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ALL THAT GLIMMERS



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ALL THAT GLIMMERS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Landon Bellavia, Creighton Broadhurst, Richard Green, Ben Kent, Thomas King, Andrew J. Martin, Julian Neale, Chad Perrin, Trevor Self, Liz Smith and Mike Welham.

Bored of giving out the same old treasures? Find yourself describing hoards that include “gems worth 100 gp,” a “piece of jewellery worth 500 gp and a masterwork longsword?” Want to add in more flavour to your treasure hoards, but simply don't have the time to create them yourself?

All That Glimmers banishes these problem by presenting hundreds of richly detailed treasures ready for immediate inclusion in your home campaign.



CREDITS

Design: Landon Bellavia, Creighton Broadhurst, Richard Green, Ben Kent, Thomas King, Andrew J. Martin, Julian Neale, Chad Perrin, Trevor Self and Liz Smith

Development: Creighton Broadhurst

Editing: Creighton Broadhurst and Aaron T. Huss

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Cartography: Robert Altbauer, Billiam Babble and Tom Fayen

Interior Artists: JS Diamond, Pawel Dobosz (The Forge Studios), Christopher M. Eisert, Larry Elmore, Rick Hershey, William McAusland, Marc Radle, V Shane, Frank Walls and Maciej Zagorski (The Forge Studios). Some artwork copyright William McAusland, used with permission. Rick Hershey, Standard Stock Art: Issue 1 by Small Niche Games. Frank Walls, Standard Stock Art Issue 1 by Empty Room Studios Publishing.

Thank you for purchasing *All That Glimmers*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *All That Glimmers* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on 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.

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FOREWORD

All That Glimmers has been a long time in the making. Actually, I was designing and developing the content for this book before I even realised I was going to release it! I'm a big fan of creating small, tightly focused PDFs that exist to answer a single question or solve a single problem. My first real attempt at this was the "So What..." line. Originally, born out of a desire to see what magic items were for sale in a given establishment, the line quickly grew to cover a wide variety of subjects – mounts, zombies, taverns and more!

All That Glitters is a blending of over a dozen such PDFs all (unsurprisingly) focusing on most players' favourite part of the game: treasure! Because *All That Glimmers* is a compilation, we've also included 20 new intelligent items and a completely new chapter on treasure maps.

As a player, I love treasure and as a GM I love giving it out. However, I think that much of the treasure included in supplements coming out with the third (and subsequent) editions of the world's most popular roleplaying game is often little more than an afterthought. Sure, plenty of charts exist in various GM's books explaining how much treasure to give out, but comparatively little information exists in "official" sources giving advice and guidance on how to add verisimilitude and cool detail to treasure.

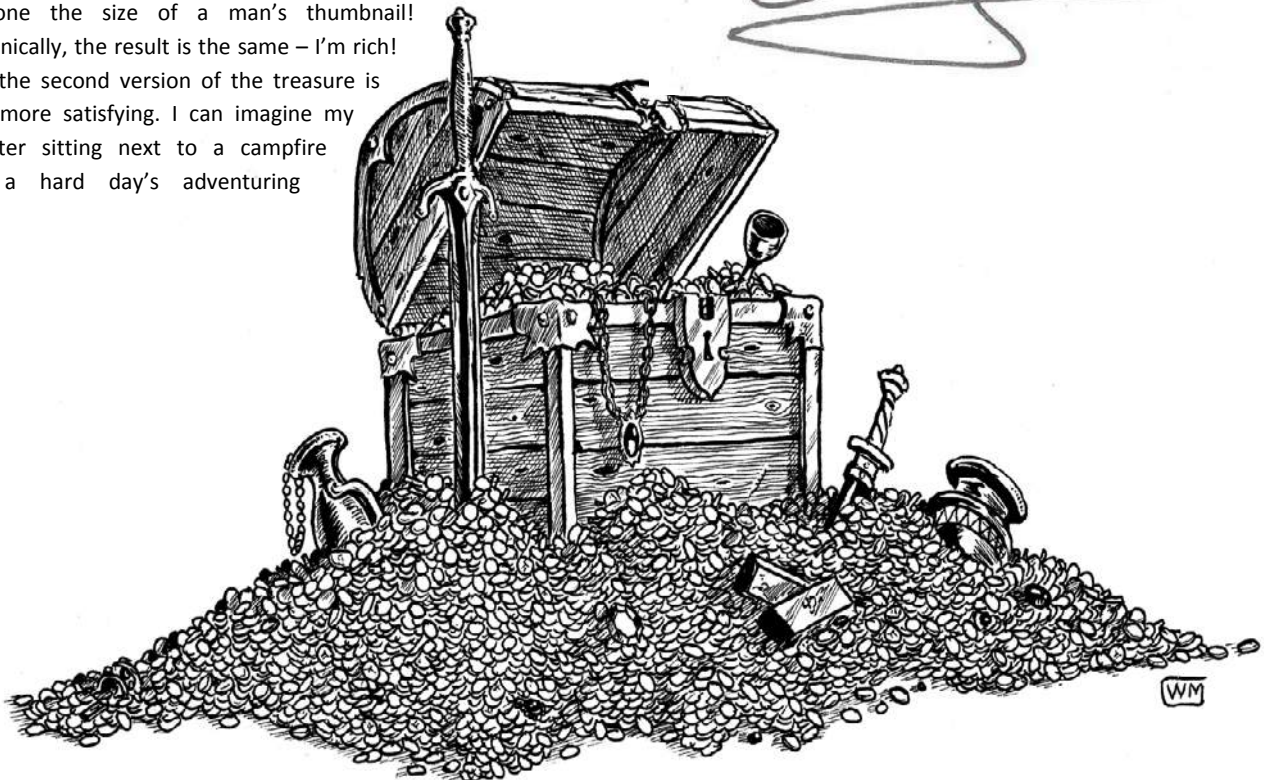
For example, I love finding a gem worth 1,000 gp as much as the next man, but I would much rather find a translucent red gemstone the size of a man's thumbnail! Mechanically, the result is the same – I'm rich! – but the second version of the treasure is much more satisfying. I can imagine my character sitting next to a campfire after a hard day's adventuring

watching how the glittering flames bring the red gem alive. You can't really do that with "a 1,000 gp gem."

The same is true of other objects. A *+1 longsword* is boring. A finely balanced longsword set with several small black gems in its pommel and finished with an engraved wave pattern on its blade is so much cooler. It becomes an item of note and one the players are far more likely to keep (and remember finding) than the aforementioned *+1 longsword*. Again, the mechanical benefit to the players is identical, but the item is much more individual and remarkable.

All that said, I'd use the treasures in *All That Glimmers* judiciously. If every treasure is lovingly detailed the players will quickly start to tune out their details and the GM will quickly burn out. I'd suggest saving most of the items here for special encounters and adventure climaxes. That way they stay fresh and the PCs know they've found something cool and noteworthy.

I hope you find *All That Glimmers* useful and that it enhances your game. It would be great to hear how you've used it in your game – and how your players react to the treasures herein; drop me a line at creighton@ragingswan.com.



If you've enjoyed *All That Glimmers* why not write a review or check out Raging Swan's other fine product lines including *Dungeon Dressing*, *Village Backdrops* and *Tribes* at ragingswan.com

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ABOUT THE DESIGNERS

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

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

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

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

Chad Perrin 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.

Creighton Broadhurst is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all

participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM’s workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children (“Genghis” and “Khan”) and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

Julian Neale began his interest in roleplaying games with the classic “red box” in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player’s Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

Landon Bellavia is a writer and game designer with a penchant for detail and a devotion to the creative process. He enjoys crafting new worlds and balancing new game details (be they races, classes, feats, etc.) within the framework of the d20 system and the spirit of the OGL. For over a decade, he has been crafting his own world, and hopes to eventually publish the work as a Pathfinder compatible supplement.

While gaming and writing are two of Landon’s favourite activities, they are very difficult to make a living at, and currently hold the status of “hobbies that he can hopefully afford to pursue full time some day.” In the mean time, he is working towards a PhD in physics and supporting himself and his family as a research assistant.

Landon lives in North Carolina with his beautiful and wonderfully supportive wife, three adorable daughters, and tailless cat. When not doting on the wonderful girls in his life, working in the lab, writing or gaming, Landon also enjoys eating, breathing and (time permitting) sleeping.

Liz "HerosBackpack" Smith was introduced to RPGs at the age of 14 and has been involved with them one way or another ever since, most notably in the long-running Joe Wood Commoner Campaign. Quiet, observant and an avid reader, she mostly finds herself pushed into the GM seat for games and somehow manages to fit a lot of things into a 24-hour day,

becoming a full-time writer in 2002. She is now a published poet, non-fiction writer and novelist, and is proud to be able to add RPG work to the list at last. She currently lives in the UK with far too many books, and prefers world-hopping to dull reality.

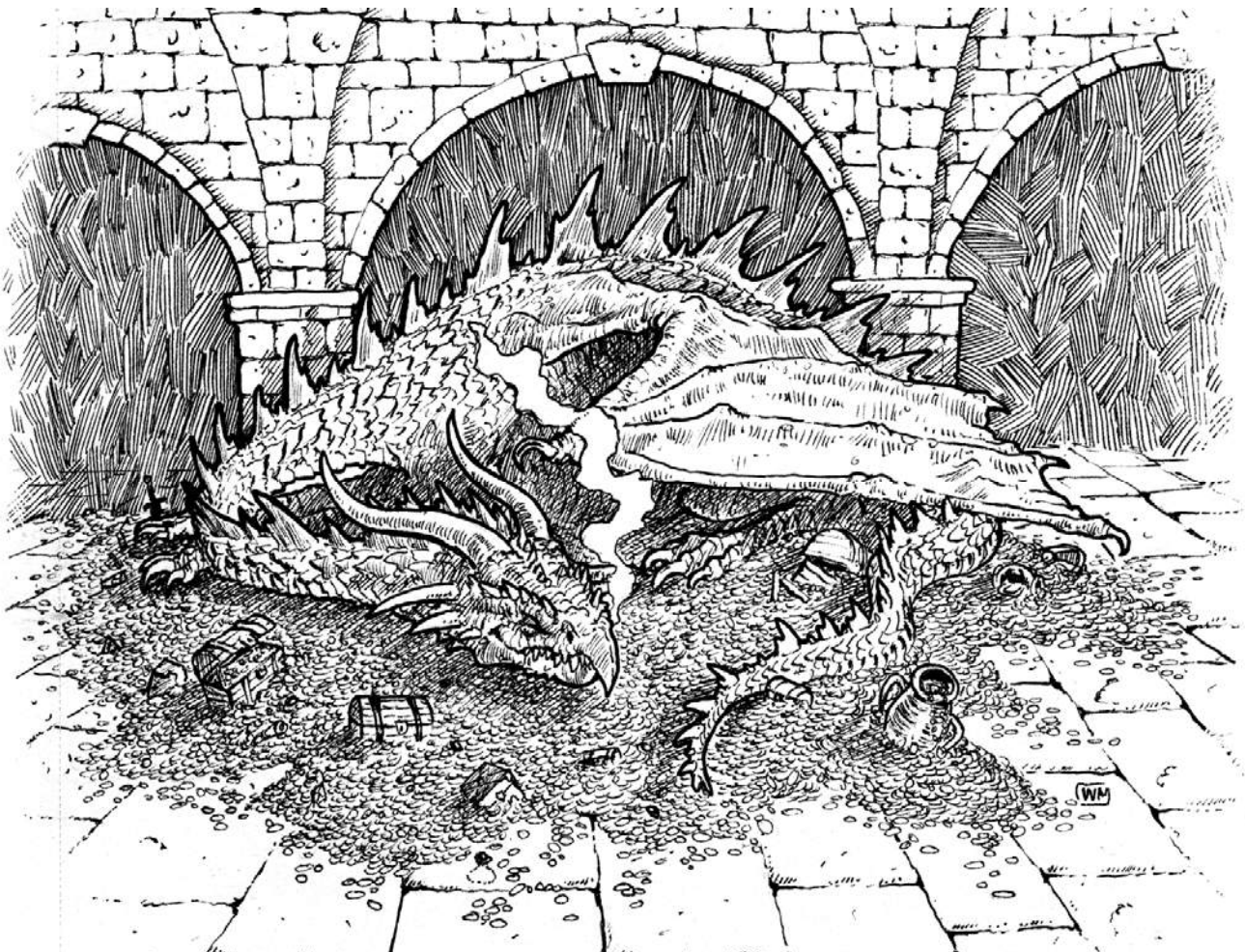
Richard Green has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for Dungeon #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, 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.

Thomas King 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.

Trevor Self is a structural engineer living in Albuquerque, New Mexico. He spends his off-time developing computer games. These computer games never make it beyond the design stage before he becomes obsessed with a new idea and starts over again. He runs a Pathfinder campaign for a group of friends and is disappointed at the lack of PCs slain so far. You can find his website at www.trevorself.com



IDENTIFYING TREASURES

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

NONMAGICAL ITEMS

PCs can use Appraise to identify mundane treasures:

TASK	APPRAISE DC*
Identify value of common item	20 ¹
Identify value of rare/exotic item	25 ^{1, 2}
Identify most valuable item in hoard	20 ³

*Success by 5 or more also reveals if item is magic.

1: Fail check by less than 5 determined value within 20%; Fail by more than 5 estimate is wildly inaccurate

2: or higher

3: For larger hoards up to DC 30.

MAGICAL ITEMS

Magic items can be identified in a variety of ways:

TASK	SKILL & DC	DC
Decipher a scroll	Spellcraft	20 + spell level
Gain clue as to item's command word	Knowledge (arcana) or (history)	25
Identify a cursed magic item	Spellcraft	25 + item's CL
Identify a magic item with <i>detect magic</i>	Spellcraft	15 + item's CL
Identify a potion by taste	Perception	15 + item's CL
Identify auras with <i>detect magic</i>	Knowledge (arcana)	15 + spell level
Identify item's command word	Knowledge (arcana) or (history)	30
Identify magically made materials	Knowledge (arcana)	20 + spell level

AURA TYPES

ITEM'S NATURE	SCHOOL
Armour or protective item	Abjuration
Weapon or offensive item	Evocation
Bonus to ability scores, skill checks etc.	Transmutation

MAGIC ITEM AURAS

AURA	AURA LINGERS FOR	FUNCTIONING SPELL (SPELL LEVEL)	MAGIC ITEM (CASTER LEVEL)
Faint	1d6 rounds	3rd or lower	5th or lower
Moderate	1d6 minutes	4th – 6th	6th – 11th
Strong	1d6 x 10 minutes	7th – 9th	12th – 20th
Overwhelming	1d6 days	10th+ (deity level)	21st + (artefact)

USEFUL SPELLS

- **Analyze Dweomer:** Learn a magic item's functions.
- **Arcane Sight:** As *detect magic*, but quicker.
- **Contact Other Plane:** Ask questions of powerful, extra-planar creature.
- **Detect Magic:** Detect magical auras; see above.
- **Greater Arcane Sight:** As *arcane sight*, but automatically know the magical effects on an object.
- **Identify:** +10 enhancement bonus on Spellcraft checks made to identify properties and command words. Does not identify artifacts.
- **Legend Lore:** Bring to mind legends about an object.
- **Vision:** As *legend lore*, but quicker.

SAGES & SPECIALISTS

Sometimes, the PCs may lack the relevant skills or spells to identify and value their treasure. In this situation, most PCs turn to the services of a sage, jeweller or other knowledgeable fellow.

SPELLCASTING

Spellcasters are available for hire in most settlements. Their services are not free, however:

- **Cost:** caster level x spell level x 10 gp (plus any additional material component costs).

SPECIALISTS

Jewellers, alchemists, experts and others similar individuals may all be able to value items the PCs have recovered during their adventures. Their services are not free, however, and, of course, they are not infallible.

- **Alchemist:** 1 gp per item.
- **Expert (armourer, weaponsmith, jeweller etc.):** 2 gp per item.
- **Sage:** 2 gp per item.
- **Skill Modifiers:** Typically, a trained expert will have between a +5 to +9 modifier in the relevant skill.

HOARDS

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).

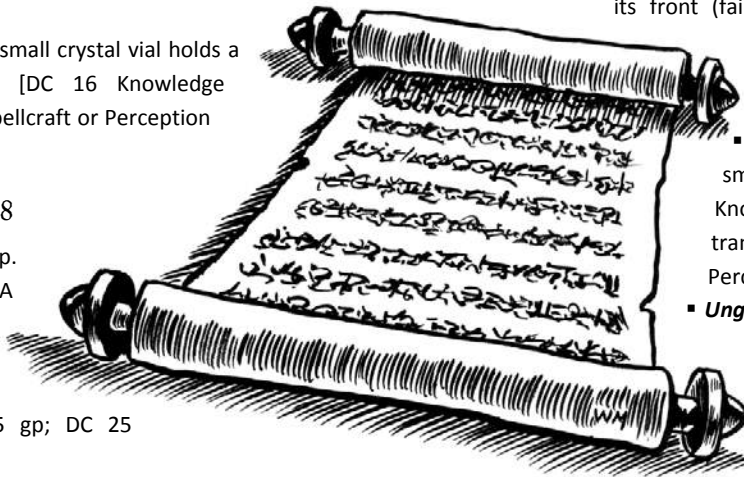
- **Scroll of Magic Missile:** This rigid scroll is hard to unroll (faint [DC 16 Knowledge {arcana} evocation {force}]; DC 21 Spellcraft identifies; worth 25 gp).

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).

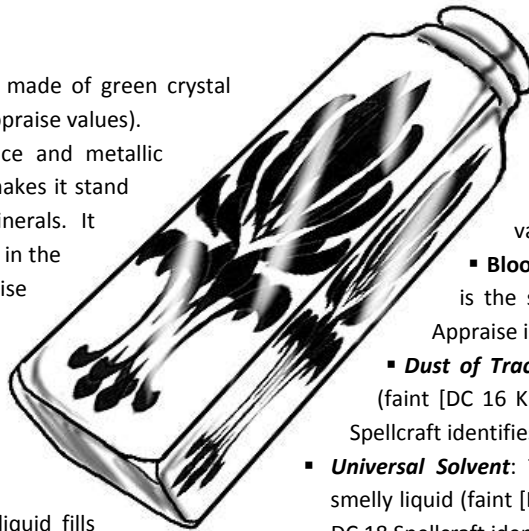
- **Golden Statuette:** A small statue of a beautiful elven woman, naked except for a strategically placed shawl. The entire statue is of solid gold (worth 155 gp; DC 25 Appraise values).

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).

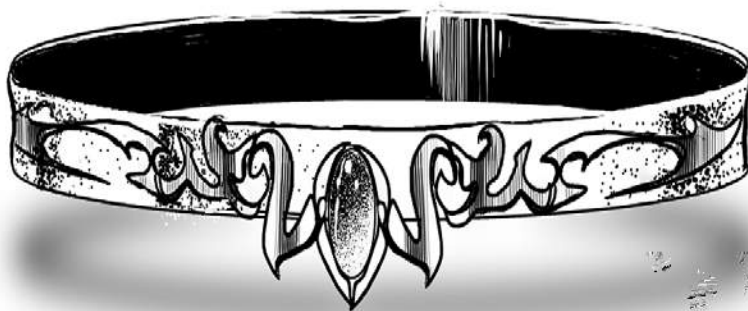
TREASURE HOARD 7

- **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 manticore 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 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).

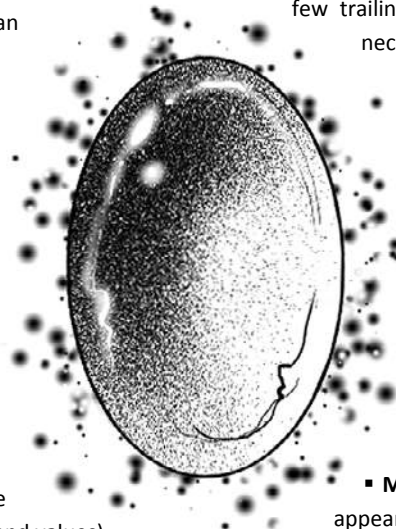
TREASURE HOARD 9

- **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

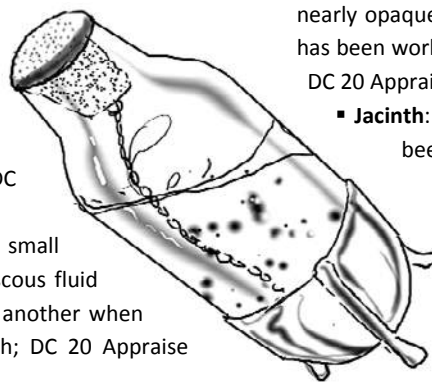
- **Onyx:** This gleaming, translucent, chocolate brown stone has been cut to the shape of a small faceted square (worth 73 gp; DC 20 Appraise identifies and values).
- **+1 Splint mail:** The vertical bands of steel that make up the cuirass of this armour are painted the red of congealed blood (faint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

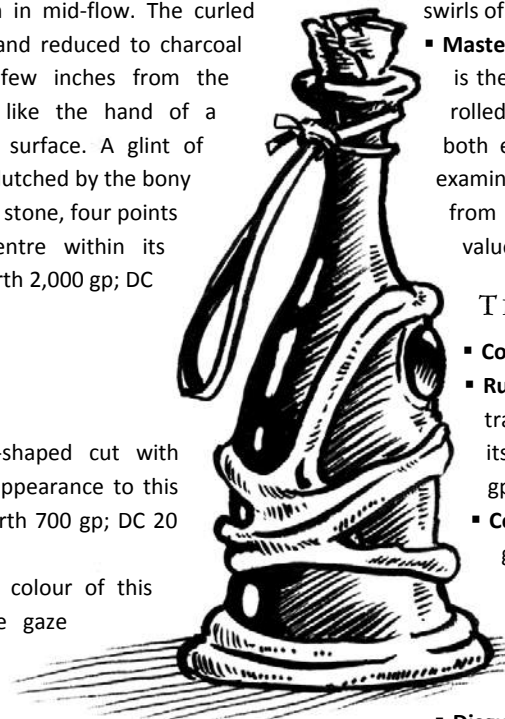
- **Coinage:** Thousands of coins are heaped in a large basalt bowl, spilling over its lip: 6,309 sp, 204 gp, 25 pp.
- **Aquamarine:** The square top surface and pointed base of this transparent blue stone are characteristic of a princess cut (worth 1,030 gp; DC 20 Appraise identifies and values).

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).

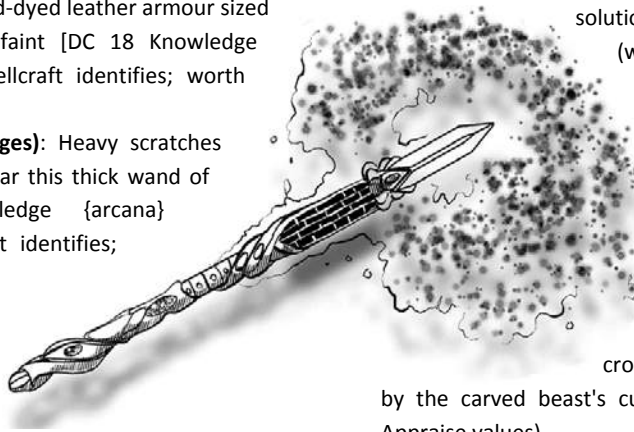
- **+1 Two-Bladed Sword:** One blade of this double sword glows with a dim radiance (faint [DC 18 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,700 gp).

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).

LEVEL 8 TREASURE HOARDS

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

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

TREASURE HOARD 9

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

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 9 TREASURE HOARDS

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

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

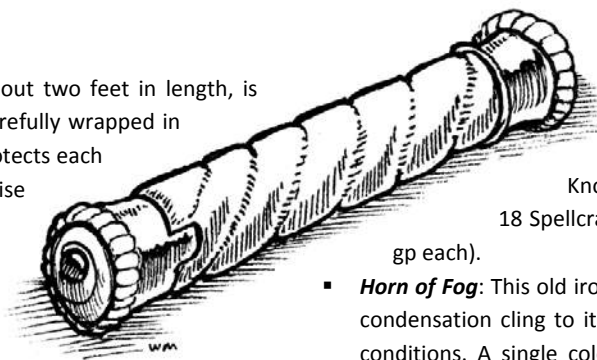
- **Scrolls of Flame Strike (2):** Images of falling fire decorate each scroll (moderate [DC 19 Knowledge {arcana} evocation]; DC 22 Spellcraft identifies; worth 1,125 gp each).

TREASURE HOARD 7

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

TREASURE HOARD 8

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



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

- **Potions of Levitate (3):** Each battered iron flask contains a minty, green liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300

gp each).

- **Horn of Fog:** This old iron war horn is relatively plain, drops of condensation cling to its surface regardless of environmental conditions. A single colourless gem rests near the mouth, a strange mist roiling within it (faint [DC 17 Knowledge {arcana} conjuration]; DC 18 Spellcraft identifies; worth 2,000 gp).

TREASURE HOARD 9

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

TREASURE HOARD 10

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

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

TREASURE HOARD 11

- **Onyx Beads (10):** These small lustrous black stones each has a small hole bored through it (worth 50 gp each).
- **Worn Crown:** The five spires of this leaden crown are badly bent and three bear empty sockets where gemstones have been pried out, but radiant blue opals adorn the other two, and the base bears a crudely beaten image of dogs chasing a stag (worth 250 gp).

- **Ancient Electrum Coins:** An old satin pouch contains nearly a hundred coins of a silver-gold metal. They all bear the regal image of some forgotten figure of authority, and have a small

TREASURE HOARD 12

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

LEVEL 10 TREASURE HOARDS

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

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

TREASURE HOARD 9

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 11 TREASURE HOARDS

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

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

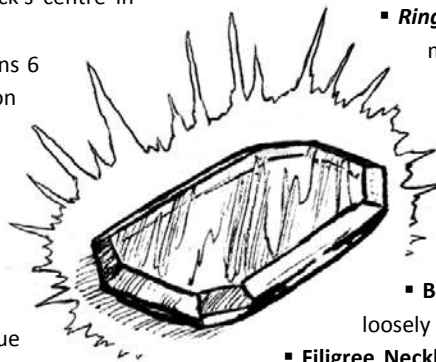
TREASURE HOARD 9

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

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

TREASURE HOARD 10

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



TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 12 TREASURE HOARDS

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

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

TREASURE HOARD 9

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

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 13 TREASURE HOARDS

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

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

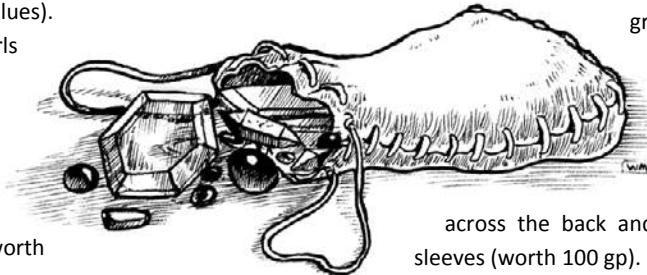
- **Brooch:** Oval gold brooch enamelled with an axe and a sword crossed in front of a silver tower (worth 1,400 gp).
- **Wand of Mirror Image (25 charges):** Seven-inch rowan wand (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 2,250 gp).

