain contain yellow mold. Disturbing any causes a save to prevent being infected with mold spores (and die). Inside the sacks are 63 gold pieces and a ring of fire resistance.

T17



A skeleton in a rusty suit of chainmail grins widely from behind its metal coif. Six of the skeleton's teeth are made of gold (worth 1 gold piece each).

T18



A small sack contains several tarnished copper pieces of ancient make. While worth 1 copper piece each (there are 10) as-is, they would be worth far more to a coin collector or scholar of ancient civilizations (actual worth 1-20 gold pieces each).

T19



An empty potion bottle contains 20 silver pieces, neatly stacked within it. The residual potion (invisibility) has rendered the coins temporarily invisible until wiped clean.

T20



A pile of rotting parchment covered in (harmless) worms and bugs hides a solid gold quill tip worth 30 gold pieces.

T21



A dusty old sack contains 4 books— One a treatise on goblin battle tactics; the second a history of goblins and their kind; the third a primer on the goblin language and the last a goblin cookbook. Anyone carefully studying these books gains a reaction bonus vs. goblins and can learn the goblin language if they have a language slot available. The books are worth 20 gold pieces total.

T22



A well-tanned warg pelt sewn with beads and shells can be worn as leather armor (AC 7) and is worth 25 gold pieces.

T23



A large (4-inch) solid copper amulet is the shape of a sheep's head and worth 3 gold pieces. The amulet is actually a key to a dungeon entrance. Symbols and etchings on the amulet are star signs leading to the dungeon (a wizard using *read magic* can discern the coordinates). The dungeon contains a mummy and a treasure of 3000 gold pieces and a +2 mace.

T24



A 2-foot diameter rock is in reality a huge chunk of pure copper. Sadly, this rock weighs 542 pounds per cubic foot (and is 3 cubic feet of material, or 1626 pounds). It has enough raw metal to be worth 26,016 copper pieces.

T25



This locked iron chest is trapped with scything blades (front 90-degree area, 3-foot range, save or take 4d6 damage). Inside are 400 silver pieces, a 3-inch gold statue of a feline goddess with ruby eyes (worth 200 gold pieces) and a silver short sword in a leather sheath.

T26



A discarded sack contains 4 weeks of iron rations, 3 torches and flint and steel. The torches are of superior quality, and burn for 4 hours each.

T27



A simple-looking 11-foot pole contains a removable end cap. Inside the pole is a small silk pouch containing 6 gold pieces and a set of thieves tools.

T28



A small sack contains 100 gold pieces and a piece of jade (worth 50 gold piece) carved with a smiley face (everyone say "Boring"!).

T29



A leather pouch containing 22 copper pieces and a small (1 inch) knife (incredibly sharp). The pouch is sewn from red-dragon hide and is worth 20 gold pieces to the right buyer.

T30



Seven high-quality iron bars (worth 5 gold pieces, weigh 40 pounds each) are stamped with the dwarven craftsman guild symbol. Any dwarves will consider these stolen property.

T31



A small wooden puzzle box (difficult to open—roll 3d6 until 3 1's are rolled at a time to open) contains 3 potions: *healing*, *flying* and *heroism*. They are destroyed if the box is smashed.

T32



A worn but usable backpack contains a 50-foot coil of rope, a bullseye lantern, 3 oil flasks and a matched set of engraved pewter cups worth 10 gold pieces. The cups depict a battle between elves and trolls.

T33



A padded steel box (worth 10 gold pieces) contains 20 carved miniature mice portrayed in the likeness of adventurers. The mice statuettes are worth 10 gold pieces as a set.

T34



A magical *+1* staff is wedged between two large boulders. It requires a successful open doors check to free the staff. On a natural 6 roll, the staff is broken.

T35



A large statue of a frog carved from malachite is worth 400 gold pieces. It weighs 12 pounds, and strangely has pointy teeth.

T36



An unlocked wooden chest contains a poison dart trap (save avoids, failure is 1d6 darts (poison, save or die)). The chest contains 600 silver pieces, 44 gold pieces and a highly polished silver mirror (2 feet x 1 foot) worth 40 gold pieces.

T37



A dead body wears a set of *boots of the elvenkind*. The body is infested with 6 rot grubs, which attack any that touch it.

T38



A huge skull of a sea serpent, with its teeth intact, is worth 500 gold pieces. The skull is fairly fragile, and weighs a little over 300 pounds.

T39



A tattered scroll case contains fine charcoal drawings of elven maidens and forest scenes. The artist is locally famous (and dead), and the drawings are worth 400 gold pieces to the right buyer.

T40



A small folded leather strip hold a fine set of golden needles (12) worth 4 gold pieces (metal value) or 30 gold pieces (for a surgeon).

T41



A taxidermy specimen of a large pike (worth 5 gold pieces) contains a hidden *magical skeleton key* (counts as lockpicks +10%, 1/6 chance for non-thieves to open any lock).

T42



A golden ruby necklace in the shape of an eagle (the ties are the wings) is cursed to cause 1d6 temporary hit point loss (that the player does not notice). It radiates magic and glows slightly in a 2-foot radius. If worn for 1 week, the wearer sprouts wings and loses 2d6 permanent hit points and 1d6 charisma (but can now fly).

T43



An old dusty wizard's *hat* radiates strong magic. It is pierced with dozens of holes (slits). The hat is enchanted with a curse of arrow attraction. Any missile fire directed within 5 feet of the wizard has a 80% chance of harmlessly striking the hat, and a 10% damage of striking the wearer in the head for double damage, and 10% chance of striking anyone adjacent to the wearer (within 5 feet). It can only be worn by a wizard.

T44



The *Heart of the Mountain* is a golden orb 1 inch in diameter. Each day it heals 1d6 damage to any that are hurt (must be in constant possession for 24 hours). This counts as natural healing.

T45



The *Helm of the Hammer* is an iron helmet with a nose guard carved in the shape of a hammer. The helm radiates magic, and grants a fighter who wears it a +2 bonus on strength.

T46



A large, locked iron chest (-10% on pick locks) contains 5000 gold pieces and +1 hand axe. The interior of the chest is coated with contact poison (save or die).

T47



A dirt-filled amphora contains 3 small silver boxes. The first box is carved with the face of a demon (20 gold pieces), and contains 6 pearls (worth 200 gold pieces each). The second box is carved with a pair of dancing fish (20 gold pieces) and is filled with *oil of slipperiness* (2 doses). The third box is carved in the face of a cat with emerald eyes (300 gold pieces) and is filled with catnip.

T48



Hidden inside the shed skin of a large constrictor snake is a small diamond worth 800 gold pieces.

T49



A 5-foot tall statue of a dwarf stands on a 4-inch copper platform. The statue has a movable right arm. When the arm is pulled down half way, a coin slot appears in its mouth. Inserting a gold piece and further pulling the arm releases 4d20 gold pieces. Inserting a silver or copper piece and pulling the arm results in an electrical discharge for 4d6 damage to all in a 20 foot radius.

T50



The body of a dead Halfling in corroded leather armor hides a treasure map (scribed on the interior of the breastplate). The map leads to a cave guarded by a minotaur that contains 2000 gold pieces and a +2 cloak of protection.

T51



Skelter, a Lawful +2 red dragon slaying sword (intelligence 14, can levitate wearer, and provides *fire resistance* when wielded) is imbedded in a rock. It will only allow itself to be freed by a lawful fighter, paladin or ranger.

T52