TREASURE HOARD 7

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

TREASURE HOARD 8

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



TREASURE HOARD 9

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 14 TREASURE HOARDS

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

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

TREASURE HOARD 9

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

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 15 TREASURE HOARDS

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

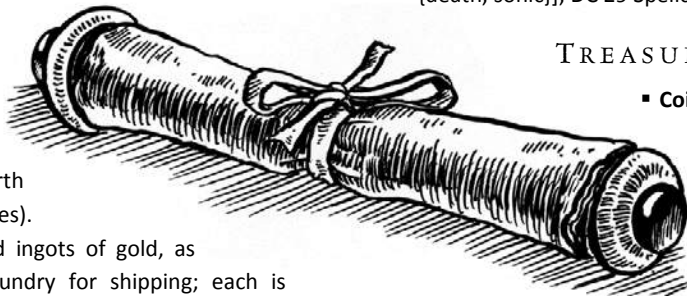
- **Coinage:** 5,987 gp, 75 pp
- **Star sapphire:** Translucent blue stone with white "star" centre (worth 1,600 gp; DC 20 Appraise identifies and values).
- **Armband:** Golden armband shaped like a serpent, with glittering jade eyes (worth 850 gp; DC 20 Appraise values).
- **+3 Full Plate:** This armour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

TREASURE HOARD 7

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

TREASURE HOARD 8

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



TREASURE HOARD 9

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 16 TREASURE HOARDS

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

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

TREASURE HOARD 9

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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



LEVEL 17 TREASURE HOARDS

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

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

TREASURE HOARD 9

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

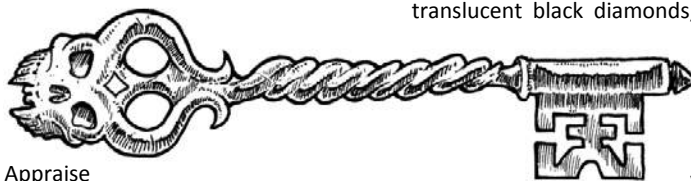
LEVEL 18 TREASURE HOARDS

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

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

TREASURE HOARD 1

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



TREASURE HOARD 2

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

TREASURE HOARD 9

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

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

LEVEL 19 TREASURE HOARDS

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

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

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

TREASURE HOARD 7

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

TREASURE HOARD 8

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

TREASURE HOARD 9

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

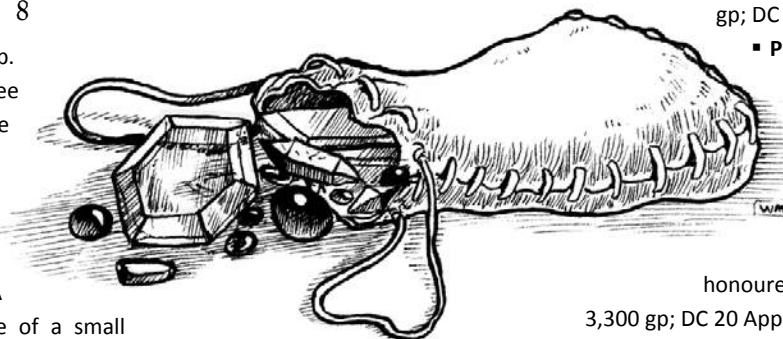
dozens of battles, yet it is solidly built (strong [DC 30 Knowledge {arcana} abjuration]; DC 30 Spellcraft identifies; worth 25,000 gp).

TREASURE HOARD 10

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

TREASURE HOARD 11

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



▪ Pauldrons with Epaulettes:

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

honoured military service (worth

3,300 gp; DC 20 Appraise values).

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

TREASURE HOARD 12

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

LEVEL 20 TREASURE HOARDS

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

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

TREASURE HOARD 1

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

TREASURE HOARD 2

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

TREASURE HOARD 3

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

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

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

TREASURE HOARD 4

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

TREASURE HOARD 5

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

TREASURE HOARD 6

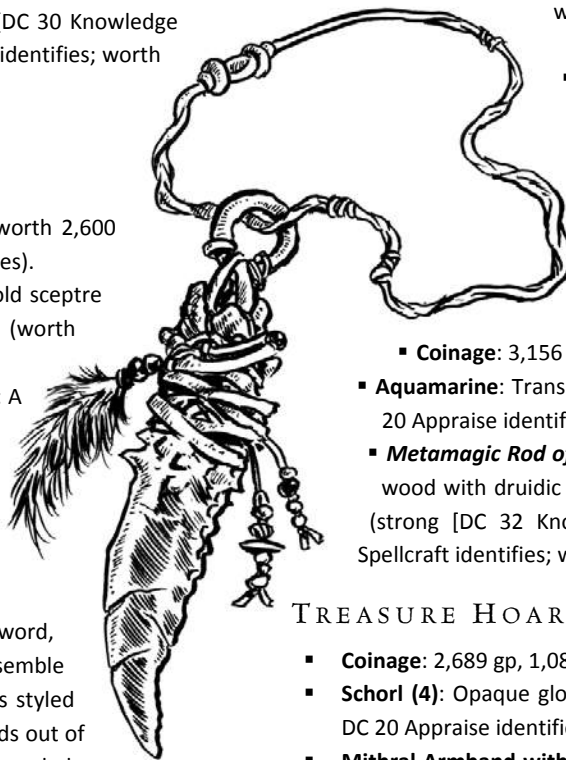
- **Coinage:** 1,056 gp.
- **Diamond:** Transparent colourless stone (worth 3,100 gp; DC 20 Appraise identifies and values).
- **Crystal Vase:** This crystal vase is in the form of a voluptuous woman holding a water jug above her head, with opaque pale brown tourmaline serving as her scanty clothing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

TREASURE HOARD 7

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

TREASURE HOARD 8

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



TREASURE HOARD 9

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

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

TREASURE HOARD 10

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

TREASURE HOARD 11

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

TREASURE HOARD 12

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

USING TREASURE HOARDS

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.

The tables herein seek to add flavour and depth to a GM's treasure hoards so that he can focus on the important parts of the game – crafting exciting and engaging adventures. The hoards herein can be dropped into a game with the minimum amount of effort. Of course, some minor flavour details may need to be omitted or modified but basically these lists are good to go.

Of course, treasure is often quickly identified, sold and spent; it spends a relatively short time in the game. That doesn't mean a GM 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 to inject a feeling of flavour and verisimilitude into the game, provide a clue for an upcoming adventure or make sure the PCs have access to a certain item or ability they will need to complete their quest.

- Were the coins the PCs just found minted in a long-fallen empire or kingdom?
- Is the jewellery crafted in a high form of elven art?
- Is the sword a finely crafted weapon emblazoned with the symbol of a famed adventurer?
- Is the potion viscous and slimy? Does this give some clue as to its effects?

- On what kind of parchment is the scroll scribed?
- What do the gems look like? Are they transparent or translucent? What colour are they?

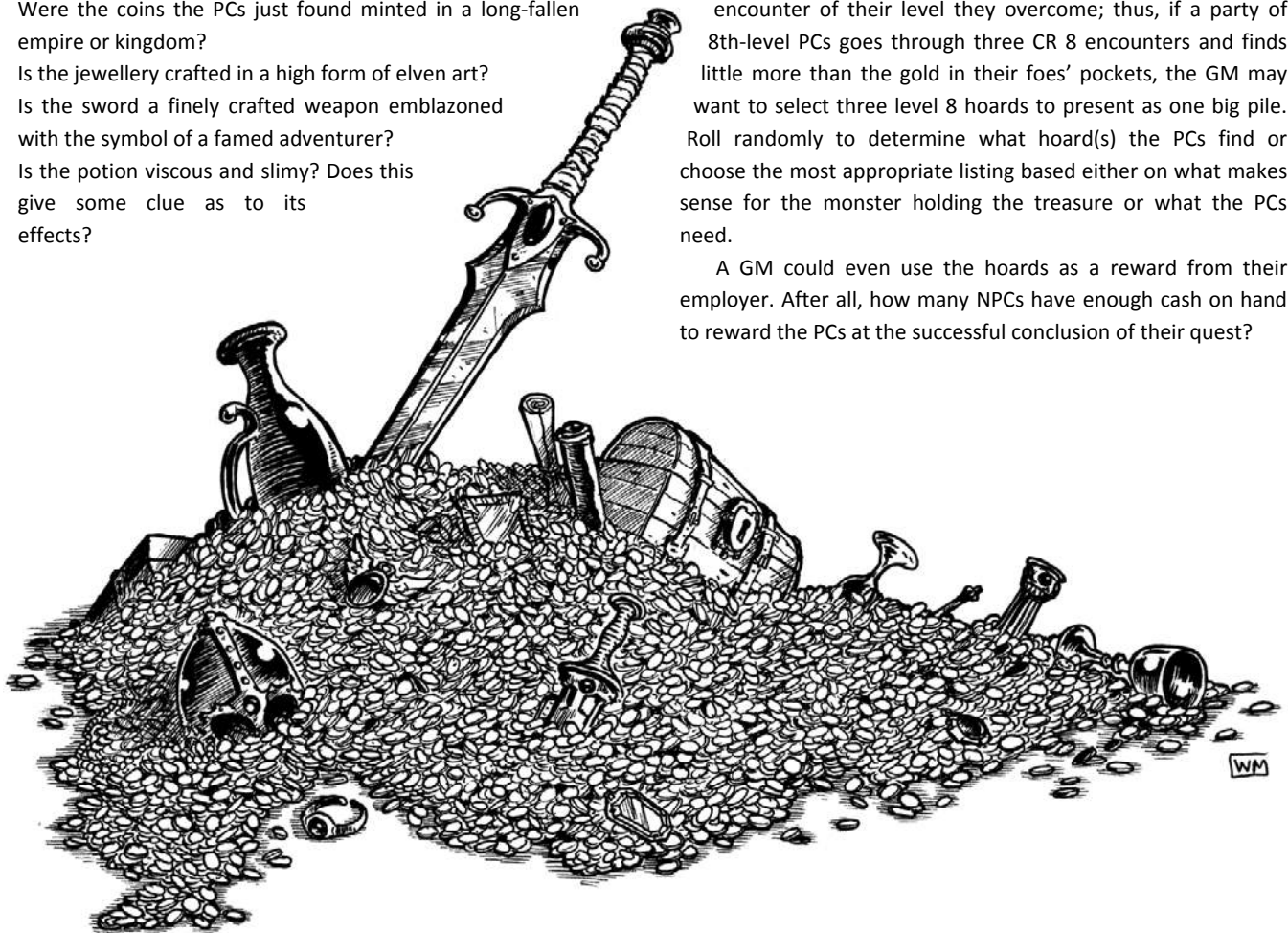
Adding such details is a great way of making the game world come to life for the PCs.

A GM shouldn't use these treasure hoards at every opportunity, though; doing so would quickly overwhelm the players with detail. Rather, use these as the reward for important or pivotal encounters.

These hoards have been built using the wealth per encounter guidelines in the *Pathfinder Roleplaying Game Core Rulebook*, and are entirely appropriate for characters of the indicated level. That is assuming, however, that your PCs are finding a hoard such as one of these after every single encounter, which may not sync with how the GM reward the PCs.

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

A GM could even use the hoards as a reward from their employer. After all, how many NPCs have enough cash on hand to reward the PCs at the successful conclusion of their quest?



ARMOUR

USING ARMOUR & SHIELDS

Player: "Crikey, that was a tough battle! That bandit leader was hard to hit too. What's his armour like?"

GM: "Er, he's wearing chain mail."

Player: "Anything interesting about it?"

GM: "Well, um, it's masterwork."

If the above exchange, or something like it, has ever taken place in your game, this supplement is for you. So *What's The Armour Like, Anyway?* contains descriptions of over 200 interesting and unusual-looking suits of armour and shields of all types – from the standard leather armour, chain mail and full plate to the more exotic armoured kilt, four mirror armour and tatami-do. You can use these descriptions for the armour and shields your PCs come across during the course of their adventures, either as part of a treasure hoard, or, more frequently, worn in combat by an NPC or monster.

All of the armour described in this book is valuable and considered to be of masterwork quality. Some is priced as standard masterwork armour (i.e. 150 gp + base price), while other items are more valuable due to their embellishments or the special materials used in the armour's construction. For example, a heavy shield made from remorhaz hide, set with precious stones and embellished with silver might be worth 1,500 gp.

While the gp values given are for non-magical armour and shields, the tables are also intended to help make standard magic armour more interesting. Your players will be much more interested in "magical gold scale mail from the jungle kingdom of Gopura, made from the decorated scales of a pangolin" than "a suit of +1 scale mail."

The tables of descriptions are divided into the three armour categories – light, medium and heavy – followed by a section on shields and one for other protective items, such as helmets and gauntlets, making it easy for you to find a suitable item. Alternatively, roll on the table below to generate an armour category, and then use the relevant table to pick randomly.

D20	ARMOUR CATEGORY
1-5	Light armour
6-10	Medium armour
11-14	Heavy armour
15-18	Shields
19-20	Other items

The penultimate section presents five famous suits of armour and shields in more detail, complete with names, description, history and other lore.

The final section of this supplement presents hooks and complications to enable the GM to add extra detail to a suit of armour or shield, perhaps to spice things up for the PCs or to act as a springboard into their next adventure.

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) while others are simply placeholder names to be changed at the GM's whim.

IDENTITY AND VALUE

Characters can use the Appraise skill to identify and value recovered armour. At the GM's discretion characters with ranks in Craft (armour) or Profession (armourer) may gain a bonus to these checks.

DC 20 Appraise: Values and identifies a common suit of armour or shield.

DC 25 Appraise: Values and identifies a rare or exotic suit of armour or shield.

DC 25 Appraise: Determines if the armour has magical properties.

Failure by 4 or less: Armour identified and valued to within 20% of true value.

Failure by 5 or more: Armour's price is wildly inaccurate.

GLOSSARY

This supplement uses several uncommon terms to describe parts of the armours detailed herein.

Couter: The couter is the defence for the elbow in a piece of plate armour. Initially just a curved piece of metal, as plate armour progressed the couter became an articulated joint.

Gardbrace: Extra plate that covers the front of the shoulder, worn over top of a pauldron.

Gorget: A steel or leather collar designed to protect the throat.

Pauldron: A piece of plate armour for the shoulder and the uppermost part of the arm, often overlapping the adjacent parts of the chest and back.

Poleyn: A component of medieval and Renaissance armour that protected the knee.

Tasset: A piece of plate armour designed to protect the upper legs.

Vambrace: Defences for the forearm worn as part of a suit of Hplate armourH.



LIGHT ARMOUR

Light armour, including padded armour, leather and chain shirts, is commonly worn by rogues and bards, as well as pirates and others who favour manoeuvrability over the potential to absorb the impact from weapon strikes. Inexpensive to buy, it is also often worn by city guards, common soldiers and bandits.

D%	VALUE	DESCRIPTION
01-02	155 gp	Dark purple padded armour, finished with gold thread and bearing a copper bull's head on the left breast.
03-04	155 gp	Haramaki (a sash worn around the stomach for protection), of crimson silk and lined with black metal plates etched with the Keiwanese characters for "Strength", "Endurance" and "Agility."
05-06	155 gp	Padded armour of drab olive-green quilted cloth, trimmed with wolf fur.
07-08	155 gp	Knee-length padded armour of quilted red cloth, embroidered in gold thread with fiery symbols.
09-10	160 gp	Leather armour dyed silvery-grey and with silver trim, it has two angel wings etched into the backplate.
11-12	160 gp	Polished suit of black leather armour with a double-headed eagle engraved in the centre of the breastplate.
13-14	170 gp	Armoured kilt consisting of a knee-length leather skirt covered in dozens of small silver plates for additional protection.
15-16	175 gp	Simple padded armour of light brown quilted cloth, trimmed with white and black ermine fur.
17-19	175 gp	Parade armour of the Royal Guard of Kjarran, consisting of a dark red coat reinforced with chain mail, grey breeches, and polished black leather boots. The royal crest is embroidered in gold thread on the right side of the chest.
20-21	175 gp	Blue-grey studded leather armour with silver trim, bearing the crest of the Locher noble family.
22-23	180 gp	Silken ceremonial armour in the Keiwanese style, consisting of cloth robes with a top layer of royal blue silk, decorated with gold brocade patterns, including the <i>mon</i> (emblem) of the Subishi clan, and covered with metal studs.

24-25	180 gp	Ancient leather armour, consisting of a hard leather breastplate adorned with a bronze eagle, leather vambraces (forearm guards) and a skirt made of leather strips reinforced with metal.
26-28	190 gp	Intricately carved leather armour, covered with abstract spirals and arabesques, and topped with a mail pixane (collar).
29-30	200 gp	Black leather armour designed for a female knight; the pauldrons and breastplate are painted in gold leaf with roses and leaf patterns.
31-33	200 gp	Blood red studded leather armour covered in sharply pointed black steel studs and fastened with toggles made from bear claws.
34-36	200 gp	Skintight and very supple midnight blue leather armour, with a dozen small pockets, some hidden, designed to hold lockpicks and other thieves' tools.
37-38	210 gp	Finely wrought chain shirt with bronze trim, emblazoned with a bronze flame motif in the centre of the chest.
39-40	210 gp	Stylish black leather armour, covered in zigzag patterns and fastened with shark's teeth toggles.
41-42	215 gp	Suit of fine wooden armour, made from leather covered in narrow strips of fire-hardened mahogany. A black spider is painted in the centre of the chest, and another on the back; each has tiny azurite eyes.
43-44	225 gp	Leather armour decorated with a silver tree which fills the whole of the breastplate. An Elven inscription beneath reads, "For Queen Anmarlarien, Our Beloved Protector."
45-46	250 gp	Red and black studded leather of orcish manufacture, marked on the back with a single staring eye tooled in silver.
47-48	250 gp	Light brown elf-made leather armour, decorated with delicate leaf patterns inlaid in gold.
49-50	250 gp	Mustard-coloured quilted cloth armour, lined with layers designed to stop missile weapons, and fastened with silver buttons bearing an oak leaf symbol.

51-52	250 gp	Short-sleeved chain shirt of black steel links, with a silver falcon badge in the centre of the chest; the falcon has a single eye of deep black jet.
53-54	275 gp	Green leather armour designed for a woman, with a high collar and black trim, fastened by four bronze buckles across the front.
55-56	275 gp	Suit of dark brown studded leather armour; its pauldrons are trimmed with gold, and it has a gold dragon's head beneath the gorget.
57-58	300 gp	Deep blue padded armour, with marine motifs, including waves and ships, embroidered on to it in silver thread, and with a leaping dolphin badge made from silver stitched on to the front.
59-60	300 gp	Slim-fitting leather armour made for a female elf, studded with small brass rivets, and with silver pauldrons to give the wearer extra protection.
61-62	325 gp	Lamellar cuirass, made from red lacquered leather plates bound together and fitted over a silk shirt; the cuirass is decorated with gold patterns.
63-64	350 gp	Black studded leather armour with pauldrons carved with grinning demonic faces, and a belt with a silver buckle in the shape of a leering fiend's face.
65-66	350 gp	Dark brown studded leather armour with gold-trimmed collar, pauldrons and vambraces, and a gold skull and crossbones badge embedded in the centre of the chest.
67-68	375 gp	Iridescent padded armour, fashioned from exotic metallic cloth to look like the scintillating scales of a snake.
69-70	400 gp	Halfling-sized leather armour, its breastplate embellished with golden grapes, vines and hops.
71-72	400 gp	Red leather armour beautifully designed in a draconic style, complete with dragon-shaped helm and "scaled" breastplate, pauldrons and gauntlets.
73-74	450 gp	Black studded leather armour with conical studs fashioned from silver, and a fine collar decorated with red garnets.

75-76	450 gp	Dove grey studded leather armour with polished steel buttons, finished off with a belt featuring a gold lion's head buckle.
77-78	500 gp	Leather armour made from dark green and black mottled snakeskin, and decorated with silver spiral patterns.
79-80	500 gp	Elven leather armour, decorated with electrum tooling depicting scenes from the Winter Court of the Fey on the front and back.
81-82	600 gp	Strange-looking leaf armour, created from huge leathery leaves by druidic magic and alchemical compounds. As effective as studded leather, the armour is painted with primal whorls and spiral patterns.
83-84	600 gp	Elf-made leather armour, dyed mottled greens and browns, decorated in relief with swirling leaf patterns.
85-86	750 gp	Chain shirt made from delicately wrought blue-tinged links, with aquamarines inset into the collar and cuffs.
87-88	900 gp	White studded leather armour, with a rearing white dragon with red garnet eyes engraved into the centre of the chest.
89-90	1,000 gp	Bejewelled studded leather made from crocodile skin and embellished with crocodile teeth.
91-92	1,500 gp	Chain shirt made from gold-plated links, topped with an ornately decorated gorget of gold plate which protects the neck and shoulders.
93-94	2,000 gp	Leather armour made from the hide of a displacer beast. Its head acts as the helm with two topazes replacing its eyes.
95-96	2,500 gp	Gold chain shirt from the deserts of Khemet, adorned with a beautiful collar of turquoise and gold.
97-98	3,000 gp	Dwarf-sized mithral chain shirt, bearing the Hammerschlag clan rune in platinum, and adorned with four sapphires.
99-100	3,250 gp	Mithral chain mail bikini made for a barbarian warrior princess. Embellished with three fire opals, it is as beautiful as it is impractical as a protective garment.

MEDIUM ARMOUR

Medium armour is something of a trade-off for the wearer – he gains increased protection but at the expense of a loss in speed and agility. This category includes hide armour, scale mail and chainmail, and is often worn by rangers, barbarians, clerics and those warriors who lack the desire (or the training) to fight in heavier armours such as splint mail or plate.

D%	VALUE	DESCRIPTION
01-02	165 gp	Bearskin hide armour, with the head still attached and acting as a helm. Two moonstones replace its eyes.
03-04	175 gp	Black and white hide armour made from the rubbery skin of a killer whale, and embellished with whale teeth.
05-06	180 gp	Kikko armour, made of bronze hexagonal plates sewn on to black silk. Each plate is engraved with a Keiwanese character.
07-08	200 gp	Suit of four mirror armour, consisting of two round bronze plates, each decorated with a sun motif, to protect the front and back, and two rectangular plates at the sides, all worn over chainmail, along with a spiked helmet.
09-10	200 gp	Long black leather coat, adorned with silver buttons and reinforced with iron plates sewn into the lining.
11-12	200 gp	Rainbow-tinged, steel scale mail, fashioned from highly polished fish-like scales.
13-14	210 gp	Lacquered blue leather lamellar armour, with the individual plates stitched together with gold thread.
15-16	225 gp	Copper scale mail, with ornate pauldrons shaped like dragon's heads.
17-18	250 gp	Lamellar armour made from horn plates, painted with gold leaf and stitched together with purple silk.
19-20	250 gp	Striped hide armour made from tigerskin, decorated with a claw necklace and a silver tiger's head belt buckle.
21-22	250 gp	Scale mail, expertly crafted from yellowing bone scales, and topped with a bone helm made from a bull's skull.
23-24	275 gp	Blue hide armour, made from the skin of a behir and inlaid with silvered lightning symbols.

25-26	300 gp	Steel scale mail, adorned with bronze trim and lapis lazuli around the gorget, vambraces and gauntlets.
27-28	300 gp	Chainmail of finely wrought, tightly woven links, bearing the maker's mark of Torrdin Surelock, master armourer.
29-30	325 gp	Long greenish-brown coat of basilisk hide, complete with frills, reinforced with steel plates sewn inside.
31-32	350 gp	Sinister-looking breastplate of dark metal with a grinning skull engraved into the cuirass.
33-34	350 gp	Do-maru (short armoured coat), made from lacquered horn lamellar in alternating horizontal rows of black, gold, green and white.
35-36	350 gp	Fine bronze breastplate, with the emblem of an upraised sword held in a clenched fist inlaid in electrum in the centre of the chest.
37-38	375 gp	Steel lamellar armour, with red silk stitching and trim, and a steel helmet inset with carnelians and topped with a plume of three red macaw feathers.
39-40	375 gp	Sickly mauve-coloured and mottled hide armour, made from the thick skin of a purple worm.
41-42	400 gp	Matt black chainmail, with a fine silk lining to minimize chinking when the wearer moves. Popular with the Gray Rooks, spies and assassins of Kjarran.
43-44	400 gp	Highly polished steel breastplate, bearing the engraved holy symbol of Conn the Lawgiver.
45-46	450 gp	Wyvernskin hide armour with dozens of greenish- yellow reptilian eyes painted on the cuirass and pauldrons.
47-48	450 gp	Scale mail crafted from hard tortoiseshell scales, embellished with gold zigzag designs.
49-50	450 gp	Keiwanese mountain pattern armour, a fine mail coat fashioned from hundreds of small, interlocking steel pieces shaped like the character for the word "mountain."
51-52	475 gp	Silvered breastplate with a swan engraved into the centre of the cuirass; its one eye is of onyx.

53-54	500 gp	Gold scale mail from the jungle kingdom of Gopura, made from the decorated scales of a pangolin.	81-82	1,500 gp	Silver breastplate designed for a female warrior, with a griffon rampant damascened in gold situated below the chest.
55-56	500 gp	Elephant hide armour, fastened with scrimshawed ivory buttons depicting scenes of warfare.	83-84	1,500 gp	Hide armour made from the metallic, armoured skin of a gorgon. The breastplate is decorated with a bull's head design, set with two emerald eyes.
57-58	500 gp	Chainmail of blue-tinged steel links, decorated with electrum trim and a silver unicorn symbol above the left breast.	85-86	1,750 gp	Fine suit of chainmail made from pale green, shiny steel rings, with a breastplate and pauldrons decorated with wave-like patterns and studded with small pearls.
59-60	600 gp	Agile breastplate of finest steel, engraved with beautiful knotwork patterns and inset with three sardonyx gemstones.	87-88	1,750 gp	Lightweight darkleaf cloth hide armour, made from the woven leaves and bark of the darkwood tree. The cuirass is inlaid with a silver oak leaf and set with four dark green alexandrites.
61-62	600 gp	Dire boar hide armour, with well-rendered hunting scenes tooled into the cuirass' front and back	89-90	2,000 gp	Ornately carved silver breastplate depicting a bare-breasted harpy above a pair of lions salient, and surrounded by vines and floral patterns.
63-64	700 gp	Bronze chainmail of ancient Khemeti manufacture, completed by a gold neckpiece in the shape of a desert vulture.	91-92	2,000 gp	Dwarven steel breastplate, engraved with the holy symbols of the dwarven gods and inset with yellow-green chrysoberyls and purple amethysts.
65-66	700 gp	Steel breastplate covered in arcane symbols of evil and chaos.	93-94	2,500 gp	Red dragonhide armour, designed with impressive-looking ridges, and topped with a dragon's head-shaped helm studded with red spinels.
67-68	750 gp	Hide armour made in the frozen Northlands from a variety of animal skins and furs, and adorned with a profusion of horns, claws and fangs.	95-96	4,200 gp	Mithral breastplate of dark elf manufacture, made for a favoured male warrior of the Szorfein fighting college of Dol Felezzan. It depicts the unholy symbol of the Queen of Spiders on the front of the cuirass with an intricate web design on the back.
69-70	750 gp	Glistening black steel breastplate of hobgoblin workmanship, with a single yellow eye surrounded by red flames emblazoned in the middle of the chest.	97-98	4,500 gp	Mithral chainmail of exemplary dwarven workmanship, with pauldrons damascened with gold and a gold grinning troll's face in the centre of the cuirass.
71-72	900 gp	Green dragonhide armour, crafted for a woman, and embellished with flanged pauldrons and gold trim.	99-100	11,000 gp	Adamantine breastplate engraved with holy scriptures praising the War God, surrounded by a ring of dark indigo schorl gemstones.
73-74	1,000 gp	Fine elven-made silver scale mail, bearing the emblems of Queen Anmarlarien and her court.			
75-76	1,000 gp	Bizarre-looking and intimidating suit of scale mail made from the scales and exoskeletons of various demons and devils. The red steel helm is shaped to resemble a leering fiend's horned head.			
77-78	1,250 gp	Drow chainmail, made for a female priestess from fine black steel, and embellished in mithral with the house insignia of the Sha'hezazi clan of the city of Dol Felezzan.			
79-80	1,250 gp	Gold scale mail made in the Ebon Realm centuries ago by a lost race of fish-men. The ornate helm and vambraces include unsettling tentacles and spiral designs.			

HEAVY ARMOUR

The classic image of the mounted knight is a man in heavy armour, usually plate mail, charging his foe with a lance or longsword. Heavy armour is for those skilled in its use who seek maximum protection and are prepared to sacrifice their manoeuvrability. It is a favourite of fighters, paladins, samurai and dwarves.

D%	VALUE	DESCRIPTION
01-03	350 gp	Finely wrought splint mail of alternating bronze and steel strips, with five pale blue moonstones set in the cuirass in a vertical line.
04-05	350 gp	Iron lamellar armour, lacquered dark green, with silver thread used to stitch the plates together. The armour bears the lotus-shaped <i>mon</i> of the Fukigawa clan.
06-08	400 gp	Banded mail made from steel bands, each stamped with a diamond-shaped mark, fastened to a backing of giant lizardskin.
09-10	400 gp	Polished suit of splint mail with gold hawk emblems on the helm and each pauldron. Stamped with a flaming dagger maker's mark.
11-12	450 gp	Steel banded mail with a dragon rampant design etched into the plates making up the front of the cuirass.
13-14	450 gp	Splint mail of blue-tinged steel, with three dark blue iolite gemstones set in the gorget.
15-16	500 gp	Kusari gosoku (samurai chain armour) of finely wrought steel rings, adorned with gold chrysanthemums.
17-18	500 gp	Banded mail with the overlapping steel plates decorated with gold trim; several are engraved with short words of prayer honouring the sun god Darlen.
19-20	600 gp	Battered Small-sized splint mail, made for a captain of the gnomish Loam Warren Guard and embellished with a gold badger crest and yellow-green peridots.
21-22	650 gp	Stone coat, consisting of a breastplate with lamellar plates crafted from polished blue stone and bronze kikko leg protectors.
23-24	700 gp	Steel banded mail crafted in the southern city of Sabtah, engraved with religious verses in swirling calligraphy, praising the God of the Desert Winds.

25-27	750 gp	Dull grey steel half-plate of hobgoblin craftsmanship, with pauldrons shaped like human skulls, and a red dragon's head inlaid in copper on the cuirass.
28-29	750 gp	Banded mail with spiked pauldrons and an oversized gold belt buckle, shaped like a medusa's face with eyes of lapis lazuli.
30-32	800 gp	Fearsome-looking suit of half-plate with a winged, red-plumed helm and a breastplate decorated with grinning goblin faces.
33-35	800 gp	Half-plate with a breastplate engraved with a depiction of the beautiful yet terrifying Goddess of Magic.
36-37	850 gp	Splint mail, embellished with gold flower-shaped roundels on the pauldrons and tassets. A large gold rose is emblazoned in the centre of the cuirass.
38-39	900 gp	Suit of banded mail, damascened with fine silver scrollwork and topped with a plumed helmet set with red jasper gems.
40-41	900 gp	Suit of black half-plate, with silver zigzag patterns on the pauldrons and greaves, and a silver crescent moon in the centre of the breastplate. A helm with a blue plume completes the armour.
42-43	1,000 gp	Iron banded mail, engraved with intricate knotwork designs; the iron helm has ram's horns and is studded with yellow citrines.
44-45	1,000 gp	Suit of agile half-plate with a breastplate engraved with a gold inlaid skull and crossbones design, surrounded by a golden wreath pattern; two small rubies serves as the skull's eyes.
46-47	1,200 gp	Bright red tatami-do samurai armour, of metal lamellar plates and hexagonal kikko over chain mail. The red and black kabuto can be collapsed and folded.
48-49	1,200 gp	Elaborate agile half-plate, crafted from black steel, with flanged pauldrons, couters and poleyns.
50-51	1,250 gp	Dwarven half-plate inlaid with an orichalcum anvil and hammer emblem on the breastplate. The runes for "fire" and "ash" are engraved on the gauntlets.

52-53	1,350 gp	Suit of field plate crafted for a female paladin of Conn the Father and bearing the god's symbol of two hands clasped in a handshake in gold on the breastplate.
54-55	1,500 gp	Gold-plated splint mail, worn as ceremonial armour by the Rajput of Chandarai. The gauntlets and greaves are engraved with images of leaping tigers.
56-57	1,500 gp	Diabolic suit of half-plate of red-tinged steel made for a female antipaladin. The left pauldron is shaped to resemble the face of an alluring female devil, and a serpent is inlaid in greenstone on the breastplate.
58-60	1,650 gp	Suit of full plate with two steel spikes on each pauldron, one on each couter, and several small spikes on the visored helm. The armour is finished with gold trim.
61-63	1,650 gp	Full plate armour of shining steel, with a bronze crossed sword design damascened into the gauntlets and greaves.
64-65	1,700 gp	Field plate armour with complex swirling patterns inlaid into the steel in gold.
66-68	1,750 gp	Intricately engraved suit of full plate, decorated with an eagle motif, and topped with a splendid winged great helm.
69-70	1,850 gp	Elaborately made red and black o-yoroi (samurai great armour) of lacquered lamellar and iron, with a kabuto helmet decorated with two gold <i>wakidate</i> (side crests) and a fearsome <i>ho-ate</i> mask depicting the visage of an oni.
71-72	2,000 gp	Stoneplate armour of dwarven workmanship, chiselled from basalt and treated with alchemical compounds. Heavy and unwieldy, the armour bears the holy symbols of the dwarven God of Stone.
73-74	2,000 gp	Menacing-looking black spiked full plate with the image of an oversized skull on the breastplate, its mouth full of razor sharp teeth.
75-76	2,000 gp	Black and gold o-yoroi, with a magnificent kabuto adorned with two gold-covered antlers and inscribed with the achievements of the Watashi clan.

77-78	2,250 gp	Electrum full plate armour, with the symbol of Chaos, eight-arrows in a radial pattern, inlaid in the breastplate in red hematite.
79-80	2,500 gp	Suit of full plate with gold fleurs-de-lys damascened on the pauldrons and a gold chalice surrounded by eight black onyx stones in the centre of the cuirass.
81-82	2,500 gp	Gold half-plate crafted for a female warrior, with one pauldron covered in gold scales and much larger than the other.
83-84	2,750 gp	Green steel full plate armour with a rearing behir image inlaid in the cuirass in gold and lapis lazuli.
85-86	3,000 gp	Bizarre-looking suit of agile half-plate made from pieces of pinkish-white coral and carved with scenes of battling aquatic elves, dolphins and sahuagin.
87-88	3,300 gp	Blue dragonhide full plate, decorated with gold trim and studded with green garnets. The open-face helm is adorned with two ostentatious blue and gold wings.
89-90	3,500 gp	Ceremonial suit of full plate with every inch inlaid with intricate gold floral patterns; the two garbbraces depict hunting scenes.
91-92	9,400 gp	Mithral banded mail, fastened to a red leather backing, with jewelled gauntlets set with red garnets.
93-94	10,000 gp	Mithral splint mail, its vambraces embellished with green and blue sapphires.
95-96	10,750 gp	Mithral and gold full plate of ancient high elven workmanship, built from elegant curved wing-like pieces.
97-98	15,500 gp	Adamantine splint mail made for a dwarven king by the renowned armorer Branulf Forgestoker. The suit is embellished with platinum medallions showing scenes of life in the mountain kingdom of Khazdralhad.
99-100	17,500 gp	Large-sized adamantine lamellar armour forged in the City of Brass by azer slaves for an efreeti sultan, decorated with gold fire sigils and rubies.

SHIELDS

Offering additional protection in combat by providing the means to intercept an arrow or deflect a sword blow, shields are popular with clerics, “sword-and-board” fighters and other types of warrior, and even with bards and druids. Shields vary in size, from small bucklers to massive tower shields, and are most commonly made from wood and metal. They can be round, square, rectangular, scalloped or kite-shaped, and are often decorated with a painted pattern, a beast of some sort, or a combination of the two, to create a heraldic device used to identify the wielder’s identity or allegiance in battle.

D%	VALUE	
01-02	155 gp	Plain round light wooden shield with a bronze boss.
03-04	155 gp	Oval light wooden shield covered in zebra skin, crafted by a Kwali tribesman of the southern savannah.
05-06	155 gp	Black buckler with a brass dragon’s head boss surrounded by eight brass flowers.
07-08	155 gp	Copper buckler, decorated with swirling fiery patterns and arabesques.
09-10	160 gp	Light steel heater shield, with a unicorn rampant argent (silver) painted on a field vert (green)
11-12	160 gp	Round heavy wooden shield painted with a silver octopus on a blue background. The beast holds a different weapon in each tentacle.
13-14	160 gp	Circular light steel shield painted with a red-skinned sneering and drooling goblin face.
15-16	160 gp	Diamond-shaped heavy wooden shield with a black crab painted on a red and blue chequered background.
17-18	165 gp	Klar, a shield made from the large skull of a horned lizard, with a blade attached. The skull is scrimshawed with battle scenes.
19-20	175 gp	Battered and scared rectangular heavy wooden shield painted with a black angry-looking minotaur’s head on a gold field.
21-22	175 gp	Round heavy bronze shield of Viking craftsmanship, engraved with an intertwined serpent eating its own tail.
23-24	175 gp	Diamond-shaped heavy steel shield, decorated with fleur-de-lys patterns in bas-relief.

25-26	180 gp	Tower shield painted dark green and decorated with a fire-breathing gold dragon.
27-28	190 gp	Buckler divided into three segments, each painted a different colour, around a highly polished bronze boss.
29-30	190 gp	Madu, a light steel, round parrying shield, with four bronze studs arranged in a square in the middle, and a pair of sharply pointed antelope horns extending out from opposite sides of the shield.
31-32	200 gp	Elephant hide covered light wooden shield, decorated with painted displacer beast claws.
33-34	200 gp	Rectangular heavy bronze shield decorated with an eagle holding lightning bolts in its talons.
35-36	205 gp	Round darkwood light shield, with twelve silver studs running around the rim, and a silver boss.
37-38	210 gp	Quickdraw light steel heater shield, depicting a stag or (gold) above a chevron or on a field azure (blue).
39-40	210 gp	Round light steel throwing shield with a silver star painted in the centre on a midnight blue field.
41-42	225 gp	Rectangular heavy steel shield painted with four bronze scorpions on a crimson field, arranged around a bronze boss.
43-44	225 gp	Gruesome light shield of boiled leather, decorated with interlocking human bones. A halfling skull acts as the boss.
45-46	225 gp	Dark red leather buckler embossed with a nine-pointed star design in gold.
47-48	250 gp	Heavy wooden shield shaped like an angel’s wing, with delicately carved feathers, painted silver, the whole embellished with gold leaf.
49-50	250 gp	Small oval light wooden shield covered in gnu hide, and painted with tiny dinosaurs, made by the goblins of the Nwango Crater.
51-52	275 gp	Light steel heater shield with five swallows argent (silver) on a field sable (black).
53-54	275 gp	A tall, light-weight tower shield divided into four quarters, two azure (blue) and two or (gold) with a wolf’s head argent (silver) in the centre of each.

55-56	300 gp	Heavy black steel shield with a silver boss in the centre from which six silver lightning bolts radiate out to the rim.	85-86	1,000 gp	Heavy steel kite shield, plated in gold and with the image of an owl image inlaid in lapis lazuli in the centre.
57-58	350 gp	Light steel heater shield carved with the bas-relief image of the horned Forest God, surrounded by leaves damascened in silver.	87-88	1,500 gp	Round remorhaz hide heavy shield, set with pieces of blue amber and embellished with silver.
59-60	400 gp	Round light wooden shield, covered in red lacquer and decorated with gold fish-scale patterns. The centre of the shield is painted with a representation of a smiling Gopuran maharajah.	89-90	1,750 gp	Green light steel heater shield, with a beautifully realised pegasus in flight inlaid in platinum; its eyes are small pieces of jet.
61-62	400 gp	Round heavy wooden shield covered in white winter wolf fur and adorned with bear's teeth.	91-92	2,000 gp	Finely crafted heavy steel shield, engraved with the image of a brave paladin beating back the forces of Hell. The gilt border of the shield is studded with red garnets and spinels.
63-64	450 gp	Square heavy darkwood shield, painted with a wild boar dormant gules (red) on a field argent (silver).	93-94	2,000 gp	Deep red scalloped heavy steel shield, covered in stylized golden flames surrounding a central image of minarets and onion-domed buildings, also rendered in gold. The towers are studded with precious stones.
65-66	500 gp	Heavy black steel kite shield, with a gold rim and three gold crown symbols embossed in the centre.	95	2,500 gp	Orichalcum heavy round shield engraved with a sunburst design and inlaid with topaz gemstones.
67-68	500 gp	Heavy shield made from the spiky shell of a young tojanida, and decorated with gold trim.	96	3,000 gp	Small steel shield crafted by a gnomish smith, studded with amethysts and damascened in platinum with well-rendered scenes of gnomes defeating their kobold enemies.
69-70	500 gp	Leaf-shaped elven darkwood shield, inlaid with vine patterns in mithral and gold.	97	3,500 gp	Heavy mithral shield of dwarven manufacture, with the names of the kings of Khazdralhad inlaid in orichalcum, and set with a dozen aquamarines.
71-72	600 gp	Light weight black steel shield of drow manufacture, damascened in silver with a delicate spider web pattern; very light weight.	98	5,000 gp	Diamond-shaped heavy steel shield inlaid with geometric patterns in platinum, red coral and mother of pearl.
73-74	600 gp	Purple tower shield, inlaid with a silver laurel wreath and edged in gold. The shield's back bears a tally of the owner's kills.	99	7,500 gp	Incredibly ornate (and not very practical) jewel-studded and gold-covered round light wooden shield of superior Gopuran craftsmanship, with a diabolic face depicted in the centre.
75-76	700 gp	Light black wooden shield inlaid with a skull and crossbones design in mother of pearl.	100	8,000 gp	Heavy wooden shield made from ebony and inlaid with scenes of lost cities in the jungle in ivory and platinum. A huge emerald sits in the middle of the shield.
77-78	750 gp	Light steel shield, engraved with a battle scene depicting Kjarran knights and fierce orcish warriors and decorated with electrum inlay. It is polished to a high sheen.			
79-80	750 gp	Light wooden shield covered in krenshar fur and embellished with exotic macaw feathers and jade fetishes.			
81-82	800 gp	Heavy white dragonhide shield, with a gold boss shaped like a dragon's head.			
83-84	1,000 gp	Light wooden shield covered in gold and inlaid in turquoise and obsidian with a coiled snake design.			

BARDING

D%	PRICE	
1	20 gp	Blue padded caparison with a painted charging badger on each flank.
2	20 gp	Padded caparison painted in jester's motley.
3	20 gp	White padded caparison with pegasus wings painted on the flanks. The caparison is muddy and frayed.
4	20 gp	Sky blue padded caparison with painted cloud pattern; the clouds seem to move as the mount runs.
5	20 gp	Bright golden caparison painted with silver and white fleur-de-lis.
6	20 gp	Rainbow-coloured cloth caparison.
7	25 gp	White caparison with gold threading along the hem.
8	25 gp	Caparison crafted from wolf fur; provides protection as padded armour.
9	30 gp	Padded crimson caparison with flying golden eagles along the mount's flanks; each eagle's eye is a small sapphire.
10	30 gp	Padded white caparison covered completely in swan feathers; includes a leather champron shaped like a swan's head.
11	35 gp	Green padded caparison embroidered with silver thread and adorned with green tourmalines.
12	40 gp	Leather caparison and champron painted desert brown (+2 circumstance bonus to Stealth checks in desert environments).
13	40 gp	Jet-black leather caparison and champron with white skulls (representing kills) painted along the left flank.
14	40 gp	Leather caparison and champron painted in a black and red checkerboard pattern.
15	40 gp	Black leather barding painted to resemble the mount's skeleton.
16	40 gp	Leather barding with painted crimson splotches giving the appearance of blood spatters on the armour.
17	45 gp	Leather barding dyed pale green; the champron features an open third eye on the mount's forehead.
18	45 gp	Black leather caparison with a cape affixed to the upper middle (where the saddle sits) that billows behind the mount as it runs and provides the rider with concealment (20%) against attacks from behind.

19	50 gp	Grey-dyed leather peytral and flanchard inset with decorative spikes.
20	50 gp	Leather barding with white cloth caparison bedecked in tiny bells (-4 to Stealth checks) underneath.
21	50 gp	Light blue-dyed leather barding trimmed with silver and etched with dragonfly wings along the flanks.
22	50 gp	Deep brown leather barding etched with a feathered appearance.
23	50 gp	Tatty brown leather barding, which gives off the appearance of rotting flesh; sometimes covered in rotten meat to complete the illusion.
24	55 gp	Red leather barding featuring a large black widow spider design, with rubies for eyes, on each flank.
25	55 gp	Black leather flanchard and croupiere treated with charcoal dust; creatures following a running mount in this armour must make a DC 12 Fortitude save to avoid blindness for 1 round.
26	60 gp	Black leather caparison and champron with six red garnets arranged to give the mount an arachnid appearance.
27	60 gp	Hide peytral and flanchard fashioned from rhinoceros skin; the champron is a lion's head.
28	70 gp	Leather peytral, flanchard and croupier fashioned from a large basilisk's hide; the champron is the basilisk's skull.
29	70 gp	Leather barding with air bladders affixed fashioned to allow the mount to float in water.
30	75 gp	White caparison featuring a golden lantern comprising six splayed sunrods.
31	80 gp	Thick leather barding that keeps the mount cool as it runs (+2 bonus to Fortitude saves in hot conditions).
32	80 gp	Leather barding with a multitude of small pouches containing 5 pp and a full set of thieves' tools.
33	90 gp	Full hide barding painted with to resemble a skunk; features bladders that release musk in a five-foot radius (DC 12 Fortitude avoid being sickened for 2 rounds).
34	100 gp	Peytral and flanchard of soldered copper coins; the barding reduces the mount's speed by 10 ft. and provided protection as scale mail.

35	100 gp	Hide barding fashioned from a woolly mammoth's fur; the champron bears the mammoth's tusks.
36	100 gp	Studded leather barding painted red and black; features a single staring eye tooled in silver along the right flank.
37	100 gp	Dark brown hide barding fashioned from a monstrous beetle's chitin; the wings remain intact, but they do not provide the ability to fly.
38	100 gp	Grey hide barding crafted from an octopus's blubbery skin; the champron features the octopus's tentacles.
39	100 gp	Barding fashioned from an iridescent serpent's scales; the barding scintillates in sunlight and provides protection as scale mail.
40	100 gp	Hide flanchard and croupiere made from polar bear skins; the champron resembles the bear's head (+2 bonus to Fortitude saves made to negate the affects of cold environments).
41	120 gp	Dwarf-crafted stone grey hide barding. Incredibly supple it does not reduce speed for mounts wearing it and has a -2 armour check penalty.
42	120 gp	Barding made from white and black coral that grants a +4 armour bonus and a -3 armour check penalty.
43	125 gp	Studded leather barding; small silver skull-like stud decorate each flank of the flanchard.
44	125 gp	Studded leather barding etched to look like bear fur; the flanchard reaches down to the mount's hooves, where it ends in bear claws.
45	150 gp	Hide barding painted leafy green with zircons inset along the edges to give it a dewy appearance.
46	150 gp	Aquamarine leather barding fashioned to appear like a flowing stream and trimmed with pearls.
47	175 gp	Hide barding painted to resemble a roc; when the mount runs the flanchards billow outward and look like wings.
48	190 gp	Crimson leather barding with an additional gold-plated criniere. A silver sunburst decorates the breast.
49	200 gp	Scale flanchard and croupiere painted with running white horses along the edges.
50	200 gp	Studded leather barding painted a lush green; the croupiere has a pair of emeralds giving the appearance of eyes on the mount's hindquarters.

51	300 gp	Laminated wooden flanchard and croupiere (+3 armour bonus, -1 armour check penalty).
52	300 gp	Halfling-made chain barding with a cloth caparison featuring religious symbols for the entire halfling pantheon; sized for a Medium mount.
53	320 gp	Light blue leather barding set with a chainmail flanchard. A rent in the mail over the mount's chest has obviously been mended.
54	400 gp	Ceremonial white barding fashioned of ceramic painted gold and silver; it reduces the mount's speed by 10 feet but grants a +1 armour bonus and a +4 bonus to the rider's Diplomacy checks.
55	500 gp	Mismatched barding comprised of a leather champron and croupiere, chainmail flanchard and criniere and plate mail peytral. (Gives a +6 armour bonus and -4 armour check penalty).
56	600 gp	Chain barding with a white tabard bearing a golden griffon held in place by the saddle.
57	600 gp	Plain, dark gray masterwork chain barding with flanchard.
58	600 gp	Chain barding with blue tabard featuring a rearing golden dragon on each flank; the tabard sits under the saddle and above the barding.
59	650 gp	Chain barding with padded caparison; the rider can release the chain barding with a swift action.
60	750 gp	Full chain barding with a green tabard held in place by the saddle and embroidered with a tree, made of golden thread, along each flank.
61	800 gp	Plate criniere and peytral emblazed with the image of a diving hawk; grants protection as breastplate.
62	800 gp	Chain barding with plate champron fashioned into the shape of a leering devil's face.
63	1,000 gp	Barding fashioned from various animal and human bones hardened to give the armour protection equivalent to chainmail.
64	1,000 gp	Chain barding made from gold-plated links with a black manticore painted on the flanks.
65	1,250 gp	Banded mail barding; the bands are fashioned from an enormous scorpion's chitinous plates.
66	1,300 gp	White dragonhide barding fashioned from a young white dragon; has intact tail.

67	1,600 gp	Dragonhide barding fashioned from a juvenile black dragon; the barding smells slightly of acid.
68	2,000 gp	Mismatched dragonhide barding comprised of silver and gold dragon scales. The scales are burnished and dented in places.
69	2,400 gp	Adamantine half-plate barding missing the champron. Decorated with a crossed sword heraldic device.
70	3,000 gp	Darkwood champron and flanchard painted light green with dark green whorls. The champron is polished to a high sheen.
71	3,200 gp	Darkwood wooden barding with an ivory horn affixed to the champron; mount may attack with the horn as a secondary gore attack.
72	3,300 gp	Darkwood wooden barding dyed in varied shades of green and brown; grants a +4 bonus to Stealth checks in forested areas.
73	5,000 gp	Ancient bronze plate barding; it is surprisingly well maintained and shows very little wear.
74	6,000 gp	Full plate barding engraved with the names of fallen members of a knightly order.
75	6,000 gp	Full plate barding painted black and decorated with crimson arcane runes.
76	6,000 gp	Full plate barding with a blue tabard featuring a golden sun resting on the mount's flanks.
77	6,200 gp	Full plate barding with a barbed spear design etched into the flanks.
78	6,200 gp	Full plate barding with slender spikes that deal 1d6 damage to an opponent grappling or striking the mount with an unarmed attack.
79	6,250 gp	Full plate barding with flame motifs painted all over the armour; the barding sheds faint heat but not enough to damage a target.
80	6,400 gp	Full plate barding with small compartment located just in front of the saddle. The compartment is big enough for a potion vial (swift action to retrieve by the rider).
81	6,500 gp	Full plate barding with holes bored into the barding's edges; the barding makes an eerie whistling when the mount runs. A carving of a screaming skull surrounds each hole.
82	6,500 gp	Full plate barding with curved, steel bull's horns affixed to the champron; mount can attack with these as a secondary gore attack (1d8 damage).

83	6,600 gp	Full plate barding polished to a mirror-like sheen; the champron has blinders the rider can place or remove with an easy-to-reach mechanism (as a swift action).
84	7,000 gp	Full plate barding with caparison gilded with gold thread; the flanchard is also gold-plated.
85	7,000 gp	Full plate barding painted with doves on each flank, the criniere fashioned from gold and silver filigree.
86	7,500 gp	Full plate barding painted bone white; the champron has been fashioned such that it covers the mount's eyes but allows it to see, giving the appearance that the mount has no eyes.
87	7,500 gp	Full plate barding worked from meteoric iron; the barding elicits unease in other animals.
88	8,000 gp	Full plate barding with an attached jewel-encrusted military saddle. The barding is intricately carved with a wavy pattern picked out with platinum and gold.
89	9,000 gp	Full plate barding emblazoned with silver-wrought scales along the flanks covered with a crimson caparison.
90	10,000 gp	Dwarf-crafted full plate barding with operational mechanical limbs set at the mount's midsection; the limbs cancel speed penalties incurred by the armour.
91	16,000 gp	Mithral chain barding with a mithral cage affixed to the croupiere. Polished to a high sheen, the barding is dazzling in bright light.
92	16,000 gp	Mithral chain full barding with a plate champron that fits over the mount's mouth, giving it a metal-fanged appearance.
93	17,000 gp	Mithral chain barding painted sky blue; champron has a pair of sapphires, each set above the mount's eye.
94	20,000 gp	Immaculate half-plate barding comprised of all components except the champron; covered by a sapphire-encrusted tabard.
95	42,000 gp	Mithral full plate barding covered by a tabard of woven gold and silver threads. Intricate images from a famed knightly order decorate both.
96	65,000 gp	Adamantine full plate barding with cloth caparison adorned with four rubies on each side. A single long, jagged scratch mars the barding's left flank.

97	70,000 gp	Adamantine plate full barding with a series of flexible small steel shields affixed six inches away from the flanks.
98	75,000 gp	Adamantine full plate barding emblazoned prominently with a maker's mark belonging to a renowned dwarven weaponsmith. The barding is jet black and seem to actually swallow light.
99	100,000 gp	Highly polished adamantine full plate barding complete with a diamond-encrusted tabard and saddle.
100	150,000 gp	Dwarf-crafted adamantine full plate barding emblazoned with a crossed hammer and axe design studded with diamonds and rubies.

BARDING GLOSSARY

Caparison: Cloth (or stronger) covers for the mount, extending to the ground and sometimes reaching from nose to tail.

Champron: Protection for the mount's face.

Criniere: Set of segmented plates protecting the mount's neck.

Croupiere: Protection for the mount's hindquarters.

Flanchard: Protection for the mount's flanks, attached to the saddle, then around the mount's front or rear back to the saddle.

Peytral: Protection for the mount's chest, sometimes extending to the saddle.



FAMOUS ARMOUR

This section presents details of five suits of armour and shields, including their names, physical appearance, history, current owner or location and other lore. These items can be used as the objective of an adventure or quest for a party, or just as a significant find in a treasure hoard. For each item, suggestions are given for one or more magical special properties it might have, at the GM's discretion.

DREAD ARMOUR OF PRINCE KASPAR

Kaspar Manilov ruled the tiny, remote and forested Principality of Borgravia, high in the Cloudpeak Mountains, for decades. This distinctive suit of full plate armour once belonged to him and is now rumoured to belong to Basmar Teletz, a wealthy collector.

Kaspar was once a young, idealistic paladin of Darlen the Sun God, who spent his days battling against evil in the dark Borgravian forests. Word of his bold and goodly deeds reached the ears of the secretive Prince of Borgravia, who summoned Kaspar into his presence. The prince, a vampire of considerable age and power, drained Kaspar of his blood, turning him into his vampiric servant and protector.

Such a terrible fall from grace drove Kaspar insane. When the opportunity presented itself, he beheaded his master with his greatsword and freed himself of his influence. There was no opposition from the craven peasants of Borgravia when their former ruler's right hand man took the throne and declared himself Prince Kaspar Manilov.

Kaspar's rule was worse than that of his predecessor's. His propensity for holding public impaling sessions in the town square and ruthless treatment of any opposition led to several unsuccessful attempts from bold adventurers to kill him. Finally, the renowned paladin Sir Ector triumphed over Kaspar, slaying him in his castle, but only at the cost of his own life.

Appearance: This is an impressive suit of black full plate armour, embellished with spiked pauldrons and vambraces. The breastplate is damascened in gold with a skeletal bat design, wings spread wide, and the poleyns bear gold demonic faces.

Base value: 1,750 gp.

Suggested magical properties: *undead controlling, unrighteous.*

LINMAEDROS' ARMOUR

This suit of mithral chainmail was made for Linmaedros, last of the Star Elf lords and ruler of the treetop-city of Aendrithil. He died wearing it while defending his palace from invading aberrant creatures from the Realms Beyond.

The warlocks of the Star Elves had long made arcane pacts of power with the Lords and Ladies of the Fey, but a hundred years

ago a small cabal of these mages began communicating with alien forces from beyond the stars. The warlocks were tricked into opening a dimensional rift which allowed dozens of bizarre, unnatural creatures to pour forth into Aendrithil. After slaying many elves in cruel and unusual ways, the aberrations reversed the portal and pulled the whole city into their alien realm, never to be seen again.

From time to time, artefacts belonging to the Star Elves and their lost city appear in the Material Plane. Linmaedros' armour is one of these items. It was last seen on a skeletal corpse in a ruined tower somewhere in the Blasted Steppes.

Appearance: This is an elegant and lightweight suit of mithral elven chainmail, with platinum pauldrons, gauntlets and tassets shaped like overlapping leaves and a large platinum maple leaf, inlaid with gold, emblazoned in the centre of the breastplate. It is treated as light armour.

Base value: 6,000 gp.

Suggested magical properties: *invulnerability, spell resistance.*

O-YOROI OF WATASHI JIRO

This finely crafted samurai armour was worn by the famous warlord and daimyo Watashi Jiro. Jiro was one of the emperor's most trusted and loyal vassals, and also his cousin. As ruler of Nishisan Province, he was responsible for dealing with an infamous group of vicious bakemono and several gangs of bandits, as well as single-handedly defeating a marauding oni that had come down out of the mountains.

Jiro's downfall occurred when he was seduced and tricked by a kitsune (fox spirit). After a night of passion with a woman he took to be a beautiful geisha, the kitsune told him she was Summer Breeze, the emperor's favourite concubine.

Jiro thought he had betrayed the trust of the emperor and must therefore either commit seppuku or go into exile as a ronin. He chose exile, and disappeared into the wilderness, taking the name Taganaka. He lives to this day as a ronin, fighting against evil and helping those in need of a strong sword arm. Taganaka kept his katana but sold his o-yoroi to a merchant, and it has changed hands several times since.

Appearance: The armour is a magnificent suit of black and gold o-yoroi, with a black kabuto topped with a bright green fish crest, and a gold *ho-ate* mask sporting a long white beard. Black and gold are the colours of the Watashi clan, and the armour is decorated with gold seals bearing the clan *mon*, a carp.

Base value: 2,000 gp.

Suggested magical properties: *fortification, invulnerability, or functions as breastplate of command.*

ROYAL ASSASSIN'S CATSUIT

This suit of leather armour once belonged to Shadowglide, Royal Assassin of Kjarran. Reporting directly to the king himself, the royal assassin subtly removes obstacles to the peaceful governance of the kingdom, at home and abroad.

Shadowglide, originally a master cat-burglar named Anja, was appointed to the role after being saved from the noose by the royal chancellor, and received specialist training from the king's spymaster general. She carried out a number of daring assassinations for the previous queen and current king of Kjarran, including poisoning the king's own brother and his bride at their wedding feast, and slitting the throat of a gnoll warlord as he slept in his well-guarded yurt.

Shadowglide disappeared without trace a few years ago after successfully carrying out a mission to kill her own grandfather, the capo dei capi in the city of Ashenden. The position of royal assassin is currently vacant, and the *catsuit* is said to be still in Shadowglide's possession.

Appearance: This tight-fitting, supple black leather armour was custom made for a slim woman of medium height. Decorated all over with beautifully rendered images of panthers stalking their prey, the suit has a slim throwing knife hidden in a secret slot in the left greave.

Base value: 500 gp.

Suggested magical properties: *glamered, improved shadow, shadow.*

UNIQUE ARMOUR

Adding a history and special appearance can go a long way to making magical armour truly remarkable and memorable. In a world where magic can be bought and sold like any other commodity, unique items hold a special value. After all, anyone can own suit of a *+1 chainmail* but only one person can wear the famed armour of Linmaedros, last lord of the Star Elves.

If you are planning to add such an item into your campaign consider letting the PCs hear rumours of the armour in question (and others) some time before they finally encounter it. Famed suits of armour may have an even greater reputation than the hero (or villain) wearing them and could be the subject of many tavern tales. Perhaps the villain they hunt is renowned for wearing the Dread Armour of Prince Kaspar in battle?

Alternatively, you can add details of legendary armour into a PC's background – perhaps a dwarf has heard rumours of the Shield of Nazares' location and wants to adventure to gain the skills and knowledge necessary to recover it. Making the weapon the focus of a personal quest makes its final acquisition so much more meaningful for the PC.

SHIELD OF NAZARES

This round heavy steel shield was forged centuries ago by the dwarves of Khazdralhad and given as a gift to the legendary human hero Nazares for helping them drive back the Things Beneath, foul creatures of elemental evil disturbed by mines dug too deep into the earth.

Nazares was born the son of the ruler of a kingdom long since forgotten in history. His father told him he must prove himself worthy to rule by travelling the world, performing heroic deeds. When he had done enough, he could return home and the king would abdicate in favour of his son, but not before.

Nazares' accomplishments were many and varied. As well as battling the Things Beneath Khazdralhad, Nazares slew the Iron Hound of Brokkara with his bare hands, shot a desert roc out of the sky with a single, well-aimed arrow, and rolled the three Great Carlogian Boulders back into their rightful places atop Mount Jargred.

Nazares never went back to rule the kingdom. He continued to wander the world, performing heroic deeds until he was an old man and could barely swing his sword. He died peacefully in his sleep at a roadside inn. The whereabouts of the shield are unknown but the dwarves of Khazdralhad are keen to recover it.

Appearance: This steel shield is covered with intricate carvings inlaid with gold, silver and platinum, arranged in three concentric circles. The outer circle depicts the dwarves and Nazares fighting side by side against the Things Beneath, great worm-like terrors with jagged teeth. The middle circle shows some of Nazares' other notable achievements, including the defeat of the Dragon of Kosdren, and the central circle depicts a the hero's bucolic homeland.

Base value: 750 gp.

Suggested magical properties: *arrow deflection, bashing.*

FAMOUS ARMOUR BY BASE PRICE

500 gp: Royal Assassin's Catsuit

750 gp: Shield of Nazares

1,750 gp: Dread Armour of Prince Kaspar

2,000 gp: O-Yoroi of Watashi Jiro

6,000 gp: Linmaedros' Armour

FAMOUS ARMOUR BY TYPE

Shield: Shield of Nazares

Light Armour: Linmaedros' Armour, Royal Assassin's Catsuit

Heavy Armour: Dread Armour of Prince Kaspar, O-Yoroi of Watashi Jiro

ARMOUR HOOKS & COMPLICATIONS

Sometimes a suit of armour or shield taken in battle or found as treasure has an interesting back-story, or there might be something odd about the item that leads to further adventures. This section presents tables of potential adventure hooks and other complications the GM can add to the armour. Either roll or pick something suitable.

TABLE 1: PREVIOUS OWNERS

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

D20	THE ARMOUR...
1	was worn by the evil warlord Kronzak the Unforgiving when he met his doom at the hands of his trusted manservant, Ponten Chall.
2	belonged to the dwarf hero Theirin Orcsmiter and was passed on to his son following his tragic death.
3	was the favourite garment of Bloody Marja, flame-haired pirate captain of the <i>Drunken Medusa</i> .
4	was stolen from the thoroughly nasty half-orc warrior Skaar Flatnose. He will be very angry indeed if he runs into someone else wearing it.
5	was the prized possession of the bounty hunter Elarik Swiftwater until he lost in a game of cards. He is willing to offer double its value to get it back.
6	was worn by the female elf Gwaelen Calafas on her ill-fated expedition to the Blasted Steppes.
7	belonged to the respected and wise daimyo of Kawari Province, Fukigawa Shen.
8	was a gift from the efreeti sultan Numair Al-Qabid to the ruler of the city of Sabtah.
9	was stolen by the halfling rogue Myrtle Thornberry from the treasured arms and armour collection of arrogant noble Basmar Teletz. Basmar will offer first money, then violence to get it back.
10	was a gift to the Crown Prince of the dwarven mountain kingdom of Khazdralhad. A dwarf who wears the armour may be mistaken for His Royal Highness.
11	was worn by the swashbuckler Benito Silvestre of the Brave Avengers of Albany when he won his duel against the Black Prince of Gloomdeep.
12	once belonged to Sir Thronidas, martyred paladin of the War God. A PC wearing the armour might be accused of sacrilegious behaviour.
13	was abandoned in the burning heat of the Scorched Wastes by the elf ranger Ella Starbright.
14	was awarded as first prize in last year's Victory Games to Gerd Hot-Head, Northlands warrior.
15	belongs to the Baudry noble family of Kjarran and bears their heraldry.
16	sank to the bottom of the Coral Sea when Felius Ereby, warrior and landlubber, tumbled overboard.
17	was looted from the tomb of Drystan Mirald, high

	priest of Darlen. Its new owner is subject to terrible dreams until it is returned.
18	went missing from the stalactite tower of Clan Z'rsstan'ri in the drow city of Dol Felazzan.
19	was lost in battle with the giants of the Rimefrost Rift by the barbarian Mermadak Bear-Hearted.
20	was worn by the bold knight Abu Yabuq as he led his armies in the Great Crusade.

TABLE 2: OTHER COMPLICATIONS

A DC 20 Perception check may reveal something about the armour or an unusual feature may be revealed through use.

D20	THE ARMOUR...
1	feels strangely cold when worn.
2	is made up of parts from two different suits; some pieces fit the wearer better than others.
3	is made of fragile materials and gains the broken condition if the wearer suffers a critical hit.
4	glows with a pale blue light when worn under a full moon.
5	has a note reading "bring this to Oglander Trell" stitched into the lining.
6	is capable of animating itself and walking around when left unattended.
7	is made for a very small or very large individual and is uncomfortable for an average-sized person to wear (-1 additional armour check penalty).
8	has seen a lot of use and is bashed and dented in places. It needs repairing by a skilled armorer to realise its full value.
9	has symbols of nine Princes of Hell hidden among the otherwise innocent patterns which decorate it.
10	is infested with fleas.
11	was forged on the Plane of Fire and is tougher than normal, granting the wearer damage reduction -/2
12	is inscribed with the name "Aendrithil" – an elven city which vanished overnight a century ago.
13	stinks of blood and old sweat.
14	is identical to a suit worn by a warrior in a religious painting supposedly prophesising the End of Days.
15	bears the symbol of the Great Library of the Central Labyrinth.
16	appears to be magical but isn't, as per <i>magic aura</i> .
17	is inscribed with elvish writings that only appear in the light of the rising sun. They read "Blessed are the Lords and Ladies of the Courts of Winter."
18	was scarred by the acidic blood of the black dragon Darkwing.
19	has rusted in places.
20	has a tiny symbol of a bat etched into the left vambrace.

WEAPONS

USING THESE WEAPONS

Player: “We loot the bodies. Do we find anything cool?”

DM: “The blackguard had a sword....”

Player: “So what’s the sword like?”

DM: “Er, it looks quite nice; it’s of masterwork quality.”

If the above exchange, or something like it, has ever taken place in your game, this book is for you. This supplement contains descriptions of over 200 interesting and unusual-looking weapons of all types – from the standard longsword, mace and crossbow to the more exotic cestus, boomerang and starknife. You can use these descriptions for the weapons your PCs come across during the course of their adventures, either as part of a treasure hoard, or, more frequently, wielded against them by an NPC or monster.

All of the weapons described herein are valuable and considered to be of masterwork quality. Some are priced as a standard masterwork weapon (i.e. 300 gp + base price), while others are more valuable due to the extra embellishments or special materials used in the weapon’s construction. For example, a sword with a gold hilt studded with precious gems

might be worth 1,000 gp.

While the gp values given are for non-magical weapons, the tables are also intended to help make standard magic weapons more



interesting. Your players will be much more interested in “a magical longsword with a reddish steel crossguard shaped like a pair of dragon’s wings and a blade etched with fire runes” than “a +1 longsword.”

The tables of descriptions are divided into the normal weapon categories; for example, simple melee weapons, simple ranged weapons, light martial melee weapons and so on, making it easy for you to find a suitable weapon. Alternatively, roll on the table below to generate a weapon category, and then use the relevant table to pick a random weapon.

D20	WEAPON CATEGORY
1-4	Simple melee
5-7	Simple ranged
8-10	Light martial melee
11-13	One-handed martial melee
14-16	Two-handed martial melee
17-18	Martial ranged
19	Exotic melee
20	Exotic ranged

The penultimate section of this supplement presents hooks and complications to enable the GM to add extra detail to a weapon, perhaps to spice things up for the PCs or to act as a springboard into the next adventure.

The final section presents seven famous weapons in more detail, complete with names, description, history and other lore.

PERSONAGES & 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) while others are simply placeholder names to be changed at the GM’s whim.

IDENTIFYING & VALUING WEAPONS

Characters can use the Appraise skill to identify and value recovered weapons.

- **DC 20:** Values and identifies a common weapon.
- **DC 25:** Values (and identifies) a rare or exotic weapon.
- **DC 25:** Determines if a weapon has magical properties.
- **Failure by 4 or less:** Weapon identified and valued to within 20% of true value.
- **Failure by 5 or more:** Weapon’s price is wildly inaccurate.

At the GM’s discretion characters with ranks in Craft (weapon) or Profession (weaponsmith) may gain a bonus to these checks.



SIMPLE MELEE WEAPONS

Simple melee weapons, including clubs, daggers, maces and spears, are relatively easy to master, cheap to make and are in widespread use. Although many of these weapons are used by peasants and outlaws, others such as the mace are often wielded by clerics who want to avoid shedding blood, and by knights.

D%	VALUE	WEAPON
01-03	300 gp	Club made from a sturdy, knotty stick of polished black oak, with a large knob on the end.
04-06	300 gp	Six-foot-long maple quarterstaff; each end is capped with a silver ferrule.
07-09	300 gp	Thick oak club studded with bronze knobs; its handle is wrapped in worg hide.
10-12	301 gp	Shortspear with a vicious-looking serrated head and a shaft painted with geometric designs.
13-15	302 gp	Punching dagger with a wooden hilt carved with snakes and grinning devils.
16-18	302 gp	Short-bladed punching dagger with mahogany handle inlaid with mother-of-pearl.
19-21	305 gp	Eight-foot long longspear with a broad "ox tongue" blade engraved with knotwork patterns.
22-24	305 gp	Blue leather cestus fitted with nasty metal spikes, stamped with the symbol of the War God.
25-27	305 gp	Spiked steel gauntlet inlaid in gold with fire and lightning designs.
28-30	305 gp	Boar-spear with a leaf-shaped iron blade; its shaft is inlaid with miniature hunting scenes in silver.
31-33	305 gp	Light mace comprising a copper lion-shaped head fixed to a stout wooden handle.
34-36	308 gp	Morningstar with five symmetrical spikes and a wooden haft decorated with spiral patterns.
37-39	312 gp	Heavy mace of Khemeti origin; its round stone head is attached to a wooden handle and decorated with bulls and scorpions.
40-42	312 gp	Six flanged heavy mace (pernach) with a metal handle and a grip covered in blue lizardskin.
43-45	326 gp	Razor-sharp silver-bladed sickle, with an oak haft carved with symbols of the sun, moon and stars.

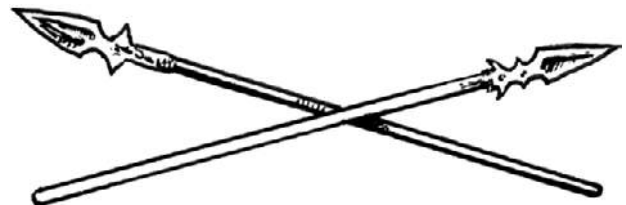
46-48	350 gp	Silvered dagger with an eagle-shaped pommel made of gold.
49-51	350 gp	Morningstar with a rectangular head and two rows of four spikes each; the grip is wrapped in green basilisk hide.
52-54	350 gp	Five-foot spear with a wavy, curved blade of blue-tinged steel and a grip made of sharkskin.
55-57	350 gp	Ebony club carved with battle scenes of gnoll warriors fighting striped centaurs.
58-60	400 gp	Triangular-bladed dagger with a hilt fashioned from a dragon's tooth.
61-63	400 gp	Light mace topped with a demonic-looking baboon-shaped head made from bronze.
64-66	400 gp	Five-foot long birch quarterstaff; its shaft is carved with delicate leaf patterns.
67-69	450 gp	Cold iron sickle with a serrated blade and ash handle decorated with cockatrice feathers.
70-72	450 gp	Steel-bladed dagger inlaid with gold spiral patterns and a silver pommel shaped like a bear's head.
73-75	450 gp	Gnarled-looking wizard's staff cut from oak, surmounted with a carved gargoyle head with two peridots for eyes.
76-78	500 gp	Shortspear with a head of polished obsidian and brightly coloured feathers tied to the top of the shaft.
79-81	500 gp	Morningstar with 22 spikes; its steel haft has a grip inlaid with gold panels depicting knights battling dragons.
82-84	500 gp	Silver battle aspergillum engraved with the holy symbol of Conn.
85-87	600 gp	Flanged heavy mace with a steel hilt inlaid with platinum scrollwork.
88-91	600 gp	Sinister-looking dagger with a curvy blade and a pommel topped with a lurid green tourmaline.
92-94	650 gp	Darkwood quarterstaff carved with images of ravenous wolves.
95-97	750 gp	Longspear with a serrated head etched with intricate scenes of monster-slaying.
98-00	750 gp	Curved steel dagger, its blade inlaid with gold, with a horse head-shaped hilt carved from jade.

SIMPLE RANGED WEAPONS

Simple ranged weapons include crossbows, darts, javelins and slings, and, as with simple melee weapons, can be used without too much difficulty. The crossbow, while quite expensive, is a standard weapon for many local militias and town guards, as well as being popular with brigands and thieves. The sling is often the weapon of choice for halflings and other roguish types.

D%	VALUE	WEAPON
01-04	60 gp	10 iron sling bullets, each one marked with the symbol of Gerrent Firestoker, master weaponsmith.
05-08	60 gp	10 iron sling bullets, with a thunderbolt marked on one side and the legend "take that!" written on the reverse in Halfling.
09-12	61 gp	10 crossbow bolts with fletching of reddish-brown harpy feathers.
13-16	61 gp	10 crossbow bolts with blue fletching, and three blue rings painted around each shaft.
17-20	61 gp	10 blowgun darts with razor-sharp wooden tips and quetzal-feather fletching.
21-24	81 gp	10 crossbow bolts with silver tips, and shafts marked with the holy symbol of Darlen the sun god.
25-28	120 gp	10 cold iron sling bullets, each one engraved with the dwarf rune for "strength."
29-32	300 gp	Sling made from strong woollen cord, dyed purple, with a cradle fashioned from elephant hide.
33-36	301 gp	Dart with purple fletching made from a vrock feather.
37-40	301 gp	Javelin with a birch shaft and a striking serpent design etched into the head.
41-44	302 gp	Four-foot-long wooden blowgun made by the goblin tribes of Nwango Crater and painted with tiny dinosaurs.
45-48	321 gp	Khemeti charioteer's javelin with bronze head and darkwood shaft.
49-52	321 gp	Silver-tipped dart; its shaft branded with an eagle symbol, and fletched with giant eagle feathers.
53-56	325 gp	Sling fashioned from braided hemp with a wyvernskin cradle.
57-60	335 gp	Light crossbow made from yew with etched ivory plates on each side of the stock.
61-64	350 gp	Heavy crossbow made from ash with a stock inlaid with mother-of-pearl.

65-68	400 gp	Viking javelin, its bronze head decorated with knotwork patterns, and the shaft ringed with gold.
69-72	400 gp	Dart with a mahogany shaft and pegasus feather fletching.
73-76	400 gp	Javelin with a barbed iron head, mounted on an elm shaft carved with angular patterns.
77-80	425 gp	Six-foot-long blowgun made from tigerwood and carved with detailed jungle hunting scenes.
81-84	450 gp	Light crossbow, its yew stock inlaid with silver leaf and floral patterns.
85-88	450 gp	Javelin whose shaft is carved with depictions of stags running through a forest.
89-90	500 gp	Sling woven from silk and gold thread with a cradle made from black and red spirit naga hide.
91-92	500 gp	Javelin with a gold-plated head inlaid with platinum ship and wave designs, attached to a maple shaft.
93-94	500 gp	Heavy crossbow built from wood and horn with a rack-and-pinion mechanism to crank the bow; the bow and stock are decorated with gold tooling.
95-96	600 gp	Light crossbow made from teak and inlaid with turquoise and greenstone designs.
97-98	650 gp	Heavy crossbow with a pull lever mechanism and bulette sinew whipcord; the metal parts of the bow are engraved with detailed scenes of mounted knights of Kjarran battling monsters.
99-00	750 gp	Pyramid-headed javelin with the top part of the shaft plated in gold and engraved with scenes of life in the exotic city of Sabtah.



LIGHT MARTIAL MELEE WEAPONS

Light martial weapons require training to use well and therefore tend to be found in the hands of fighters, rangers and other warriors. Because they are relatively easy to use in the off-hand, they are popular with two-weapon fighters. Street weapons such as the sap and the switchblade also fit into this category, because they are both readily concealed when the Watch are around, and can be wielded while grappling in a street brawl.

D%	VALUE	WEAPON
01-04	250 gp	Spiked light darkwood shield, with two gold lions rampant on a blue field.
05-08	301 gp	Light hammer of dwarven workmanship with a gold band around the haft.
09-12	301 gp	Black leather sap with "Sweet Dreams!" stitched into it in silver thread.
13-16	304gp	Light pick with a bronze head inlaid with silver owl and hawk designs.
17-20	305 gp	Five-inch switchblade, concealed inside a peryton horn handle, spring-loaded to appear when a small button is pressed.
21-24	306 gp	Handaxe with a wooden handle carved with drinking and feasting scenes.
25-28	308 gp	Pearl-handled long-bladed short sword with a gold clasp; the initials "Q.L." are etched into the blade.
29-32	308 gp	Gnomish throwing axe with forest scenes incised on the blade.
33-36	308 gp	Curved kukri with several holes drilled into it to reduce its weight; one hole has a large gold ring through it.
37-40	310 gp	Short sword with crescent-shaped copper pommel and sharkskin grip.
41-44	321 gp	Light pick with a very sharp silvered head and an ornately carved wooden handle.
45-48	350 gp	Short sword of excellent hobgoblin workmanship; its hilt is topped with a silver skull-shaped pommel.
49-52	324 gp	Four-pointed starknife, its handle inlaid in silver with symbols of good luck.
53-56	350 gp	Bronze throwing axe with a whalebone handle covered in scrimshaw depicting dragonships.
57-60	350 gp	Light hammer with a grip of manticore fur bound in gold thread.
61-63	375 gp	Wicked-looking kukri with a red-

		tinged steel blade and a black leather hilt wrapped in gold wire.
64-66	400 gp	Lead-filled sap made from purple worm hide with a lanyard of black spidersilk.
67-69	400 gp	Bronze gladius with a black leather scabbard decorated in gold with gladiatorial scenes.
70-72	450 gp	Handaxe with a plain oak handle and a dragon design inlaid in silver on its black steel blade.
73-75	500 gp	Short sword with undulating blade of green-tinged steel, with a grip of dark green snakeskin and a gold pommel shaped like a serpent's head.
76-78	500 gp	Light pick of gnomish design with a large pink garnet in the pommel.
79-81	600 gp	Gold-plated handaxe with a lattice motif and a relief depicting a ram.
82-84	650 gp	Short sword with an ornate hilt inlaid with lapis lazuli and mother-of-pearl and a pommel set with a large aquamarine.
85-87	650 gp	Throwing axe with a darkwood handle inscribed in platinum with dwarven battle cries.
88-90	700 gp	Pair of highly polished red pyrohydraskin blade boots, decorated with a flame motif.
91-92	750 gp	Handaxe with both sides of the blade damascened in gold with scenes of Viking warriors taking down a mammoth.
93-94	1,000 gp	Silvered short sword, its blade engraved with a halfling warrior battling a werewolf.
95-96	1,250 gp	Mithral-headed light hammer, its handle studded with a trio of amethysts.
97-98	1,500 gp	Short sword with a gold crossguard and crocodileskin grip; its pommel is topped with a pale blue topaz.
99-00	3,500 gp	Adamantine short sword with a wolf's head-shaped pommel set with two pale green tourmaline eyes.



ONE-HANDED MARTIAL MELEE WEAPONS

The one-handed martial melee category includes several classic weapons: the longsword (beloved of the “sword and board” fighter), the battleaxe (much favoured by dwarves and Vikings), the rapier (commonly paired with a dagger by swashbuckling two-weapon fighters), and the exotic scimitar (popular with flashy desert swordsmen). Like other martial weapons, they all require special training to wield effectively.

D%	VALUE	WEAPON
01-04	200 gp	Heavy spiked shield, bearing a coat of arms with a vert (green) wyvern on a silver (argent) field.
05-08	305 gp	Terbutje club of polished mahogany, studded with shark’s teeth and obsidian shards; a feathered serpent is painted on the haft.
09-12	308 gp	Flail with a spiked ball attached to a hickory haft branded with the sign of the Brutal Scourge gnoll tribe.
13-16	308 gp	Heavy pick with a handle grip fashioned from rust-red lizardskin.
17-20	310 gp	Battleaxe forged from bluish steel and marked with the symbol of the Stonefist dwarf clan.
21-24	312 gp	Warhammer with a leering demonic face carved into the business end of its head.
25-28	315 gp	Highly polished scimitar; its blade is inscribed with prayers to the God of the Desert Winds.
29-32	315 gp	Bronze-headed trident; its oak haft is carved with scenes of gladiatorial combat.
33-36	315 gp	Cross-hilted longsword; the image of a snake inlaid in silver coils around the grip.
37-40	320 gp	Steel rapier with a silver basket hilt of delicate filigree.
41-44	320 gp	Scizore, a tube made of hardened rhinoceros hide, designed to be worn on the arm, with a razor-sharp semi-circular blade attached.
45-48	345 gp	Ebony sword cane; one end is shaped like the head of a black cat and can be pulled out to reveal a needle-like blade.
49-52	350 gp	Longsword with a serrated blade and bronze hilt topped with a dragon’s skull shaped pommel.
53-56	350 gp	Battleaxe with images of Viking dragonships engraved onto the two cheeks of the blade, and a wooden haft decorated with fine knotwork.

57-60	400 gp	Scimitar with a hilt inlaid with ivory and set with four spinels, two blue and two red.
61-64	450 gp	Iron trident attached to a wooden haft painted with lines of poetry in the exotic script of the kingdom of Gopura.
65-68	500 gp	Steel longsword surmounted with a gold pommel in the shape of the rising sun, set with a red spinel. The blade bears the inscription “The strong must protect the weak.”
69-72	500 gp	Heavy pick decorated in gold with the stern likeness of the dwarf king Odvin Hammerschlag.
73-76	600 gp	Scimitar with a hilt damascened with mithral patterns and set with two pale blue moonstones.
77-80	600 gp	Longsword with a reddish steel crossguard shaped like a pair of dragon’s wings; its blade is etched with fire runes.
81-84	700 gp	Flail with a cold iron ball bearing over a dozen spikes, attached by a chain to a darkwood haft inlaid with silver spiral patterns.
85-88	700 gp	Warhammer with the holy symbols of the dwarven gods inlaid in gold on both ends of its head.
89-90	750 gp	Longsword with undulating blade of black steel carved with arcane symbols; its hilt is topped with a dark red ruby.
91-92	800 gp	Fine silvered rapier with a complex, sweeping hilt and a pommel set with a dark indigo schorl.
93-94	900 gp	Ostentatious longsword, its blade inlaid with ornate gold scrollwork bearing the legend “For Kjarran and her Queen!”
95-96	1,000 gp	Silvered battleaxe with a sturdy oak handle and a troll’s face etched into the blade.
97-98	1,250 gp	Mithral longsword with a gold hilt set with three cabochon-cut opals.
99-100	1,500 gp	Scimitar with a green leather grip, gold pommel and an emerald in the crossguard; its blade is engraved with vine leaves.



TWO-HANDED MARTIAL MELEE WEAPONS

Two-handed martial melee weapons include the greatsword, a favourite of many warriors for its reliability and power, and the greataxe, the weapon of choice for barbarians and others who like dealing out tons of damage in combat. As well as these iconic weapons, this group includes several different types of polearm. These have different names and functions, but are all essentially long-hafted weapons with a blade or axe of some sort on the business end.

D%	VALUE	WEAPON
01-04	308 gp	Nine-foot glaive with a convex blade fixed to the haft with copper nails; the blade is stamped with a star-shaped maker's mark.
05-08	308 gp	Grim-looking scythe, its haft made from darkest ebony and carved with gloomy depictions of the Underworld.
09-12	309 gp	Guisarme with an elaborately engraved, curved and hooked blade.
13-16	310 gp	Fourteen-foot-long wooden lance, painted with blue and white bands, tipped with a leaf-shaped spear point.
17-20	310 gp	Eight-foot-long halberd, its richly decorated axe blade topped with a long spear point and backed with a spike.
21-24	310 gp	Ceremonial ranseur of the Royal Guard of Kjarran; seven-foot-long, its spear tip has a crescent-shaped cross hilt at its base and the royal crest is inlaid in silver in the haft.
25-28	315 gp	Three-chained heavy flail; each chain has a ball with nine spikes and the handle is adorned with three gold bands.
29-32	315 gp	Lucerne hammer with three pronged-head mounted on a seven-foot darkwood pole which is decorated with geometric patterns.
33-36	320 gp	Double-bladed greataxe; each face is engraved with scenes from the exploits of the legendary warrior-skald Ulthar Forkbeard.
37-40	335 gp	Naginata with a haft of black lacquered wood decorated with a gold leaf phoenix and scorpion.
41-44	350 gp	Greatsword forged by Gerrent Firestoker and bearing his symbol; the grip is black snakeskin and the crossguard has a serpent's head on each end.

45-48	350 gp	Bardiche with a two-foot crescent-shaped axe blade forged from cold iron attached to a five-foot haft inlaid with silver runes of warding.
49-52	350 gp	Greatsword with the top part of its copper hilt shaped like a man with outstretched arms.
53-56	375 gp	Handsome falchion bearing heraldic devices on its bronze pommel – three leopards on one side and an eagle on the other.
57-60	400 gp	Mighty greataxe of orcish origin; the blade is incised with angular patterns and “Bringer of Death” in orcish is inlaid into the haft in gold.
61-64	400 gp	Black iron greatsword with a dragon skull-shaped pommel; the skull has red spinels for eyes.
65-68	450 gp	Gopuran halberd, its axe head decorated with floral patterns and grinning demons.
69-72	500 gp	Silver-tipped lance, its handle decorated with silver filigree and the tufted tail of a griffin.
73-76	500 gp	Greatsword with an undulating blade and four silver spikes fixed just above the gold crossguard.
77-80	500 gp	Bronze-bladed greataxe decorated with incised spiral patterns; the oaken haft is inlaid with platinum and gold.
81-84	750 gp	Greatsword with a silver hilt shaped like a white dragon; “Winter is Here” is inscribed on the blade.
85-88	900 gp	Golden heavy flail of Khemeti origin; its handle is inlaid with lapis lazuli.
89-92	1,250 gp	Silvered greataxe with a flame drakeskin handle studded with amethysts.
93-96	1,500 gp	Falchion forged from red-tinged steel; its blade is etched with scenes from an Abyssal city, and a ruby is set in its gold hilt.
97-00	2,000 gp	Mithral greatsword with a gold hilt topped with a pommel shaped like a crescent moon; the sword's blade is incised with arcane symbols.

MARTIAL RANGED WEAPONS

Longbows and shortbows, including composite bows, are the main types of martial ranged weapons. Harder to use than a crossbow and often requiring considerable strength on the part of the archer, these bows are favoured by rangers, elves, outlaws and trained soldiers. This category also includes a handful of unusual throwing weapons.

D%	VALUE	WEAPON
01-05	121 gp	20 arrows with white fletching of rare hippogriff feathers.
06-10	121 gp	20 arrows with green fletching and stamped with a silver tree symbol.
11-15	121 gp	20 arrows with black and white fletching made from the feathers of the steppe roc and painted in red with a charging horse symbol.
16-20	121 gp	20 arrows with multi-coloured fletching made from couatl feathers.
21-25	125 gp	20 blunt arrows whose rounded wooden tips have smiling gnome faces painted on them.
26-30	125 gp	20 lightweight flight arrows with cedar shafts and spiralled fletching made from giant owl feathers.
31-35	130 gp	20 smoke arrows with yew shafts and reddish-brown hawk feather fletching.
36-40	304 gp	Hoop-shaped brass chakram inlaid with silver patterns and small greenstones.
41-45	305 gp	Hunga munga fashioned by natives of the Nwango Crater; its handle is made from triceratops horn.
46-50	305 gp	Heavy pilum (javelin) with a barbed iron head; the shaft is painted with zigzag patterns in several colours.
51-54	330 gp	Maple shortbow with a handgrip of camel hide dyed red; the limbs are embellished in gold leaf with desert scenes.
55-58	330 gp	Well-crafted elm shortbow bearing the mark of the halfling bowyer Rufus Scatterwits of Wolverton.
59-62	375 gp	Recurved composite shortbow made from birch, horn and sinew, decorated with fine silver inlay.
63-66	375 gp	Longbow built from mulberry, with a handgrip made from dark green hydra hide.
67-70	375 gp	Composite shortbow with ivory side-plates on the grip, decorated with scrimshawed wolf designs.
71-74	400 gp	Finely crafted recurved composite

		longbow with floral patterns and animal designs inlaid in gold on the grip and limbs.
75-78	400 gp	Chakram with a copper S-shape fixed inside the outer ring of silvered steel.
79-82	450 gp	Hickory shortbow with silver-tipped limbs inlaid with swirling silver patterns of elven design.
83-86	450 gp	Yew longbow carved with delicate leaf patterns, and with gold caps on the end of each limb.
87-90	500 gp	Painted shortbow decorated with green, red and gold gargoyles on one side, and leaves scrolling around a branch on the other; its grip wrapped in red silk and gold wire.
91-94	500 gp	Recurved composite longbow, its limbs painted black and decorated in gold leaf with depictions of life among the horselords of the steppes.
95-97	600 gp	Darkwood longbow adorned with ornate silver demonic skulls on either side of the grip.
98-00	750 gp	Beautifully decorated lacquered longbow from Gopura, bearing bright designs of birds, trees and stars in black, green, yellow and orange.



EXOTIC MELEE WEAPONS

Exotic weapons are harder to master than martial weapons so those who want to wield one effectively need to be trained by a master of that particular weapon. Exotic melee weapons include monk weapons like the nunchaku and kama, as well as the deadly spiked chain, the fearsome bastard sword and the mighty dwarven urgrosh.

D%	VALUE	WEAPON
01-04	301 gp	Whip made from the skin of a giant constrictor snake, with a handle wrapped in silver wire.
05-08	301 gp	Sai with a bronze hilt, its pommel set with a polished sardonyx.
09-12	302 gp	Nunchaku made from two lengths of mahogany joined together by a silver chain; each handle is painted in red with Keiwanese characters.
13-16	302 gp	Kama with a fine wooden handle inlaid in silver with images of dancing cranes.
17-20	303 gp	Siangham with a shaft decorated with patterns in gold leaf and a grooved wooden handle.
21-24	325 gp	Spiked chain; each spike has a human skull symbol stamped into its side.
25-28	330 gp	Dwarven waraxe with a large foaming beer mug engraved on both faces of the blade and copper wire wrapped around the grip.
29-32	335 gp	Bastard sword with a red leather grip and a golden rose-shaped pommel.
33-36	350 gp	Dwarven urgrosh; the axe head and spear blade are engraved on both sides with silvered runes telling the story of the great but tragic dwarf hero Theirin Orcsmiter.
37-40	360 gp	Gnome hooked hammer with a silvered hammer head and a steel pick head; the handle is decorated in silver with mining scenes.
41-44	360 gp	Orc double axe; both of its heads are engraved with orcish symbols including a single eye, skulls, severed heads and big axes.
45-48	380 gp	Elven curve blade etched with leaf-like patterns; the sword has an ornate hand guard of delicate silver filigree.
49-52	390 gp	Dire flail with copper bands around the shaft and handgrips wrapped in spotted hyenaskin.

53-56	400 gp	Khemeti khopesh sword with a bronze blade bearing decorative a electrum inlay and a gold hilt with a snakeskin grip.
57-60	400 gp	Dwarven waraxe with the blade damascened in silver with underground battle scenes and the bronze end of the haft shaped like a dwarven warrior's head.
61-64	450 gp	Gnome hooked hammer; its handle is set with uncut gemstones and engraved with depictions of kobolds running in terror from angry gnomish miners.
65-68	500 gp	Whip made from an ixitxachitl tail studded with barbed sea urchin spikes, attached to a white coral handle carved with undersea scenes.
69-72	500 gp	Bastard sword with a vicious-looking serrated blade and a devil-shaped electrum hilt.
73-76	600 gp	Dire flail with both balls studded with silvered spikes; the central grip is ivory, incised with scenes of gnoll packs at war.
77-80	650 gp	Finely crafted wakizashi with an ivory hilt inlaid with gold and topped with a gold foo dog. This sword is paired with the katana below to form a daisho.
81-84	750 gp	Finely crafted katana with a delicately curving steel blade; the hilt is ivory inlaid with gold and is topped with a gold foo lion.
85-88	800 gp	Two-bladed sword with one blue-tinged steel blade and one green-tinged; the central grip is wyvernskin finished with gold.
89-92	1,000 gp	Cold iron bastard sword with the holy symbol of Darlen the sun god engraved into the blade; the hilt is platinum, surmounted with a single deep blue spinel.
93-96	1,500 gp	Elven curve blade inlaid with gold and mithral scenes of life in the elven kingdoms; the hilt of the sword is adorned with four green chrysoberyls.
97-00	3,000 gp	Mithral bastard sword with a gold hilt and a large sapphire in the centre of the crossguard.

EXOTIC RANGED WEAPONS

This category includes a number of unusual projectile and thrown weapons that are tricky to use without training from a weapon master. Several varieties of crossbow come under this heading – the hand crossbow (often used by drow elves to deliver doses of sleep poison), the repeating crossbow (a favourite of the insane derro) and the double crossbow. Other exotic ranged weapons include the barbed fighting net, the lasso, the boomerang and the halfling sling staff.

D%	VALUE	WEAPON
01-04	30 gp	Magazine of five repeating crossbow bolts, inlaid in silver with the symbol of the wealthy Ko family.
05-08	30 gp	Magazine of five repeating crossbow bolts; each bolt is fletched with tawny griffon feathers.
09-12	31 gp	Five shuriken, shaped like six-pointed stars, made from bluish steel.
13-16	31 gp	Five shuriken, five-pointed star-shaped and inlaid in gold with elemental fire sigils.
17-20	31 gp	Five shuriken, made with four curved dagger-like blades, stamped with the Keiwanese character for "Blood."
21-24	51 gp	Five silvered cross-shaped shuriken, etched with lung dragon designs on both sides.
25-28	250 gp	Round steel throwing shield emblazoned with a silver pegasus and a gold sphinx.
29-33	300 gp	Lasso made from silk rope interwoven with gold thread.
34-38	303 gp	Teak boomerang, colourfully painted with spiral patterns and images of wild animals.
39-43	305 gp	Triple-weighted bola (boleadora); its weights are three wooden balls, filled with stones and painted with scenes of striped centaurs hunting antelope, attached to strong silk cords.
44-48	305 gp	Bola with two painted wooden balls, carved to resemble leering demonic faces.
49-52	310 gp	Beautifully patterned woven wicker sling glove, two-foot-long and scoop-shaped, with camelhide straps to fix it to the wielder's

		forearm.
53-56	320 gp	Net fashioned from giant spider silk with a trailing silk rope and dozens of tiny ivory barbed hooks in its weave.
57-60	320 gp	Halfling sling staff; the staff is cut from oak and carved with rustic scenes, and the cradle is made from fine soft leather.
61-64	375 gp	Dwarf-made repeating crossbow of sturdy construction; silver plating on the oaken stock is engraved with clan runes.
65-68	400 gp	Hand crossbow made from ash and black steel and decorated with silver trim; the pistol-like stock bears the mark of a notorious guild of assassins.
69-72	400 gp	Halfling sling staff made from ash with the legend, "Strike one for the small folk" inlaid in gold; its cradle is made from dinosaur hide.
73-76	500 gp	Hand crossbow made from black lacquered wood, inlaid in silver with the insignia of a prominent drow noble house.
77-80	550 gp	Repeating crossbow made from yew; metal plates on the stock are damascened in gold with images of stags, boars and hounds.
81-84	600 gp	Bulky double crossbow, made from chestnut and decorated with swirling patterns in gold inlay; one bow is mounted above the stock and the other below.
85-88	700 gp	Repeating heavy crossbow made from mulberry and fine steel, with ivory plating on the stock scrimshawed with tranquil lake and temple scenes.
89-92	750 gp	Drow hand crossbow, built from the dark wood of giant subterranean mushrooms, inlaid with spiderweb designs in mithral.
93-96	1,000 gp	Repeating crossbow with platinum plates on the stock engraved with images of cloud-topped mountains.
97-00	1,800 gp	Fighting net made from the finest mithral mesh with platinum barbs and a trailing rope of drider silk.

FAMOUS WEAPONS

This section presents details of seven weapons, including their names, physical appearance, history, current owner or location and other lore. These weapons can be used as the objective of an adventure or quest for a party, or just as a significant find in a treasure hoard. For each weapon, suggestions are given for one or more magical special properties it might have, at the GM's discretion.

BLOODY MARJA'S CUTLASS

This cutlass once belonged to the flame-haired female human pirate captain Bloody Marja, who sailed the length and breadth of the Five Seas from the frozen Northlands to the Coral Sea in the far south aboard her vessel the *Drunken Medusa*, preying on merchant ships and other pirates alike.

Bloody Marja won the cutlass in a game of chance with rival pirate Peder Uren and wielded it in many battles until her death at the bony hands of the undead crew of the dreaded ghost ship, *The Grinning Skull*. It is now believed to lie in the wreck of the *Drunken Medusa*, somewhere off the Lonely Coast.

Appearance: The cutlass has an ornate gold hilt with a full knuckle-style guard, topped with a fine emerald. The steel blade is sheathed in a scabbard of black sharkskin; its gold throat is decorated with a skull and crossbones, and a pair of crossed cutlasses is carved in relief on the gold shoe.

Base value: 1,000 gp

Suggested magical properties: *speed, vicious*

TROLLSLAYER

Wielded by the long-dead dwarven king Odvin Hammerschlag, this dwarven urgrosh is said to lie undisturbed atop his remains in his sarcophagus, in a hidden trap-filled tomb.

In life, Odvin Hammerschlag was a brave king, leading armies and defending his people from attacks by trolls, giants, goblins and orcs. He was more than a little reckless in battle, though, charging into the heart of every fray and relying on his mithral chainmail and great winged helm to protect him from enemy blows. Odvin suffered a mortal wound in a battle against a huge band of insane derro who surrounded the king and pulled him down with their hooked fauchards. He was dragged from the melee by his cousin Theirin Orcsmiter but died soon afterwards.

Appearance: Trollslayer has a mithral axe-head, inlaid with fiery patterns in orichalcum and marked with the Hammerschlag clan rune. The spear point is also mithral but is undecorated. The shaft is of darkwood and has a grip made from trollskin. Trollslayer was forged by the renowned weaponsmith Yorrim Flintheart.

Base value: 1,500 gp

Suggested magical powers: *flaming, giant bane*

SUNSTRIKE

This longsword was the trusted weapon of the heroic paladin, Sir Ector, renowned for his courage in the face of adversity. The sword was forged centuries ago in the kingdom of Kjarran and given as a gift by the king to an ever-faithful lieutenant who later betrayed him in the Barons' Rebellion. The blade changed hands many times after this, often as a result of violent conflict between its current and future owners, so much so that it was rumoured to be cursed. Sir Ector won the sword in battle against the evil-hearted Black Knight, Sir Rogrym, and from then on used it to defeat many terrible enemies including demons, dragons and worse.

Sir Ector used Sunstrike in his last battle against a powerful vampire, and although he was able to defeat his undead foe, he did not survive the vampire's energy draining attacks. Its current whereabouts is unknown.

Appearance: Sunstrike is a fine longsword with a golden hilt set with three fiery orange garnets, and with the royal crest of Kjarran inlaid in silver into the pommel; the steel blade is damascened with gold images of mounted knights charging into battle.

Base value: 750 gp

Suggested magical powers: *flaming burst, keen*

UNIQUE WEAPONS

Adding a history and special appearance can go a long way to making a magical weapon truly remarkable and memorable. In a world where magic can be bought and sold like any other commodity, unique items achieve a special value. After all, anyone can own a *+1 longsword* but only one person can wield the famed blade *Sunstrike*.

If you are planning to add such a weapon into your campaign consider letting the PCs hear rumours of the weapon in question (and others) some time before they finally encounter it. Powerful, famed weapons may have an even greater reputation than the hero (or villain) wielding them and could be the subject of many tavern tales.

Perhaps the villain they hunt is renowned for slaying his enemies with *Deathskewer*. Stealing or destroying the weapon would severely damage his reputation and could be a crucial first step to defeating him.

Alternatively, you can add details of such a weapon into a PC's background – perhaps a dwarf has heard rumours of *Trollslayer's* location and wants to adventure to gain the skills and knowledge necessary to recover it. Making the weapon the focus of a personal quest, makes its final acquisition so much more meaningful for the PC.

DEATHSKEWER

Deathskewer was the favourite long spear of the centaur War Chief Tul'an Sparkhooves, who used it both for hunting game across the Blasted Steppes and for fighting the gnoll packs that intruded into his territory.

After successfully bringing down a steppe roc with Deathskewer as it flew overhead, Tul'an lost the long spear in a battle with Urgoskar the Bloody, Gnoll Khan of the Steppes. The centaur hurled the weapon at the gnoll but only managed to hit his shield. Unluckily, the spear got stuck and the disarmed Tul'an died at Urgoskar's hand. Deathskewer was given as booty by the khan to one of his warriors, who fell foul of an adventuring band soon afterwards. The spear is now said to be in the possession of a powerful harpy living somewhere deep in the Stinkwallows.

Appearance: Deathskewer has a haft made from rowanwood carved with swirling patterns, and a barbed head, engraved with the image of a roc on one side, and a wyvern on the other. Several exotic feathers, dyed red and green, are fastened to the haft just below the blade.

Base value: 500 gp

Suggested magical powers: *gnoll bane, returning*

SHIVUMASTRA

This composite longbow once belonged to the Gopuran hero Divukar who was said to have been given Shivumastra, along with a quiver of inexhaustible arrows, by the Storm God himself. It's rumoured current resting place is an overgrown temple by a great waterfall, somewhere in the rainforests of the south.

Divukar used Shivumastra to slay the Nine Iron Devils who were terrorizing the villages of Gopura. It is said that each arrow he fired from the bow flew unerringly to its target, striking the devil in the heart and killing it instantly. After Divukar died, peacefully from old age, Shivumastra was returned to the temple of the Storm God, ready to be claimed by the next hero who needed it. The bow was used by several different warriors throughout the centuries, and always for noble purposes. It is said that the bow does not fire true for the unrighteous.

Appearance: Shivumastra is an elegant recurve bow, covered in black lacquer and decorated with hundreds of gold bosses. The tips are both capped in gold and engraved with delicate patterns, and the grip is made from red giant cobra skin.

Base value: 1,200 gp

Suggested magical powers: *holy, seeking, thundering*

SWIFTJUSTICE

This morningstar was once wielded by Barteas, warrior-priest of Darlen, as he fought against the goblins of the Lonely Coast, in an attempt to civilize that rugged and remote part of the kingdom.

Barteas later retired to a monastery where he wrote a book of religious teachings. Unfortunately, the monastery came under attack by savage bugbears and the now very frail cleric died with Swiftjustice in his frail grip. He was canonized after his death and the weapon disappeared. Recent unsubstantiated accounts say the morningstar is in the possession of a half-orc barbarian adventurer known only as "Slasher." The church of Darlen would pay a handsome reward for the return of Swiftjustice, which is regarded as a holy relic.

Appearance: Swiftjustice has a steel head with four silvered V-shaped spikes fixed to a four-foot-long ash haft and reinforced with four silver langets. A gold ferrule engraved with the rising sun symbol of Darlen caps the end of the haft.

Base value: 650 gp

Suggested magical powers: *defending, merciful*

BLOOD DRINKER

This wicked-looking greatsword was forged over a hundred years ago by a hobgoblin weaponsmith for his king, the infamous Kalgroth the Slayer. Kalgroth brandished it at the forefront of his army as they marched relentlessly through the civilized lands of men until he was ultimately defeated by a hastily-arranged alliance of men, gnomes and dwarves.

Blood Drinker was shattered into three pieces in the final battle but Kalgroth's goblin batman managed to sneak away with the pieces after successfully playing dead once the fighting had finished. This goblin, named Ruberk, took the broken sword to a human master weaponsmith and forced him to reforge the weapon by threatening the man's young daughter.

Ruberk went off in search of a suitable master to wield the reforged sword and to conquer the human lands. No one knows whether he was successful in his quest, but goblin legends say the wielder of Blood Drinker will conquer the four corners of the earth.

Appearance: Blood Drinker is forged from black steel and its serrated blade is engraved with the goblin runes for death, destruction and war. The sword's hilt is wrapped in the deep blue hide of a behir and has a crossguard shaped like a dragon's wings. The pommel is set with a large black opal.

Base value: 1,800 gp

Suggested magical powers: *human bane, mighty cleaving, wounding*



HOOKS & COMPLICATIONS

Sometimes a weapon taken in battle or found as treasure has an interesting back-story, or there might be something odd about the item that leads to further adventures. This section presents tables of potential adventure hooks and other complications the GM can add to a weapon. Either roll or pick something suitable.

TABLE 1: PREVIOUS OWNERS

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

D20	THE WEAPON...
1	was worn by the boy pharaoh and warrior-king Nermerkhet, first to unite the Blue and Green Kingdoms of Khemet.
2	was wielded by Leaping Mantis, a Keiwan martial arts expert and master of exotic weaponry.
3	never left the side of Darrovir Halfman, legendary outlaw and champion of the downtrodden.
4	was the favourite of Walks-Like-A-Panther, plains hunter and Blessed Protector of the Kwali tribe.
5	was wielded by the kinslayer Urgoskar the Bloody, Gnoll Khan of the Blasted Steppes.
6	was owned by the gnomish swashbuckler Quintin Truckle, Defender of the Loam Warrens and Queen's Champion.
7	once belonged to Subishi Nin, ruthless daimyo and bloodthirsty warlord of Nokomai Province.
8	was lost in a magical sandstorm by Karim Al-Jazeer, desert-dwelling mystic and whirling dervish.
9	was stolen by Myrtle Thornberry, halfling master cat burglar, from the Royal Treasury in Sabtah.
10	was lost in the Tangled Wood by Tarrin Longstrider, noted ranger and wanderer.
11	was wielded in defence of the Great Library of the Central Labyrinth by Arcturus, minotaur librarian.
12	was looted from the undersea vaults of the Triton King of the Coral Sea.
13	went down with all hands aboard the Dolphin's Song when she was destroyed by a kraken.
14	Wielded by Caranthir Greenmantle, half-elf bard, romantic poet and notorious heartbreaker.
15	is a lost heirloom of the Locher family of the Lonely Coas.
16	was lost in battle by the Hellknight Radulf Blackhawk, loyal servant of the cult of Asmodeus; he will stop at nothing to get it back.
17	once belonged to the female elf ranger and famed archer Ella Starbright.
18	was wielded in battle during the Great Schism by Einhard, warpriest of Conn the Lawgiver.
19	was the preferred instrument of violence of Ogstruf Jagtusk, chief of the Slaving Maw orcs.
20	is part of the lost treasure hoard of Peder Uren.

TABLE 2: FAMOUS VICTORIES

At the GM's discretion, PCs making a DC 20 Knowledge (history) check learn more about an item's past.

D20	THE WEAPON...
1	beheaded dozens of zombies when the Pale Priest sent his undead horde into the village of Gaelkirk.
2	ended the life of the frost giant jarl in the depths of his freezing mountain-top home.
3	slew a notorious sphinx whose riddles were impossible to answer. Some call it "Answerer" in recognition of the deed.
4	severed the ten regenerating heads of the Dread Hydra of the Stinkwallows.
5	killed the rakshasa posing as the rajput of Gopura.
6	played a vital role in ending the city-wide turf wars among the thieves' guilds of Vastenbergl.
7	slew the efreeti sultan Numair Al-Qabid in a sky-high battle over the southern desert.
8	defeated the lizardfolk chieftain and his champion in the dark reptile god's temple.
9	was coated in poison and used to slay the Matron Mother of the Sha'hezazi clan in the drow city of Dol Felezzan.
10	delivered the killing blow that won last year's Victory Games. Since then, it has changed hands several times – sometimes even for money!
11	brought the Troll King down in his own throne room.
12	was used to murder the infamous gnomish illusionist Robinn Swiftshadows in his sleep.
13	cut the great dwarf hero Theirin Orcsmiter free from the tentacles of an enormous roper.
14	shot the young white dragon Hoarfrost the Red-Eyed out of the skies.
15	killed the last lord of the Star Elves as he stood on his treetop balcony gazing at the night sky.
16	took down the Medusa Queen after she had almost wiped out the Brave Avengers of Albany with her stony gaze.
17	guttered the hobgoblin warlord as he led an attack on Kjarran.
18	slew the Spider Lord of the Gloomdeep Forest and is yet stained with its foul ichor.
19	pierced the heart of the vampire prince Kaspar Manilov.
20	sent the angel Dalmuzi crashing to her doom. Viewed as an unholy relic of a ebon faith, its destruction would avenge Dalmuzi's destruction.

TABLE 3: INSCRIPTIONS & MARKS

A DC 20 Perception check reveals something about the weapon.

D20	THE WEAPON...
1	is inscribed with elvish writings that only appear in moonlight. They read "Blessed are the Lords and Ladies of the Courts of the Summer Kingdom."
2	is stamped with a single eye in the Khemeti style.
3	bears the symbol of an octopus-like tentacled creature; this is the mark of a strange religious cult.
4	is engraved with the name "Bringer of Doom" in the goblin language.
5	is marked with a symbol of a human skull surrounded by a double ring of fire.
6	is inscribed with the legend "The wise man always seeks the truth" in mirror script.
7	has a secret compartment which conceals the tightly-folded last will and testament of Amandhu Daeni, Earl of Renhaven, in which he leaves everything to his concubine, Yasmina.
8	is marked with the clenched fist and sword symbol of the Ever-Resilient Blades mercenary band.
9	has a secret message hidden amongst the decorative patterns adorning the weapon. It reads: "Embed this blade in the Standing Stone of Marloch to open the portal."
10	has the words "The answer to the sphinx's riddle is a castle" scratched into the haft.
11	bears the hammer and anvil maker's mark of the legendary dwarven weaponsmith, Yorrim Flintheart, doubling its value to dwarves.
12	has a tiny crow symbol carved on it; this is the sign of the Gray Rooks, a secretive group of spies and assassins in the service of the kingdom of Kjarran.
13	is emblazoned with the heraldic crest of Sir Throndas, paladin of the War God, now revered as a saint.
14	has three animal symbols incorporated into its design – a bear, a wolf and a stag – one above the other. These provide the correct sequence for the puzzle lock on the sealed doors into the crypt of Erik Kragsgeld, Viking warlord.
15	has "Death to the House of Vinekh!" inscribed on its blade or haft.
16	is inscribed with dark, twisted sigils of the Abyss.
17	has a secret compartment which contains a tiny vial holding a poison, potion or elixir.
18	has the word "Hadramkath", the name of a long-lost dwarven hold, carved into the blade.
19	has the words "A curse be upon the unrighteous man who wields this blade" etched into the hilt; if the wielder is not of lawful good alignment, he takes a -2 penalty to attack rolls until the curse is lifted (DC 18 Will save, wielder must save daily).
20	has the symbols of the Old Gods hidden among the designs and patterns decorating the weapon.

TABLE 4: OTHER COMPLICATIONS

Some weapons have additional features or powers; most are discovered through use.

D20	THE WEAPON...
1	possesses an evil aura which can be detected by a paladin or with the <i>detect evil</i> spell.
2	is a non-magical duplicate of a powerful artifact, correct in every detail.
3	acts as a key that can open the treasure vault doors in the dungeons beneath the Citadel of Kronzak the Unforgiving.
4	never rusts or tarnishes, even if left outside in damp weather or struck by a rust monster.
5	glows with a soft green light when drawn from its scabbard or held aloft.
6	becomes warm to the touch when wielded in battle.
7	is pitted with rust and needs cleaning by a skilled weaponsmith to realise its full value.
8	is made of fragile materials and gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon.
9	was once a powerful magic item but has now been drained of all its magic.
10	is made of stone or bone rather than metal, and is worth 25% of listed value.
11	was forged in the white-hot fires beneath the volcanic Mount Jezrad by fire giant smiths, granting it +10 hardness.
12	is described in a cryptic prophecy; the wielder of the weapon will bring about the end of the world.
13	is sized for a Large or Small creature to wield.
14	is one of a matched pair of weapons. If both are brought together, they manifest magical powers. A DC 25 Knowledge (arcana) check reveals this.
15	the whispering voices of those slain by the weapon can be heard at night by its wielder.
16	is part of the royal regalia of the dwarven mountain kingdom of Khazdralhad. Dwarves who wield the weapon may be mistaken for royalty; non-dwarves may be challenged as thieves.
17	was forged in the sunless realms of the drow and corrodes rapidly in sunlight, gaining the broken condition after 12 hours exposure.
18	will complete the arms and armour collection of Basmar Teletz, filthy rich noble and arrogant show-off. A DC 15 Knowledge (local) reveals this. Basmar will pay handsomely for the weapon and stops at nothing to get it if told it is not for sale.
19	drips blood for several minutes after it has claimed a life.
20	was crafted in the forges of the undersea realm of the Triton King; when grasped the wielder can hear and smell the sea.



MISCELLANEOUS TREASURES

USING TREASURES

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) 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 *peript 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 shimmery 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	Deep blue
	Transparent to translucent	Ruby with white "star" centre
Star sapphire	Transparent to translucent	Sapphire with white "star" centre
Topaz	Transparent to translucent	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.

Onyz: Aids balance and self-control. A protection stone.

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

Peridot: A good anti-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 J1

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 mantichore 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 J2

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 Trel's Guide to the Seelie and Unseelie Courts</i> : Bound in green goblinhide 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 Imans 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>Wyrrms 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

		Bartear 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 ravaging 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.

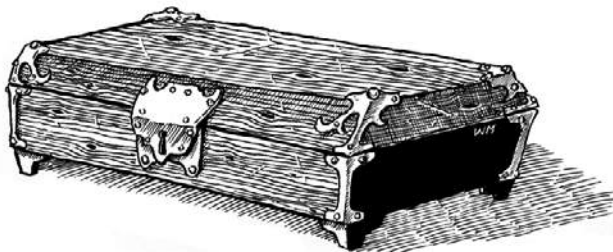


TABLE A 4

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 roc 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.





SPELLBOOKS

USING THE TABLES

The material in *So What's the Spellbook Like, Anyway?* enables a GM to quickly create flavourful details of a wizard's spellbook that might be discovered by the PCs.

There are many cases where knowing more about a spellbook than just its spell list can be useful, or even important. If the PCs find a spellbook in a dragon's hoard from a long-vanquished wizard, what sorts of ancient rituals are in it that could enhance the PCs' own power? If they sneak into a cloistered wizard's tower and try to look at one of his backup spellbooks, what wards do they risk triggering? If they come across a studying wizard, what can they glean from a furtive glance at his book?

The material in *So What's the Spellbook Like, Anyway?* provides GMs with everything they need to insert a thorough, richly detailed item into almost any campaign. Of course, only a tiny fraction of the possibilities for a spellbook are mentioned here, and GMs are encouraged to use this work as much for creative inspiration as for a hard and fast reference. For the time-pressed GM, this supplement also includes several pre-made spellbooks ready to be inserted directly into a game.

SPELLBOOK TITLE AND AUTHOR

Many spellbooks have distinctive titles. These names often give a clue as to the disposition of the author and the contents or focus of the book.

To randomly determine a title for a spellbook, roll d% on the Descriptor portion of Table A: Spellbook Titles and d20 on the Subject portion of the table. You may also wish to add an appropriately wizardly name and/or epithet to the title. Table B: Wizard Names and Epithets provides a quick list of 50 random names that might suit the author of a spellbook, as well as 50 epithets appropriate to such characters. For additional names from a specific race or culture or for names with a desired meaning, a GM can consult any of a number of random name generators (including *So What's the Human Called, Anyway I&II* and *So What's The Demi-Human Called, Anyway?*)

Example: The GM rolls a 76 on table A1 and a 4 on Table A2. This generates a title of *The Profane Dissertation*. He then rolls a 48 on Table B1 and an 71 on Table B2, naming the author Inhipel the Ratblooded. The text is thus named *The Profane Dissertation of Inhipel the Ratblooded*.

Example: The GM rolls an 80 on Table A1 and a 12 on Table A2, generating *The Sanguine Opus* as a title. The GM decides he doesn't like Opus and chooses to use option 19, treatise, and switches up the order to make *The Treatise of the Sanguine*. The GM decides to keep the title of the book separate from the author's name, but determines his name by rolling on Table B1 and getting an 85. The GM chooses the epithet "bronze" and names the author Valendorn the Bronze.

SPELLBOOK CONSTRUCTION

Often, a wizard seeks out a unique spellbook that matches his personality more closely than a simple leather-bound volume of common parchment. Such tomes are often bound in exotic materials – anything from linen taken from a destroyed mummy to a silver dragon's scales.

Table C offers a list of possible distinguishing features that a spellbook may have, from having the title scribed on the cover or spine to a bunch of bookmarks, the sort of simple things that help your players picture more than just a plain little book when they think about what their characters see. You may wish to add more than one such feature, or a randomly determined number of such features.

Table D lists 100 exotic bindings that may be available to bookmakers, often collected by adventurers with the Survival or Craft (taxidermy) skills. To use one of these bindings, simply pick one that sounds good or roll on Table D. Other bindings may be available; this is not meant to be a comprehensive list, merely a quick catalogue of possibilities. At the GM's discretion, such bindings may add to the price of the spellbook; in such cases, increase the value of such books by the square of the CR of the creature used in its construction (for example, +16 gp for a book bound in the hide of a CR 4 hydra).

These covers can also hold clues as to the origins of a spellbook. They often bear seals or crests from the creator, or have other identifying or informative properties. Each cover material on Table D has a superscript of 1-6. By consulting the corresponding table E1-E6, a GM can provide players with additional information about the spellbook's cover.

Similar to the diversity found among covers, spellbooks do not always contain pages made of simple parchment. Anything from egotistically monographed paper to thin-scraped kobold hide vellum can be used to fill the space between the covers. To distinguish a spellbook based on its type of paper, roll on Table F or simply select an entry that fits the book's character.

Another important aspect of a spellbook is the ink used to scribe the spells. Many wizards have their own particular formula or private blend. We provide 50 examples of inks that could be used for this purpose. As with covers and pages, select one that appeals to you or roll on Table G.

PREPARATION RITUALS

Preparation rituals were introduced in *Ultimate Magic* as a means of adding a slight boon to using specific spellbooks. When a spellcaster who prepares spells uses a spellbook with a preparation ritual, as long as she prepares at least three spells (not including cantrips) from the spellbook, she gains a temporary boon granted by the ritual. The boon lasts until its

effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells.

It is difficult to determine the value that a preparation ritual adds to a spellbook; clear rules are not provided in *Ultimate Magic*, merely example values with sample rituals. We present several new preparation rituals in Table H, and use a value for each ritual corresponding to the cost of a ritual in a book of the same caster level in *Ultimate Magic*. If a GM decides to add one of these rituals to a spellbook of a different level than that listed next to the ritual's description (exception: the evocation ritual, should only be in a book of caster level 5 or higher), use a cost associated with the new caster level of the book. To randomly determine a spellbook's preparation ritual, roll on Table H.

SPELLBOOK DETAILS

When the PCs encounter a spellbook and take a few minutes to study it, they may be able to recognize notes or other references that reveal snippets about the book's history or link the book to an owner of renown. Alternatively, if the PCs glimpse an open page and make a DC 25 Perception check, there is a 10% chance that they glean some similarly revealing detail.

Table I provides a list of spellbook contents other than spells. These can be anything from maps to adventure hooks to trivial, flavourful information. To determine what sort of information other than spells the spellbook contains, the GM can roll on Table I. Of course, GMs are also encouraged to plant their own plot-appropriate notes within the pages of such tomes.

Additionally, PCs with ranks in Knowledge (arcana), Knowledge (history) or Knowledge (local) may know details of the spellbook or, more often, its author. PCs who succeed on a DC 20 Knowledge (history) or Knowledge (local) check learn a detail about the history of the book or its author from Table J1. Succeeding on a DC 25 check also reveals a piece of information from Table J2.

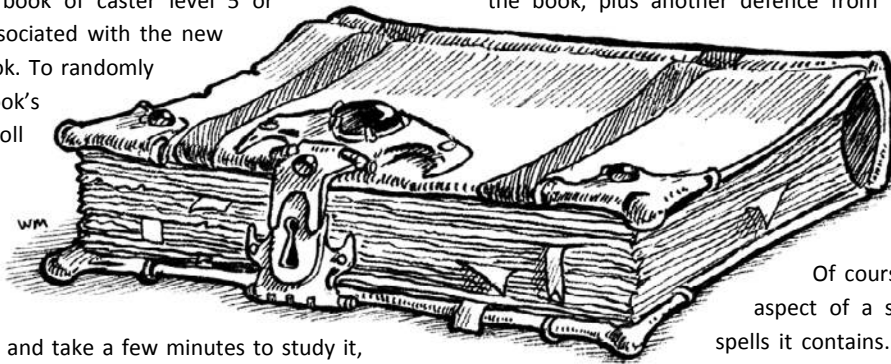
PROTECTION ON THE SPELLBOOK

Many spellbooks are warded with protections against prying eyes. Whether mundane or magical in nature, these traps can

thwart or at least discourage unauthorized access to a spellbook. This section presents a list of possible locks and traps, and the prominence and difficulty of such obstacles scales with the caster level of the author. To randomly determine locks and traps on a spellbook, start with the author's caster level and roll on the appropriate column of Table K. You may then be instructed to add another protection from a lower level list; to do so, roll again and consult the column for the caster level range lower than the current column.

Example: The GM is including the spellbook of a 10th-level wizard in a treasure hoard. He rolls on the level 9-12 portion of Table K and gets an 82, putting a *symbol of pain* on the spellbook along with another defence from the next lower level list. He rolls on the level 5-8 list and gets a 65, adding *explosive runes* to the book, plus another defence from the previous level list.

Finally, he rolls on the level 1-4 list and rolls a 32, adding a simple lock to the book.



SPELL LISTS

Of course, the most important aspect of a spellbook is the list of spells it contains. Last but not least, we include guides for determining these spells.

Rather than take the space to reprint a table of all possible spells for a GM to roll on, Table L provides a number of suggested outlines for the spell contents of books belonging to wizards of level 1-13. The caster level, gold piece value, and number of spells of each level are provided for 50 examples. Note that any of these books that contain cantrips are listed as containing all 20 core cantrips; books that belonged to specialist wizards may not have all cantrips (as specialists do not automatically learn cantrips from their opposition schools). For each cantrip not in a book, reduce its value by 5 gp.

For a party that is primarily interested in the book as loot and not as a source of new spells, this information should suffice. If a more detailed spell list is required, Table M provides 13 spell lists, one for each level of book outlined in Table L. Each book lists its specialty school (if any), two opposition schools (if any) and the value of the book. These pre-made spell lists are ready for use and can be given directly to PCs as loot. Remember, other details of the book (particularly defences and preparation rituals) might change the overall value of the tome; the value listed on Table M is only for the spells.

TABLE A: SPELLBOOK TITLES

D%	A1: Descriptors
1	Abominable
2	Abyssal
3	Agathokakological
4	Amber
5	Amethyst
6	Ancient
7	Arcane
8	Astonishing
9	Astounding
10	Azure
11	Baleful
12	Bizarre
13	Black
14	Cabalistic
15	Capacious
16	Charcoal
17	Copious
18	Cosmic
19	Crimson
20	Curious
21	Daedal
22	Dark
23	Demonic
24	Depraved
25	Diabolical
26	Elysian
27	Emerald
28	Enigmatic
29	Ensanguined
30	Ephemeral
31	Erudite
32	Esoteric
33	Eccentric
34	Exceptional
35	Fantastic
36	Forlorn
37	Foul
38	Furtive
39	Ghastly
40	Gray
41	Heavenly
42	Impenetrable
43	Impious
44	Impregnable
45	Inconceivable
46	Incorrigible

47	Incredible
48	Indigo
49	Inexplicable
50	Infernal
51	Ivory
52	Jade
53	Lucubrated
54	Luculent
55	Macabre
56	Magnificent
57	Mantic
58	Marvellous
59	Mercurial
60	Midnight
61	Mystagogical
62	Mysterious
63	Mystic
64	Mystifying
65	Nefandous
66	Nefarious
67	Obscure
68	Occult
69	Ominous
70	Onyx
71	Peculiar
72	Perverse
73	Ponderous
74	Portentous
75	Preternatural
76	Profane
77	Quisquous
78	Recondite
79	Remarkable
80	Sanguine
81	Sapphire
82	Scarlet
83	Scelestious
84	Scholastic
85	Sepia
86	Shadow
87	Singular
88	Somnolent
89	Stupendous
90	Sublime
91	Supernal
92	Transcendental
93	Uncanny

94	Unfathomable
95	Unknowable
96	Utile
97	Veiled
98	Weird
99	White
100	Wicked

TITLE SUBJECTS

D20	A2: TITLE SUBJECTS
1	Codex
2	Compendium
3	Compilation
4	Dissertation
5	Encyclopaedia
6	Folio
7	Grimoire
8	Investigations
9	Manual
10	Musings
11	Memoirs
12	Opus
13	Primer
14	References
15	Text
16	Thesis
17	Tome
18	Tract
19	Treatise
20	Volume

SAMPLE BOOKS

D12	TITLE
1	Abominable Folio
2	Folio Depraved
3	Foul Memoirs
4	The Abyssal Codex
5	The Cosmic Musings
6	The Emerald Tome
7	The Foul Primer
8	The Macabre Codex
9	The Ominous Opus
10	The Scarlet Compendium
11	Thesis Remarkable
12	Treatise Impregnable

TABLE B: WIZARD NAME AND EPITHET

WIZARD NAME

D%	B1: Names
1-2	Aelfentwine
3-4	Alantair
5-6	Alavain
7-8	Anugar
9-10	Bellangrim
11-12	Brentink
13-14	Chons
15-16	Clovus
17-18	Coreand
19-20	Dalerin
21-22	Darum'Tok
23-24	Druakohn
25-26	Edmere
27-28	Ematron
29-30	Epidus
31-32	Fandalg
33-34	Fentogrine
35-36	Flinderstipple
37-38	Galador
39-40	Grozmall
41-42	Herbrie
43-44	Hobrik'Nax
45-46	Hunstar
47-48	Inhipel
49-50	Johmki
51-52	Jox
53-54	Kronkarey
55-56	Loriant
57-58	Morvance
59-60	Nerotohlept
61-62	Ordrecht
63-64	Praxtius
65-66	Primanius
67-68	Quanstorex
69-70	Rascorim
71-72	Sandovan
73-74	Talterpran
75-76	Throgus
77-78	Tomian
79-80	Trellbore
81-82	Trunsuath
83-84	Uzbaluk

85-86	Valendorn
87-88	Visimus
89-90	Wafftertine
91-92	Werndall
93-94	Westertant
95-96	Xik'trok
97-98	Yornalix
99-100	Zorimal

67-68	Owlsighted
69-70	Quillfinger
71-72	Ratblooded
73-74	Raventongued
75-76	Red
77-78	Rugose
79-80	Scrivener
81-82	Silver
83-84	Sublime
85-86	Toadmaster
87-88	Tomebound
89-90	Tremulus
91-92	Viperwhisper
93-94	Virtuous
95-96	Vitious
97-98	Weaselchosen
99-100	White

WIZARD EPITHETS

D%	B2: Epithets
1-2	Astute
3-4	Batwarden
5-6	Benevolent
7-8	Black
9-10	Blue
11-12	Brass
13-14	Bronze
15-16	Brown
17-18	Catfriend
19-20	Contumacious
21-22	Copper
23-24	Decadent
25-26	Discerning
27-28	Doughty
29-30	Fatidical
31-32	Gambrinous
33-34	Glabrous
35-36	Gold
37-38	Green
39-40	Grey
41-42	Hawkeye
43-44	Inkenworn
45-46	Inveterate
47-48	Ironheart
49-50	Lizardclawed
51-52	Loquacious
53-54	Magniloquent
55-56	Malevolent
57-58	Mendacious
59-60	Monkeyhearted
61-62	Nitid
63-64	Olid
65-66	Oppugnant

SAMPLE WIZARDS

D20	
1	Clovus the Decadent
2	Dalerin the Glabrous
3	Fandalg the Astute
4	Fentogrine the Inkborn
5	Galador the Grey
6	Grozmall the Doughty
7	Grozmall the Red
8	Hunstar the White
9	Inhipel the Discerning
10	Jox the Red
11	Morvance Carfriend
12	Morvance the Black
13	Praxtius the Benevolent
14	Rascorim the Loquacious
15	Sandovan Hawkeye
16	Throgus the Malevolent
17	Tomian Ironheart
18	Uzbaluk Raventongue
19	Valendorn the Brown
20	Visimus the Ratblooded

TABLE C: DISTINGUISHING FEATURES

D%	C: DISTINGUISHING FEATURES
1-2	Title embossed on the cover
3-4	Title embossed on the spine
5-6	Burn marks on the front cover
7-8	1d10 bookmarks sewn into the binding
9-10	Tabbed pages where new levels of spells begin
11-12	Fleur-de-lis pattern tooled into the cover
13-14	Gold gilding on the edges of the paper
15-16	Iron rings reinforcing the binding
17-18	Brass corner-guards
19-20	Checkerboard pattern tooled into the cover
21-22	Title burned onto cover
23-24	Embossed title page
25-26	Ornate brass rivets
27-28	Holes punched in cover with decorative cording
29-30	Pages are numbered in non-sequential order (71, 33, 56, 2, 95, 11 etc.)
31-32	Zephyr embossed on cover
33-34	Intricate geometric pattern stamped into cover
35-36	Holy symbol of the god(dess) of magic tooled onto the cover
37-38	Appliqué dragon eye
39-40	String of meditation beads
41-42	Tabs on each page with the name of the spell
43-44	Tick marks on the first page of each spell for each time that the spell has been cast
45-46	Edges of pages colour-coded by spell level
47-48	Dried salt on the corners of the pages
49-50	Acid damage on the back cover
51-52	Ivy pattern tooled into the cover
53-54	Silver wire stitched in a spiral around the edges of the cover
55-56	Dragon symbol burned into cover
57-58	Holy symbol of the primary racial deity of the original owner's people
59-60	Runes stamped into the cover
61-62	Wild rose pattern tooled into the cover
63-64	Burn marks on the spine and along the top edges of the pages
65-66	Burning flames dyed into the cover
67-68	Ornate draconic alphabet tooled into the cover
69-70	Small claw marks along the edge of the cover
71-72	Oak leaves tooled into the cover
73-74	Edges of pages colour coded by spell school
75-76	Small rainbows or other multi-coloured patterns dyed into cover
77-78	Greenman tooled onto cover
79-80	Metal plate riveted to cover with owner's name
81-82	Series of pentagrams stamped into cover
83-84	Griffon embossed on cover
85-86	Dragon head tooled onto cover
87-88	Quill holder built into spine
89-90	Tooled chevron pattern
91-95	Roll again twice, ignoring results of 91-100
96-98	Roll again three times, ignoring results of 91-100
99-100	Roll again four times, ignoring results of 91-100



TABLE D: SPELLBOOK COVER MATERIAL

D%	D1: COVER MATERIAL
1	Aboleth fin ¹
2	Behir scales ¹
3	Black dragon hide ¹
4	Blue dragon hide ¹
5	Bugbear hide ¹
6	Cloaker wing ¹
7	Cockatrice wing ¹
8	Cyclops eyelid ¹
9	Dark naga skin ¹
10	Darkmantle membrane ¹
11	Dire bat wings ¹
12	Disinfected otyugh hide ¹
13	Doppelganger skin ¹
14	Dragon turtle fluke hide ¹
15	Ettin skin ¹
16	Fire giant skin ¹
17	Frost giant skin ¹
18	Girallon hide ¹
19	Goblin skin ¹
20	Green dragon hide ¹
21	Green hag skin ¹
22	Griffon pelt ¹
23	Hill giant skin ¹
24	Hobgoblin skin ¹
25	Hydra hide ¹
26	Impure phase spider silk ¹
27	Kobold hide ¹
28	Lamia flank leather ¹
29	Manticore wings ¹
30	Medusa hair snakeskin ¹
31	Minotaur leather ¹
32	Mouth of a giant flytrap ¹
33	Ogre hide ¹
34	Orc skin ¹
35	Plucked owlbear skin ¹
36	Preserved lamia pelt ¹
37	Pressed stirge wings ¹
38	Purple worm hide ¹
39	Red dragon hide ¹
40	Scales from a behir tail ¹
41	Shocker lizard hide ¹
42	Softened chuul carapace ¹
43	Softened gargoyle skin ¹
44	Sphinx pelt ¹

45	Spirit naga skin ¹
46	Stone giant skin ¹
47	Tanned gnoll hide ¹
48	Tanned troll hide ¹
49	Tri-tone chimera hide ¹
50	Tyrannosaurus hide ¹
51	Well-oiled basilisk hide ¹
52	White dragon hide ¹
53	Winter wolf pelt ¹
54	Worg pelt ¹
55	Woven drider silk ¹
56	Wyvern hide ¹
57	Yeti pelt ¹
58	Brachiosaurus hide ²
59	Crocodile skin ²
60	Elephant hide ²
61	Giant frilled lizard skin ²
62	Grizzly (or dire) bear fur ²
63	Lion (or dire lion) pelt ²
64	Shark skin ²
65	Stegosaurus plates ²
66	Tiger (or dire tiger) pelt ²
67	Triceratops hide ²
68	Tyrannosaurus hide ²
69	Woolly rhinoceros hide ²
70	Bat wings ³
71	Cat fur ³
72	Lizard hide ³
73	Monkey skin ³
74	Owl skin and feathers ³
75	Preserved hawk wings ³
76	Pressed raven feathers ³
77	Rat pelt ³
78	Toad skin ³
79	Viper skin ³
80	Weasel pelt ³
81	Cow hide ⁴
82	Deer hide ⁴
83	Goat skin ⁴
84	Horse hide ⁴
85	Sheep skin ⁴
86	Brass dragon scales ⁵
87	Bronze dragon scales ⁵
88	Chips of treant bark ⁵
89	Copper dragon scales ⁵

90	Giant eagle feathers ⁵
91	Gold dragon scales ⁵
92	Pegasi feathers ⁵
93	Pressed leaves from a dryad's tree ⁵
94	Scales shed from the wings of dancing pixies ⁵
95	Shed guardian naga skin ⁵
96	Silver dragon scales ⁵
97	Woven centaur mane ⁵
98	Woven hairs from a unicorn's tail ⁵
99	Woven reeds from a nymph's pond ⁵
100	Fabric ⁵

COVER CONDITION

D20	D2: Cover Condition
1	Very good
2	Good
3	Used
4	Worn
5	Battered
6	Scorched
7	Stained
8	Smells musty
9	Scratched
10	Badly scratched
11	Faded
12	Discoloured
13	Pristine
14	Ripped
15	Has several small holes
16	Rough and pockmarked
17	Slightly torn
18	Half-torn from its spine
19	Clean
20	Water spots

TABLE E: COVER

E1: COVER GROUP 1: MAKERS

D8	
1	The inside of the cover bears the hammer-and-needle seal of the book's maker. A DC 15 Knowledge (local) check identifies him as Thormal Strongbeard, a dwarven artisan who purchases the hides of slain monsters. A DC 20 Knowledge (local) check also reveals that he is known to weave a single strand of his beard into each book that he makes.
2	The inside back cover has a small plate that reads "This book made from the enemy of Grodge the Mighty, unstoppable warrior, inescapable tracker and master taxidermist."
3	The base of the spine bears a crest. A DC 15 Knowledge (local) check identifies the crest as belonging to Haus Baekleen, an artisan conglomerate. A DC 20 Knowledge (local) check also reveals that the conglomerate has been plagued with financial difficulties following a series of decisions to pay exorbitant sums for exotic wares.
4	The inside cover contains elaborate, nonsensical script. A DC 25 Linguistics check decodes the hidden message "The [monster type] made a mess of my stockings. I have made a book of it. Symmetry has been restored."
5	A plate on the inside cover reads "Griffledonder's Sundry Emporium." A DC 20 Knowledge (local) or Knowledge (history) check reveals that Griffledonder's was established by the cohort of Vantyr the Staghearted as a means of selling the loot collected by Vantyr and his adventuring comrades rather than take merchant-shop offers.
6	A stamp on the inside cover bears a seal. A DC 15 Knowledge (nobility) check reveals that this is the crest of the Knights of Aldair Enain, a noble order dedicated to the protection of a small group of Elven villages.
7	A small crest of a horned skull is burned into the book's rear cover. A DC Knowledge (local) check reveals this to be the sigil of the famed half-orc wizard and master bookbinder Thog the Odorous.
8	A tiny swirling pattern of leaves decorates the bottom right-hand corner of the rear cover. This is the sigil of The Everweave – a mystical group of elves who crafted spellbooks centuries ago. A DC 20 Knowledge (history) check reveals this.

E2: COVER GROUP 2: BIG GAME

D6	
1	An advert in back reads "Tonmann Expeditions, for all your hunting needs."
2	The top of the spine bears a crest. A DC 15 Knowledge (local) check identifies the crest as belonging to Lindier and Sons, makers of fine luxury goods such as shoes, bags and books.
3	A small plate reads "This beast was slain by Marius Maloroi, trophy hunter." A DC 25 Knowledge (local) check reveals that Marius was killed several years ago in a hunting accident.
4	A seal identifies this book as the creation of Arinius Elendair. A DC 20 Knowledge (local) or Knowledge (history) check reveals that Arinius is a venerable elven wizard and teacher of the arcane arts known for using big game to train his students.
5	A seal of a roaring lion's head identifies this book as hailing from the steaming jungles of the far south. There a school of native wizards believes such sigils imbue the spirit of a mighty predator into their books. A DC 25 Knowledge (local) or (arcana) check reveals this information.
6	An inscription on the inside cover reads. "The spirit of the tiger, the speed of the cheetah and the cunning of the hunter."

E3: COVER GROUP 3: FAMILIAR HIDES

D6 A NOTE ON THE INSIDE COVER READS:	
1	"In loving memory of Dabletor, the best familiar a wizard could ever hope for."
2	"The 282nd No-Holds-Barred Mage Duels amateur division champion. NHB Mage Duels, where the loser's spellbook is the winner's trophy. Now accepting witches as contestants."
3	"I watched while he killed my friend. He watched while I skinned his familiar."
4	"For Falondair, because he would have wanted it this way."
5	An impressive fan of black feathers is glued onto the inside front cover of this book. A DC 10 Knowledge (nature) check reveals them to be raven feathers. Several are slightly scorched.
6	A long, slender snake skin is stitched into the cover and serves as a bookmark.

E4: COVER GROUP 4: ANIMALS

D6	
1	An advert on the inside back cover reads "10% off spell component purchases upon presentation of this book at Rangltortor and Son's Magical Materials (regular price 1 gp and under only)."
2	The top of the spine bears a crest. A DC 20 Knowledge (local) or Knowledge (religion) check identifies the crest as that of Temple Alliance Wares, a group that, among other things, turns the hides from sacrificial animals into useful wares that can be sold for the profit of the contracted church.
3	A plate reads "Proceeds benefit Auntie Rae's Home for Children. Thanks for your support of our little rays of sunshine!"
4	The inside of the book is signed "From Pa, Ma, Grams and all the farmhands. Good luck on your travels!"
5	Black fur has been stitched onto the inside covers of the book. The fur smells musty and has several small stains.
6	Long hairs from a cat or dog are glued onto the inside cover.

E5: COVER GROUP 5: GOOD CREATURES

D6	
1	The inside cover reads "A gift for our friend, with gratitude for her aid in our hour of need."
2	The inside cover bears a plate with a symbol of the sun and writing in Celestial. Characters with the ability to read Celestial can read the words "For the Good of All."
3	The spine has a stamp that is normally invisible. Viewing the spine in moonlight or with the benefit of <i>see invisibility</i> reveals Sylvan writing. Characters with the ability to read Sylvan can read the words "A merry dance, a jaunty tune, a book of spells and a bright full moon."
4	The cover bears draconic script that reads "Laughter is the best magic. A kind heart is its worthiest wielder."
5	The insides cover is emblazoned with a sun from which shoot forth many bright rays of light. The sun is depicted with a stern, unsmiling face
6	Most of the inside cover is painted black, but toward the top edge rays of light arch downwards. Winged celestial creatures fly among the rays.

E6: COVER TYPE 6: FABRIC

D8 THE FABRIC CAN BE IDENTIFIED AS:	
1	Canvas from the flag or sail of a pirate ship. A DC 20 Knowledge (local) check reveals the name of the ship. You may wish to consult <i>So What's the Pirate Ship Like, Anyway</i> for a list of possible names, or simply name the ship as "The King's Ransom."
2	The linen that once wrapped a mummy. A DC 20 Knowledge (religion) check reveals that the mummy was destroyed by channelled positive energy.
3	Deeply dyed velvet. A DC 15 Knowledge (nobility) check reveals that this is the same shade often worn by the king (or other noble suitable to the area).
4	Thick quilted cloth, akin to that used to make light armour. This cover increases the book's hardness by 1 as long as it remains closed.
5	Finely woven silk. A DC 25 Knowledge (nobility) check reveals that this is the same weave favoured by the queen (or other noble suitable to the area) for use as bed sheets.
6	A strange cloth not of this world. A DC 15 Knowledge (planes) check identifies it as fabric from the accoutrements of a genie. A DC 20 Knowledge (planes) check identifies the type of genie; roll a d6; 1 – Janni, 2 – Djinni, 3 – Shaitan, 4 – Efreeti, 5 – Marid, 6 – a noble genie (reroll the type, ignoring any further rolls of 6).
7	Pieces of a faded black cloak have been glued to thin sheets of wood to serve as the cover. The cloak smells old and musty. Small brown flecks cover portions of the cover. (This cloak was once worn by a ghaist; when the owner is affected by channelled positive energy, the cover is bleached white; over the next 24 hours it slowly regains its original colour).
8	The cover is of thick quilted material and is padded with wool. A DC 25 Perception check reveals that something is hidden within the padding. This could be a map to a lost location, the owner's last will, a letter, promissory note or other missive. Alternatively, the padding could conceal any other small object such as a lock pick. The cover must be sliced open to reveal the object.

TABLE F: PAPER

D%	
1-2	Thin, lilac-scented pages
3-4	Coarse, hand-crafted paper
5-6	Dwarvencraft writing foil
7-8	Paper made of aromatic cedar
9-10	Fine, pearlescent paper
11-12	Paper pressed from tendriculos pulp
13-14	Merfolk-woven seaweed
15-16	Stained paper that appears to have received numerous, only partially successful castings of <i>prestidigitation</i> in an effort to keep it clean
17-18	Paper crafted from a hangman tree
19-20	Moonflower stationary
21-22	Paper laced with gold dust and mica
23-24	Shredded mandragora paper
25-26	Paper pressed from shavings of a treant's bark
27-28	Paper pressed with a four-leaf-clover in the corner of each page
29-30	Parchment laced with ashes from a vampire destroyed by sunlight
31-32	Parchment with gold-gilded edges
33-34	Human (or humanoid) skin vellum
35-36	Stock crafted from viper vine
37-38	Meticulously pressed, bleached, and trimmed artisan parchment
39-40	Vellum made of kobold skin
41-42	Multi-coloured basidiron-based paper
43-44	Blood-stained, tattered and torn pages
45-46	Paper with an embossed dragon's eye
47-48	Elven paper made from fallen branches and naturally deceased trees
49-50	Parchment that smells of ale and incense
51-52	Stationary from the queen's desk

53-54	Scroll parchment recycled after the casting of the scrolls
55-56	Musty parchment that smells of damp thatch
57-58	Pressed autumn leaves from a dryad's tree
59-60	Goblin skin vellum
61-62	Paper from a thousand-year-old oak tree
63-64	Stationary with a marbled swirl pattern of tan and grey
65-66	Paper made from the shredded stems of giant flytraps
67-68	Mandrake paper
69-70	Strange, shimmering pages that appear to be made from trees native to the realm of the fey
71-72	Monographed leaves of parchment
73-74	Stirge wing vellum
75-76	Quickwood parchment
77-78	Parchment crafted from assassin vine pulp
79-80	Letterhead from the Archduke's commissary
81-82	Paper pressed by gnomish cogs and gears
83-84	Stock crafted from shambling mounds
85-86	Parchment with embossed patterns along the edges
87-88	Parchment made from cleansed yellow musk creeper pulp
89-90	Vellum made from dire bat wing membrane
91-92	Paper laced with infernal ashes and brimstone
93-94	Sheets of woven drider silk
95-96	Pages individually kissed by an angel
97-98	Paper crafted from pulp harvest from the corpse of a mu spore killed centuries ago
99-100	Papyrus from the reeds of a nymph's grove



PAPER CONDITION

D20	
1	Fragile
2	Robust
3	Yellowed with age
4	Thin
5	Thick
6	Feels oiled
7	Several pages are torn
8	Good
9	Several pages are dog-eared
10	Crumpled
11	Scented
12	Stained

TABLE G: INK

D%	
1-2	Holly berry concentrate
3-4	Black walnut extract with silver dust
5-6	Rose petals and witch hazel
7-8	Mica mixed with the dregs from a cask of dwarven ale
9-10	Evaporated elven wine
11-12	Strange alchemical concoction
13-14	Roc egg white and clay from the Plane of Earth
15-16	Human blood with tonka bean extract
17-18	Rust monster blood and iron pyrite
19-20	Drake ichor and stripped toadstool powder
21-22	Wolfsbane tincture
23-24	Kraken ink
25-26	Glowing will-o'-wisp essence (this ink can be read in the dark)
27-28	Devil blood
29-30	Archon tears and the ashes of a virgin
31-32	Boiled unicorn dung and various rainbow coloured pigments
33-34	Belladonna berry extract
35-36	Boggard saliva and cocoa bean juice
37-38	Oil of taggit with ruby dust
39-40	Emerald dust in iodine
41-42	Cecaelia ink
43-44	Black lotus seed extract
45-46	Tendriculos acid boiled in lime
47-48	Ankheg acid and aspen lye
49-50	Purple worm poison neutralized with antitoxin
51-52	Gibbering moulder saliva and sassafras bark
53-54	Persimmon juice and flayleaf ashes
55-56	Treant sap and orc bile
57-58	Holy water and the ashes of vile religious texts seared in Heaven itself
59-60	Unholy water and the ashes of exalted texts scorched in the fires of Hell
61-62	Rust monster dust and boiled slippery elm bark
63-64	A most esteemed traditional blend of over two

	dozen of the finest ingredients, known only to a very select few gnomish artisans who provide by far the very best ink in the entire world
65-66	Cider vinegar and scorched basidiomycete spores
67-68	Powdered gorgon plates in violet fungus fluids
69-70	Mobat guano, brimstone and charcoal in distilled spirits
71-72	Phosphorus suspended in a potion of <i>cure light wounds</i>
73-74	Assassin vine sap and powdered cold-iron rust
75-76	Pixie tears and powdered giant toad tongue
77-78	Pressed eye of newt and copper tarnish dust
79-80	Blue-ringed octopus ink
81-82	Black dragon bile and fetid water putrefied by a black dragon's corrupt water ability
83-84	Blue dragon saliva and sand created by a blue dragon's desert thirst ability
85-86	Green dragon acid neutralized with lye from trees once animated by a green dragon's awaken treants ability
87-88	Red dragon bile and ashes from creatures killed by a red dragon's incinerate ability
89-90	White dragon bile mingled with the blood of creatures killed by a white dragon's freezing fog
91-92	A drop of brass dragon blood in distilled witch hazel, with saliva from a sleeping baby
93-94	A drop of bronze dragon blood in water from the elemental Plane of Water, with the tears of a sailor's widow
95-96	Copper dragon saliva and luxurious dye made from purple snails
97-98	A drop of gold dragon blood diluted in fine ale, with a touch of powdered willow bark
99-100	Silver dragon saliva and ashes of an evil outsider slain by a silver dragon or a paladin's smite evil



TABLE H: PREPARATION RITUALS

Preparation rituals were first introduced in *Ultimate Magic* as a means of adding a slight boon to using specific spellbooks. When a spellcaster prepares three or more spells from such a book, she gains a temporary boon granted by the ritual. Refer to *Ultimate Magic* for full details of preparation rituals.

D10	LVL	COST	SCHOOL/RITUAL
1	5	375 gp	Universal: As a swift action, you may spend this boon to increase the range of one spell by 1 ft./caster level (rounded down to the next 5 ft. increment).
2	5	375 gp	Abjuration: When you prepare spells, select a specific subtype of humanoid. If you are attacked in melee by such a humanoid and are not flat-footed, you may spend this boon as an immediate action to grant yourself a +4 insight bonus to AC against the attacking humanoid until the end of your next round.
3	6	450 gp	Conjuration: If you summon a creature while you have one or more other creatures summoned, you may spend this boon as a swift action to extend the duration of one currently active summon spells by one round.
4	7	700 gp	Divination: You may spend this boon as a swift action to cause one divination spell that you currently have active to function as though you had been concentrating on it or the current target for two rounds longer than you actually have. This does not affect the duration of the spell.
5	8	800 gp	Enchantment: As an immediate action, you can spend this boon to cause a creature that is the subject of one of your charm or compulsion spells to reroll one saving throw it just made. The creature must keep the result of the second saving throw.
6	9	1,125 gp	Evocation: When you cast an evocation spell with an energy type, you may spend this boon as a swift action to cast a second evocation spell with the same energy type as if it were prepared with the Quicken Spell feat. This second spell must be at least four

			levels lower than the level of the first spell cast. Using this power comes with a price; you are staggered on your next turn.
7	10	1,250 gp	Illusion: If a creature fails two saving throws against your illusion spells on the same or consecutive rounds, you may spend this boon as an immediate action to cause the creature to become confused for one round.
8	11	1,650 gp	Necromancy: When a creature becomes shaken, frightened or panicked as a result of your necromancy [fear] spell, you may spend this boon as an immediate action to cause one such creature to take damage. If the creature is shaken, it takes 1 damage; if it is frightened, it takes 1d6 damage; if it is panicked, it takes 2d6 damage.
9	12	1,800 gp	Transmutation: When you are under the effect of two or more of your own transmutation spells, you may spend this boon as a swift action to extend the duration of all such spells affecting you by a number of rounds equal to the highest level transmutation spell that you have cast on yourself.
10	12	1,800 gp	Trap: This book appears to contain one of the previously listed preparation rituals (select one or determine randomly), but is actually designed to sabotage the spell preparations of any unauthorized users. This ruse can be discovered with a Spellcraft check with a DC of 20 + the caster level of the ritual's creator. If a wizard attempts to prepare spells using this preparation ritual, he loses three spell slots which he used to prepare spells from this book. If he attempts to prepare more than three spells from this book, determine the lost spells randomly. The wizard may not use these spell slots again until after he rests to regain spells.

TABLE I: CONTENTS OTHER THAN SPELLS

D%	
1-2	An incomplete map labelled "Donjon" sketched on the back of a page.
3-4	A note in a margin saying "Avoid the monastery to the north until after the snow melts."
5-6	Notes on a debt of 76 gold owed to the owner of the book by one Berol Longvulin.
7-8	A recipe for brewing mushroom ale.
9-10	An address for a theatre and the date of a show for the bard Margh Vosper jotted in a corner.
11-12	A map with a location labelled "Vongyth gold mines" sketched on the back of a page.
13-14	Sketches of plants and other natural items that can be used as spell components.
15-16	A message written on the back of a page, "We'll be back downstairs by the time you wake up. If you see Kenver, remember, you were drunk and let the liquor talk for you, of course he is a real wizard, and please don't knock yourself out again."
17-18	Contact information for Lerastif, a hobgoblin mercenary.
19-20	A treasure map on the back of one of the pages.
21-22	Terrible love poems.
23-24	A fragment of an ancient tale or saga; portions are underlined as if they held some significance to the inscriber.
25-26	A shopping list of mundane items.
27-28	A list of spell components.
29-30	Directions from a nearby city.
31-32	An incomplete treasure map.
33-34	A treasure map that bears no place names.
35-36	Sketches of a beautiful woman.
37-38	Sketches of prominent landmarks.
39-40	Sketches of a several powerful magical items
41-42	Doodles of fire and explosions consuming several badly drawn humanoids.
43-44	A list of enemies; most are crossed through in red ink. One is underlined three times.
45-46	Beautiful elven poetry extolling the wondrous virtue of nature.
47-48	A dwarven drinking song. The song is a famous one well known to all dwarves, but has been subtly altered to mock heavy drinkers.
49-50	A recounting of an adventure.
51-52	A review of a local inn, given in excruciating detail. Careful reading reveals the location of a hidden cache of coin.
53-54	A list of bodily parts of various extra-planar creatures the author believes would grant magic items incorporating them addition powers.
55-56	Drawings of several different kinds of pentagrams useful in warding against summoned creatures.
57-58	A rough sketch of a double door bearing several arcane runes and held shut by a silver chain.
59-60	The start of the text of a magic spell. Ink stains mar the page and whole is crossed through. The full spell text appears on the next page.
61-62	A prophecy dealing with the coming of a terrible apocalypse.
63-64	A devotional prayer to the deity of magic.
65-66	A note in Draconic that reads (when translated) "Antharuthux is rumoured to have escaped the wrath of his parents."
67-68	Doodles in the margin that could be the rough draft of a particularly disfigured carrion golem design.
69-70	The floor plan of a small bank with an outline of a key pattern.
71-72	A family genealogy.
73-74	A checklist of spell components for spells in this book.
75-76	The margin of a page has a note written in Sylvan that reads, "Had a great time with the lunyips. Thanks, Sulok."
77-78	A note scrawled in Goblin that reads, "Severa – cute but a bit full of herself. Offering a bounty on information about the Old Folk."
79-80	A list of magic item activation words – sadly the list does not identify the magic items themselves!
81-82	A recipe for biscuits.
83-84	The genealogy of a prominent noble family; several additions not normally seen in the family's tree are clearly visible.
85-86	A list of epithets; all but the last is crossed out.
87-88	Drawings and architectural plans depicting a wizard's tower.
89-90	Notes on the crafting of constructs.
91-92	Notes on summoning a familiar.
93-94	Notes explaining the basics of lycanthrope.
95-96	A calendar with many holy days clearly marked.
97-98	Roll twice, ignoring results of 97-100.
99-100	Roll thrice, ignoring results of 97-100.

TABLE J: HISTORY OF THE SPELLBOOK AND ITS AUTHOR

Some spellbooks are almost as renown as their owners. Such books might hold fragments of now forgotten magics, lore lost to the ages or may have a particular sinister or goodly reputation based on the acts of their creator or subsequent owners. The information here can aid a GM in fleshing out a book owner's history.

BASIC KNOWLEDGE

D20	DC 20 KNOWLEDGE (ARCANA)
1	This book was briefly in the hands of a fiendish devil and was only barely recovered intact. Sadly, the owner was less fortunate.
2	Despite his dedication to the arcane arts, the author was very religious. A devout follower of the god of magic, copies of this book reside in several churches dedicated to that god.
3	The author's cowardice is rivalled only by his boisterous ego.
4	A duplicate of this text is likely to exist somewhere, as the author was paranoid about losing his spellbook.
5	The author's pursuit of "damsels in distress" is more reminiscent of a knight than a wizard.
6	Whenever the author scored a kill with one of the spells in this book, he put a drop of each victim's blood (or a smear of their ashes) on the first page of the fatal spell.
7	The author had a phobia of wererats. Symbols of a rising moon are burnt into the book's inner covers.
8	One of the spells contained in this book was copied from the library of the Dark Tower.
9	The author believes she can trace her lineage back to the legendary Tuath people.
10	Thirty two goblins were killed by the author in what has come to be known as the Twisted Gorge Ambush (or Twisted Gorge Massacre, according to the goblins).
11	This book was briefly lost in a game of chance before the author realized that his opponent was cheating.
12	The author had a propensity for elven wine, but couldn't hold his ale.
13	The author was known to feed the bodies of those killed by his spells to his familiar.
14	This book was a gift from the author's first teacher in the arcane arts.
15	The author was prone to forgetfulness and

	often left personal belongings such as shoes, robes or spellbooks behind.
16	The author used her spellbook as a pillow when she slept.
17	This book was once confiscated by the town guards of Wolverton.
18	The author was nearly killed by the evil diviner Firhar Luedul.
19	The author was obsessed with <i>robes of summoning</i> , particularly the <i>robe of caves</i> .
20	The author's familiar frequently used this book as a bed.

TOUGH KNOWLEDGE

Some book's past are harder to fathom. Perhaps their owner did little of note or the book has rarely been seen in public.

D20	J2: DC 25 KNOWLEDGE (ARCANA)
1	Many decades ago, the author visited the village of Hosford and "observed" the collapse of its primary mine.
2	The inappropriate casting of one of the spells in this book resulted in the author being banished from the village of Oakhurst.
3	The author once accepted a dare to sneak up on a gnoll and use <i>prestidigitation</i> to cleanse him of his inordinate amount of grime. The ensuing chase resulted in the issuer of the dare being sacrificed to primal nature deities.
4	The author spent considerable time trying to track down the black dragon Antharuthux, who is rumoured to be the only survivor from his clutch after his parents turned on him and his siblings.
5	A strange mongrel race of half-goblins inhabits a region of the tangled wood. One of the spells in this book was copied from a scroll looted from one of their elders, and the author included notes on the race in the margins of this book.
6	Every seven years, the author of this book would return to his hometown to visit his mother's grave.
7	The Order of the Dictum has decreed death upon the author of this book for questioning the word of their leader, Havra Zhou.
8	The author was briefly charmed by a harpy

	follower of the demon Pazuzu, and barely broke her charms and escaped before she slaughtered him in a harpy mating ritual.
9	Three guards in the town of Wolverton accused the author of this book of turning one of their fellows into a toad.
10	The author and her comrades once made camp on a place called Talon's Bluff, where they were ambushed by a small group of undead, reportedly spectres.
11	The author was once invited to dine at the fortress of Caer Syllan, but slipped and fell on the slick path along Din Kershal, causing him to miss the appointment.
12	The author very briefly studied at the Tower of Night before discovering its master, Kevern Tangye, intended to have her for dinner.
13	The author was once a dedicated fan of the bard Margh Vosper, until he ran afoul of some vampiric troubles.
14	The author once attempted to trade spellcasting services with the minotaur smith Lult in exchange for obscure lore on an ancient race known as the Yith.
15	Years ago, the author investigated an ancient occult power known as Kulan-Wyr, rumoured to be seeking to unleash the powers of Death itself onto the world.

16	This book once contained a page with an impolite sketch of Lady Locher. The page was ripped from the binding and burned, but has since been replaced.
17	This book was stolen by the halfling thief Mkadi Litaboui and ransomed back to its owner in exchange for aid in procuring an <i>amulet of control</i> .
18	This book was once snatched by a giant eagle and delivered to a piebald centaur druid. The druid only returned the book after its owner managed to convince her that he had no connection to the nearby rival tribe of minotaurs.
19	A young bard wrote a song about the owner of this book shortly before being abducted and dragged underground to entertain a particularly sadistic group of duergar.
20	The author once ventured to the Tower of Arius in search of magical lore, and claimed to have found absolutely positively nothing of any value whatsoever. He soon after dropped out of sight after purchasing a fortified town house.

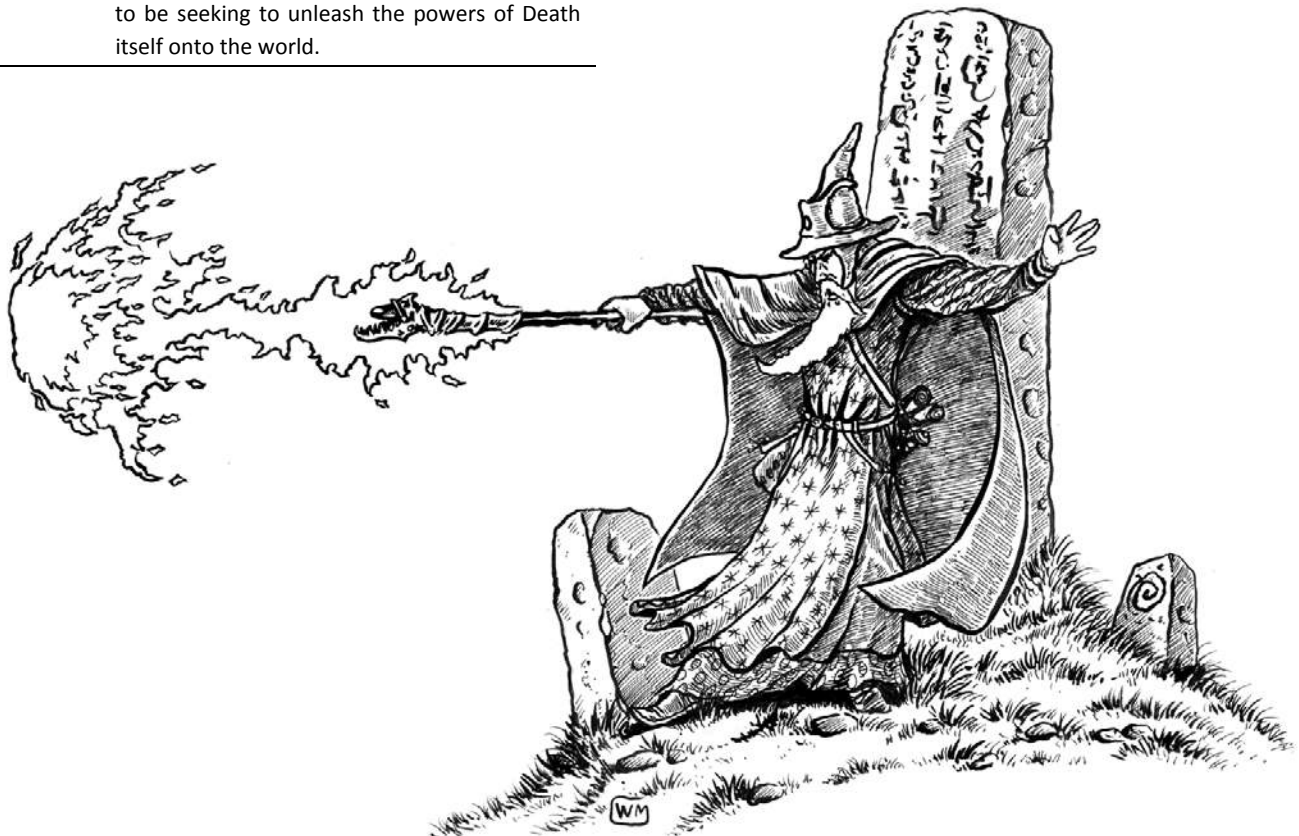


TABLE K: PROTECTION ON THE SPELLBOOK

LEVEL 1-4	LEVEL 5-8	LEVEL 9-12	LEVEL 13-16	LEVEL 17-20	PROTECTION ¹	VALUE
1-20	1-5	1	1	1	None	
21-40	6-10	2	2	2	Simple lock (DC 20)	+20 gp/lock
41-60	11-15	3-4	3-4	3	Average lock (DC 25)	+40 gp/lock
61-75	16-20	5-7	5-6	4-5	Good lock (DC 30), or 1d4-1 (minimum 1) such locks for caster level 5 or higher	+80 gp/lock
76-80	21-30	8-15	7-10	6-7	Superior lock (DC 40) , or 1d4-1 (minimum 1) such locks for caster level 5 or higher	+150 gp/lock
81-90	31-35	16-20	11-12	8	Simple lock with <i>arcane lock</i> (DC 30)	+45 gp/lock
91-95	36-40	21-25	13-15	9-10	Average lock with <i>arcane lock</i> (DC 35), or 1d4-1 (minimum 1) such locks for caster level 5 or higher	+65 gp/lock
96-98	41-50	26-30	16-20	11-12	Good lock with <i>arcane lock</i> (DC 40), or 1d4-1 (minimum 1) such locks for caster level 9 or higher	+105 gp/lock
99-100	51-60	31-35	21-25	13-15	Superior lock with <i>arcane lock</i> (DC 50) , or 1d4-1 (minimum 1) such locks for caster level 9 or higher	+175 gp/lock
	61-70	36-40	26-30	16-17	<i>Explosive runes</i> (DC 14 Reflex) plus one protection from the previous level list	—
	71-75	41-45	31-35	18	<i>Sepia snake sigil</i> (DC 14 Reflex) plus one protection from the previous level list	+500 gp
	76-85	46-55	36-40	19-20	<i>Explosive runes</i> (DC 14 Reflex) hidden by <i>secret page</i> plus one protection from the previous level list	—
	86-90	56-60	41-45	21	<i>Sepia snake sigil</i> (DC 14 Reflex) hidden by <i>secret page</i> plus one protection from the previous level list	+500 gp
	91-95	61-70	46-50	22	<i>Explosive runes</i> and <i>sepia snake sigil</i> (DC 14 Reflex each) hidden by <i>secret page</i> plus one protection from the previous level list	+500 gp
	96-100	71-80	51-55	23-24	<i>Fire trap</i> (DC 16 Reflex) plus one protection from the previous level list	+25 gp
		81-90	56-65	25-34	<i>Symbol of pain</i> (DC 17 Fortitude) plus one protection from the previous level list	+1,000 gp
		91-100	66-75	35-44	<i>Symbol of sleep</i> (DC 17 Will) plus one protection from the previous level list	+1,000 gp
			76-84	45-54	<i>Symbol of fear</i> (DC 19 Will) plus one protection from the previous level list	+1,000 gp
			85-89	55-64	<i>Symbol of stunning</i> (DC 20 Will) plus one protection from the previous level list	+5,000 gp
			90-94	65-74	<i>Symbol of weakness</i> (DC 20 Will) plus one protection from the previous level list	+5,000 gp
			95-97	75-84	<i>Symbol of death</i> (DC 22 Will) plus one protection from the previous level list	+5,000 gp
			98-100	85-94	<i>Symbol of insanity</i> (DC 20 Will) plus one protection from the previous level list	+5,000 gp
				95-96	<i>Symbol of stunning</i> (DC 20 Will) plus one protection from the same level list	+5,000 gp
				97-98	<i>Symbol of weakness</i> (DC 20 Will) plus one protection from the same level list	+5,000 gp
				99	<i>Symbol of death</i> (DC 22 Will) plus one protection from the same level list	+5,000 gp
				100	<i>Symbol of insanity</i> (DC 20 Will) plus one protection from the same level list	+5,000 gp

1: For magic traps the DC to both find and disarm the trap is 25 + spell level

TABLE L: RANDOM SPELLBOOK COSTS AND CONTENTS

Use this table to determine how many spells of each level a spellbook contains and how much it costs to scribe those books into the book. This is the base cost of the book; if a wizard adds magical or mundane traps, preparation rituals or other magical augmentations or crafts it from particularly valuable components adjust the book's price accordingly.

D%	LEVEL	COST	SPELL LEVELS
1-2	1	160 gp	0 (20); 1 (6)
3-4	1	170 gp	0 (20); 1 (7)
5-6	1	180 gp	0 (20); 1 (8)
7-8	2	200 gp	0 (20); 1 (10)
9-10	2	220 gp	0 (20); 1 (12)
11-12	2	240 gp	0 (20); 1 (14)
13-14	3	260 gp	0 (20); 1 (8); 2 (2)
15-16	3	350 gp	0 (20); 1 (9); 2 (4)
17-18	3	410 gp	0 (20); 1 (11); 2 (5)
19-20	3	460 gp	0 (20); 1 (12); 2 (6)
21-22	4	500 gp	0 (20); 1 (12); 2 (7)
23-24	4	550 gp	0 (20); 1 (13); 2 (8)
25-26	4	600 gp	0 (20); 1 (14); 2 (9)
27-28	4	650 gp	0 (20); 1 (15); 2 (10)
29-30	5	630 gp	0 (20); 1 (11); 2 (6); 3 (2)
31-32	5	900 gp	0 (20); 1 (12); 2 (8); 3 (4)
33-34	5	1,180 gp	0 (20); 1 (14); 2 (10); 3 (6)
35-36	5	1,460 gp	0 (20); 1 (16); 2 (12); 3 (8)
37-38	6	1,800 gp	0 (20); 1 (20); 2 (15); 3 (10)
39-40	6	1,920 gp	0 (20); 1 (14); 2 (15); 3 (12)
41-42	6	1,980 gp	0 (20); 1 (11); 2 (15); 3 (13)
43-44	6	2,040 gp	0 (20); 1 (11); 2 (12); 3 (15)
45-46	7	1,640 gp	0 (20); 1 (11); 2 (8); 3 (7); 4 (3)
47-48	7	2,000 gp	0 (20); 1 (14); 2 (10); 3 (8); 4 (4)
49-50	7	2,220 gp	0 (20); 1 (12); 2 (12); 3 (8); 4 (5)

51-52	7	2,360 gp	1 (20); 2 (12); 3 (8); 4 (6)
53-54	8	2,650 gp	1 (16); 2 (10); 3 (9); 4 (8)
55-56	8	2,700 gp	2 (20); 3 (14); 4 (4)
57-58	8	2,960 gp	2 (15); 3 (12); 4 (8)
59-60	8	3,400 gp	3 (20); 4 (10)
61-62	9	1,840 gp	0 (20); 1(8); 2 (4); 3 (4); 4 (4); 5 (2)
63-64	9	2,160 gp	1(8); 2 (6); 3 (5); 4 (4); 5 (3)
65-66	9	3,410 gp	1(9); 2 (8); 3 (7); 4 (7); 5 (5)
67-68	9	2,660 gp	2 (8); 3 (6); 4 (5); 5 (4)
69-70	10	2,340 gp	0 (20); 1(8); 2 (4); 3 (4); 4 (4); 5 (4)
71-72	10	2,760 gp	1(10); 2 (8); 3 (6); 4 (5); 5 (4)
73-74	10	3,700 gp	2 (9); 3 (8); 4 (7); 5 (6)
75-76	10	3,720 gp	3 (15); 4 (7); 5 (5)
77-78	11	3,060 gp	0 (20); 1(8); 2 (4); 3 (4); 4 (4); 5 (4); 6 (2)
79-80	11	3,710 gp	2 (10); 3 (7); 4 (6); 5 (4); 6 (2)
81-82	11	4,530 gp	3 (7); 4 (6); 5 (6); 6 (4)
83-84	11	4,830 gp	4 (8); 5 (7); 6 (5)
85-86	12	3,680 gp	1(8); 2 (4); 3 (4); 4 (4); 5 (4); 6 (4)
87-88	12	4,220 gp	2 (7); 3 (6); 4 (6); 5 (4); 6 (4)
89-90	12	4,640 gp	3 (7); 4 (6); 5 (5); 6 (5)
91-92	12	5,030 gp	4 (7); 5 (7); 6 (6)
93-94	13	4,640 gp	1(6); 2 (4); 3 (4); 4 (4); 5 (4); 6 (4); 7 (2)
95-96	13	4,920 gp	3 (6); 4 (6); 5 (4); 6 (4); 7 (2)
97-98	13	5,480 gp	4 (6); 5 (5); 6 (5); 7 (3)
99-100	13	6,000 gp	5 (7); 6 (5); 7 (5)

SCRIBING SPELLS

It takes one hour per spell level to scribe a spell into a spellbook and each spell takes up one page per spell level.

LEVEL	COST	LEVEL	COST
0	5 gp	5	250 gp
1	10 gp	6	360 gp
2	40 gp	7	490 gp
3	90 gp	8	640 gp
4	160 gp	9	810 gp



TABLE M: PRE-GENERATED SPELLBOOKS

These pages present 13 sample spellbooks. Using the material on the previous pages, modify and customise these books as appropriate based on their owner's power and personality.

SPELLBOOK LEVEL 1

Specialty School: Universal

Opposition Schools: None

Value: 180 gp

0—20

1st—*protection from evil, mage armour, identify, charm person, magic missile, colour spray, ray of enfeeblement, feather fall*

SPELLBOOK LEVEL 2

Specialty School: Necromancy

Opposition Schools: Divination, Evocation

Value: 195 gp

0—15, including *detect magic, read magic*

1st—*protection from good, mage armour, obscuring mist, hypnotism, colour spray, disguise self, cause fear, chill touch, ray of enfeeblement, erase, feather fall, magic weapon*

SPELLBOOK LEVEL 3

Specialty School: Illusion

Opposition Schools: Abjuration, Transmutation

Value: 385 gp

0—15

1st—*mage armour, obscuring mist, unseen servant, charm person, hypnotism, floating disk, colour spray, disguise self, magic aura, silent image, ventriloquism*

2nd—*glitterdust, hideous laughter, invisibility, minor image, mirror image*

SPELLBOOK LEVEL 4

Specialty School: Universal

Opposition Schools: None

Value: 600 gp

0—20

1st—*protection from chaos, grease, mage armour, mount, comprehend languages, charm person, sleep, burning hands, colour spray, silent image, cause fear, enlarge person, feather fall, reduce person*

2nd—*resist energy, glitterdust, web, hideous laughter, flaming sphere, invisibility, levitate, pyrotechnics, rope trick*

SPELLBOOK LEVEL 5

Specialty School: Transmutation

Opposition Schools: Conjuraton, Necromancy

Value: 880 gp

0—16

1st—*protection from law, sleep, disguise self, magic aura, animate rope, enlarge person, erase, expeditious retreat, feather fall, jump, magic weapon, reduce person*

2nd—*obscure object, darkness, invisibility, alter self, bear's endurance, darkvision, knock, levitate*

3rd—*magic circle against law, fly, haste, slow*

SPELLBOOK LEVEL 6

Specialty School: Divination

Opposition Schools: Enchantment, Necromancy

Value: 1,780 gp

0—16

1st—*endure elements, protection from evil, shield, grease, mage armour, mount, obscuring mist, comprehend languages, detect secret doors, detect undead, identify, true strike, burning hands, floating disk, magic missile, colour spray, silent image, expeditious retreat, feather fall, reduce person*

2nd—*resist energy, glitterdust, summon swarm, web, detect thoughts, locate object, see invisibility, darkness, flaming sphere, gust of wind, scorching ray, blur, minor image, darkvision, levitate*

3rd—*sleet storm, stinking cloud, summon monster III, arcane sight, clairaudience/clairvoyance, tongues, hold person, fireball, wind wall, haste*

SPELLBOOK LEVEL 7

Specialty School: Universal

Opposition Schools: None

Value: 2,000 gp

0—20

1st—*alarm, protection from evil, grease, obscuring mist, charm person, sleep, magic missile, colour spray, disguise self, silent image, ray of enfeeblement, expeditious retreat, reduce person*

2nd—*acid arrow, fog cloud, summon monster II, touch of idiocy, shatter, invisibility, mirror image, ghoul touch, make whole, rope trick*

3rd—*dispel magic, nondetection, sleet storm, stinking cloud, suggestion, tiny hut, ray of exhaustion, slow*

4th—*dimensional anchor, black tentacles, confusion, enervation*

SPELLBOOK LEVEL 8

Specialty School: Abjuration

Opposition Schools: Necromancy, Transmutation

Value: 2,650 gp

1st—*alarm, endure elements, hold portal, protection from evil, protection from chaos, shield, grease, mage armour, mount, unseen servant, charm person, floating disk, colour spray, disguise self, magic aura, silent image*

2nd—*arcane lock, obscure object, protection from arrows, resist energy, glitterdust, web, gust of wind, magic mouth, mirror image, phantom trap*

3rd—*dispel magic, explosive runes, magic circle against chaos, nondetection, protection from energy, phantom steed, summon monster III, hold person, lightning bolt*

4th—*dimensional anchor, fire trap, lesser globe of invulnerability, remove curse, stonesskin, charm monster, fire shield, resilient sphere*

SPELLBOOK LEVEL 9

Specialty School: Conjunction

Opposition Schools: Divination, Necromancy

Value: 2,160 gp

1st—*protection from evil, grease, mage armour, mount, obscuring mist, summon monster I, unseen servant, silent image*

2nd—*acid arrow, fog cloud, glitterdust, summon monster II, summon swarm, web*

3rd—*phantom steed, sepia snake sigil, sleet storm, stinking cloud, summon monster III*

4th—*black tentacles, dimension door, minor creation, summon monster IV*

5th—*secret chest, summon monster V, wall of stone*

SPELLBOOK LEVEL 10

Specialty School: Universal

Opposition Schools: None

Value: 3,700 gp

2nd—*protection from arrows, acid arrow, summon swarm, detect thoughts, touch of idiocy, scorching ray, minor image, blindness/deafness, pyrotechnics*

3rd—*explosive runes, sleet storm, rage, fireball, lightning bolt, displacement, ray of exhaustion, shrink item*

4th—*fire trap, dimension door, detect scrying, lesser geas, shout, hallucinatory terrain, elemental body I*

5th—*dismissal, secret chest, dominate person, feeblemind, cone of cold, polymorph*

SPELLBOOK LEVEL 11

Specialty School: Enchantment

Opposition Schools: Illusion, Transmutation

Value: 3,710 gp

2nd—*obscure object, glitterdust, detect thoughts, daze monster, hideous laughter, touch of idiocy, flaming sphere, shatter, blindness/deafness, spectral hand*

3rd—*sleet storm, summon monster III, deep slumber, heroism, hold person, rage, suggestion*

4th—*black tentacles, charm monster, confusion, crushing despair, lesser geas, enervation*

5th—*dominate person, feeblemind, hold monster, mind fog*

6th—*geas/quest, mass suggestion*

SPELLBOOK LEVEL 12

Specialty School: Evocation

Opposition Schools: Abjuration, Divination

Value: 4,640 gp

3rd—*sleet storm, daylight, fireball, lightning bolt, tiny hut, wind wall, fly*

4th—*fire shield, ice storm, resilient sphere, shout, wall of fire, wall of ice*

5th—*cone of cold, interposing hand, sending, wall of force, magic jar*

6th—*chain lightning, contingency, forceful hand, freezing sphere, circle of death*

SPELLBOOK LEVEL 13

Specialty School: Universal

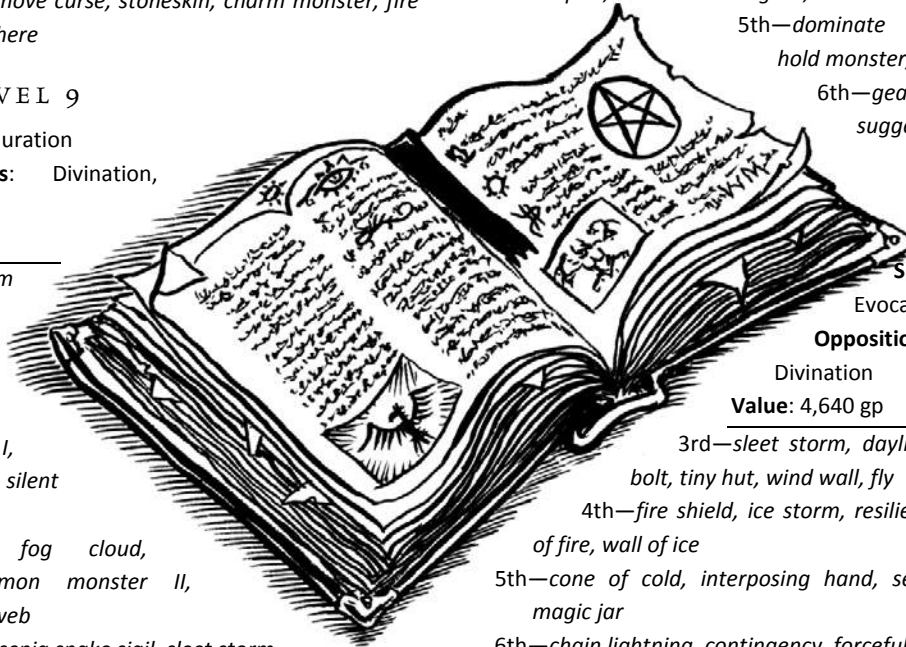
Opposition Schools: None

Value: 6,000 gp

5th—*lesser planar binding, teleport, wall of stone, wall of force, feeblemind, magic jar, telekinesis*

6th—*antimagic field, planar binding, summon monster VI, contingency, programmed image*

7th—*greater teleport, greater arcane sight, grasping hand, project image, reverse gravity*





INTELLIGENT ITEMS

INTELLIGENT ITEMS BY SLOT

This table lists the intelligent items in this chapter by price and slot. Remember, though, that intelligent items are unique items – they can rarely be bought and sold like a normal magic item. (In any event, many good-aligned races would see this kind of activity as tantamount to slavery. Most intelligent items, therefore, should be gifted to the party (with the item’s consent), found as the result of a quest, bequeathed in a mentor’s will or wrested from a slain enemy. In any event, most are simply too expensive to purchase in a magic shop (as befits unique sentient items).

The intelligent items herein cover a wide variety of niches – weapons, armour, rings, belts, rods and so on. Hopefully, there is something for pretty much every adventurer to be interested in. (As an aside, changing some of the characteristics of these items is relatively easy. If you want to insert the *Orange Rose Falchion* into your game, but the party’s main fighter wields a longsword, it is a simple matter to modify the item to make it more attractive to the character in question).

Items are fun to roleplay and run as a player and as a GM they provide an “in” to the group, enabling the GM to insert rumours, adventure hooks and advice without having to worry about running a fully detailed NPC. Intelligent items also make a PC feel special; after all while everyone may possess a magic weapon of one sort or another, only one person can wield *Garrow’s Bone Axe* or *Mirror’s Edge*!

	PRICE	PAGE
ARMOUR		
<i>Armour of the Avenger</i>	28,100 gp	124
<i>Armour of Salvation</i>	47,400 gp	124
<i>Hide Armour of Tears</i>	25,265 gp	125
<i>Kite Shield of the Cyclops</i>	8,280 gp	125
<i>Links of the Setting Sun</i>	5,065 gp	125
<i>Plate of the Intrepid Angel</i>	151,200 gp	126
<i>Shield of Smashing</i>	10,480 gp	126
WEAPON		
<i>Abjuring Longbow</i>	28,100 gp	128
<i>Abrul’s Bane</i>	12,915 gp	128
<i>Ballic’s Point</i>	6,020 gp	128
<i>Black Blade of the Betrayer</i>	50,208 gp	129
<i>Black Whip of Amon-Pyr</i>	12,400 gp	129
<i>Blade of the Thrice-Fooled</i>	77,480 gp	129
<i>Demon’s Seduction</i>	28,150 gp	130
<i>Garrow’s Bone Axe</i>	25,710 gp	130
<i>Mirror’s Edge</i>	157,775 gp	131
<i>Orange Rose Falchion</i>	8,075 gp	131
<i>World Edge</i>	60,015 gp	131
BELT		
<i>Devil’s Belt</i>	27,900 gp	139
BODY		
<i>Garment of the Handmaid</i>	267,400 gp	142

FEET			
<i>Boots of the Wicked</i>	7,500 gp	136	
HEAD			
<i>Vain Lace Bonnet, the</i>	5,300 gp	144	
HEADBAND			
<i>Singing Sapphire, the</i>	5,200 gp	143	
<i>Socialite’s Headband</i>	7,200 gp	144	
NECK			
<i>Sensei’s Amulet</i>	96,700 gp	143	
RING			
<i>Bonebane Ring</i>	8,300 gp	132	
<i>Heir’s Ring</i>	28,200 gp	132	
<i>Ring of the Azata Rose</i>	17,000 gp	132	
<i>Ring of the Master Hound</i>	95,100 gp	133	
<i>Ring of Irritating Distraction</i>	31,200 gp	133	
SHOULDERS			
<i>Ertha’s Shawl</i>	4,200 gp	139	
WRISTS			
<i>Bracers of Relentless Flight</i>	7,700 gp	139	
RODS			
<i>Caduceus of the Healer</i>	32,600 gp	134	
<i>Merchant’s Rosewood Rod</i>	49,200 gp	134	
<i>Rod of the Wicket Gaze</i>	24,700 gp	135	
<i>Rod of Wonderful Confusion</i>	15,400 gp	135	
NO SLOT			
<i>Brass Griffon Wondrous Figurine</i>	17,100 gp	136	
<i>Carpet of Flying Death</i>	56,000 gp	137	
<i>Chef’s Spoon</i>	19,600 gp	137	
<i>Commodore of Storms</i>	276,200 gp	138	
<i>Demon’s Fist</i>	96,800 gp	138	
<i>Ealan’s Bag</i>	11,400 gp	139	
<i>Horseshoes of Speed and Steed</i>	5,200 gp	142	
<i>Iron Bands of the Kytton</i>	105,700 gp	142	
<i>Ketch of the Butterfly</i>	36,900 gp	141	
<i>Mage’s Stone</i>	7,700 gp	143	
<i>Sloop of Brilliant Sunset</i>	98,000 gp	141	
<i>Woodland Harp</i>	25,200 gp	144	



ENCOUNTERING AN INTELLIGENT ITEM

As the tables on the previous page notes, many intelligent items are too expensive to be available for purchase in the normal fashion. Even the largest metropolis doesn't have shops stacked with intelligent items waiting to be purchased. Thus, if a GM wants to introduce such an item into the campaign, he needs to come up with a clever way of doing so without shattering the players' suspension of disbelief. Roll on the table below:

D20

1	The item has been owned by the same adventurer for several years, but now she is retiring and has no need of it. Over the years she has owned the item, they have come to be good friends and thus instead of selling it she is searching for a suitable adventurer to gift it to. The PCs may hear someone is asking about them or may have several encounters with the adventurer as she observes them in action, chats with them to get a feel for their personalities and goals and so on.	9	The PCs' enemy arranges for an allied sentient item to fall into the PCs' hands. Perhaps they best a trivial foe and find the item, or happen upon it in a curio shop – the shopkeeper seemingly having no idea of the item's true worth. The item betrays its owner at a pivotal moment.
2	The item belongs to a powerful organisation or individual that has a mission for the PCs. The item is offered either as payment or on temporary loan to aid the PCs during the mission.	10	The PC find the item – covered in blood and gore – during an adventure. Of the item's owner there is no other sign. Once the item befriends the PCs it explains its last owner's fate.
3	The party find the item in a treasure hoard. The item has been in the hoard for so long that it is in effect hibernating. It only slowly becomes aware of its changed circumstances and does not immediately make itself known. At first it simply observes the PCs, but may use one or more of its powers if the party gets into serious trouble. As the item learns more about the PCs (and helps them more) they eventually realise the item is sentient. If the item likes what it sees of the PCs' behaviour it remains with the group; otherwise it demands to be given to a more suitable owner.	11	The item has been stolen and its rightful owner hires the PCs to retrieve it. However, in the meantime the rightful owner dies and is (unsurprisingly) unable to reward the PCs. The owner's relatives in their grief want nothing to do with the PCs (or the item).
4	The item is an heirloom from an obscure branch of one of the PCs' family. Its previous owner has recently died and unbeknownst to the PC, he has been left the item in his relative's will.	12	The PCs' enemy wields the item in question. During battle against the PCs, the item turns on its owner and aids the PCs. After the battle, it demands that they take it with them.
5	The previous owner of the item hid it after realising that powerful enemies were closing in on him. He died shortly thereafter and the item has remained hidden ever since. The PCs uncover the item by accident.	13	The item has grown bored of its current owner and has dominated him (using its ego). The item forces the owner to give it away to one of the PCs.
6	An adventurer wishes funds to complete some great personal project, perhaps building a castle, purchasing an estate, raising a mercenary band or paying for the ransom or resurrection of a comrade. Thus he decides to sell the item and approaches individuals he feels could afford to purchase it. The bidding process can be either by closed bids or through a normal auction.	14	The previous owner of the item thought he was going mad when the object started "talking" to him. The experience shattered his mind and he hid the item away in an inaccessible place (perhaps in a dungeon or in a little-used part of his castle or estate). The PCs discovers its resting place and it begs them for rescue.
7	The owner and the item do not get on; in fact they have an epic personality clash which precludes them working together. Thus, at the item's insistence, the adventurer decides to sell the item.	15	The item has been badly damaged in an adventure and the current owners does not have the funds to effect a repair. He thus sells the item for a 50% discount.
8	The item has similar goals to the PCs. Hearing of their exploits, the item engineers a meeting with the PCs with the goal of forging an alliance.	16	If the item has a special purpose or particular like or dislike it grows frustrated when its owner does not share its view. It contrives to get itself stolen by an opportunistic thief who it then dominates. It forces the thief to attempt to rob the PCs and then warns them of the danger (if somehow they miss the thief's clumsy attempt at theft).
		17	Unbeknownst to the PCs, one of their number wronged the item – or its beloved owner – and it now seeks revenge. This doesn't mean the item wants the PC dead, but it does want to teach him a lesson. Once it has completed its mission, it removes itself from the PC's possession as quickly as possible.
		18	The item shares a common enemy with the PCs. It engineers a meeting with them using its current owner as a pawn and suggests an alliance.
		19	The PCs are a "victim" of mistaken identity when the item is delivered to them instead of its rightful owner. The item is none the wiser, although eventually its owner will work out what happened and track the PCs down to reclaim his possession.
		20	The PCs think they are buying a normal version of the magic item in question. Unbeknownst to them, and the current owner, the item is sentient. The PCs buy the item for the price of a normal version of the item before discovering its true value.

INTELLIGENT ARMOUR

ARMOUR OF THE AVENGER (LOTHIAR)

This exquisitely crafted set of blue mithral full plate has the image of a setting sun enshrouded by angelic wings etched into the breastplate.

+3 mithral full plate

Aura moderate abjuration (DC 16), conjuration (DC 15), enchantment (DC 16); **Identify** DC 24; **CL** 9th

Slot armour; **Price** 28,100 gp; **Weight** 25 lbs.

Lore (DC 25 Linguistics) "Protection from the unjust awaits the righteous" is etched around the base of the breastplate in archaic Celestial.

Lore (DC 22 Perception) A small pictogram of a wounded man being comforted by an angel decorates the inside of the left greave.

Lore (DC 20 Knowledge [religion]) Silver runes embossed onto the shoulder pads depict a scene from a crusading celestial god's holy book.

AL LG; **Personality** Lothiar is a calm and patient advisor. He encourages the wearer to be an upstanding and moral individual, but avoids judgement. Unless there is more than one person that needs to hear what he has to say, Lothiar uses telepathy to keep his conversation private.

Background This item was crafted hundreds of years ago by a group of crusading paladins. The armour served the paladins for several centuries until it was lost in a terrible battle that annihilated the order. The armour was recovered by the vampire Valengale, who displayed it as a trophy. Twenty years ago, the armour was stolen by a master thief and sold to a wealthy merchant. Valengale yet searches for his favourite trinket.

Senses 120 ft.; Perception +1; **Communication** speech (Common, Celestial), telepathy with owner

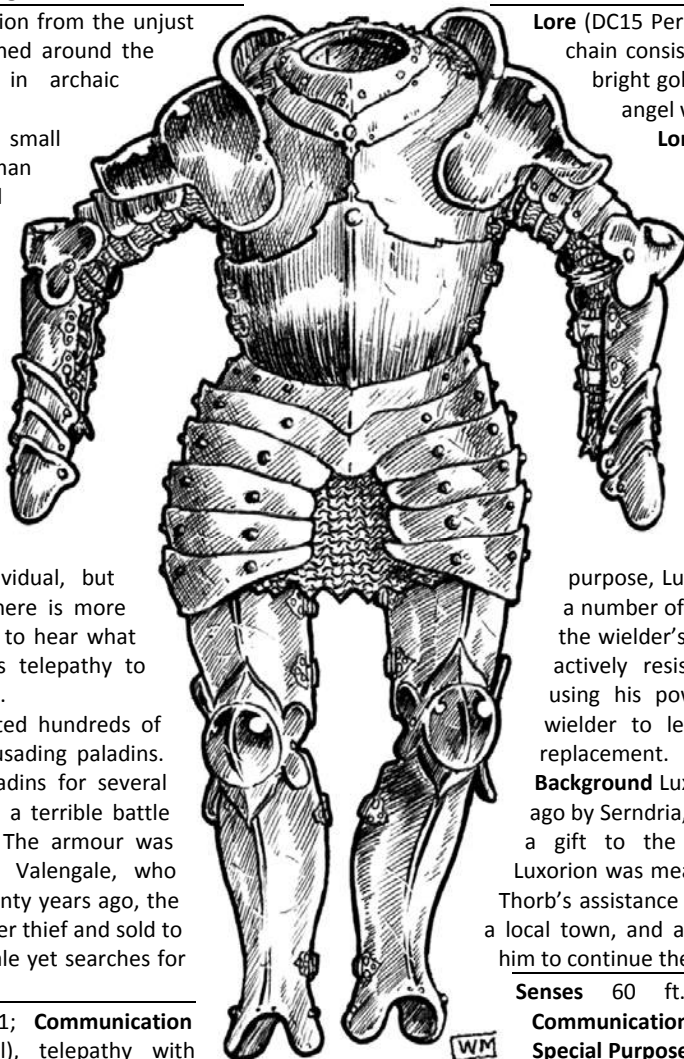
Spell-Like Abilities

At will—*stabilise*

3/day—*bless, protection from chaos*

Abilities Int 12, Wis 14, Cha 13; **Ego** 11

Requirements Craft Magic Arms and Armour, *bless, protection from chaos, stabilise*; **Cost** 24,650 gp



ARMOUR OF SALVATION (LUXORION)

Impossibly delicate yet unbelievably strong, this suit of radiant armour is finely crafted from silver and gold.

Celestial armour

Aura faint conjuration (DC 17), evocation [good] (DC 17), necromancy (DC 15), transmutation [good] (DC 18); **Identify** DC 20; **CL** 5th

Slot armour; **Price** 47,400 gp; **Weight** 20 lbs.

Lore (DC15 Perception) This suit of finely crafted chain consists of tiny silver links, save for the bright golden links that form the pattern of angel wings on the back and chest.

Lore (DC 20 Knowledge [history or religion]) This suit of armour was worn in the Battle of Highhelm, in which the foul necromancer Bladerbane met his demise.

AL NG; **Personality** The forces of evil, unlife and negative energy are the eternal foes of civilization and righteousness. Luxorion Nham is a faithful soldier in the crusade against the darkness, a loyal companion to those who fight on the side of light. To satisfy his special

purpose, Luxorion asks his wielder to destroy a number of hit dice worth of undead equal to the wielder's level every month. If the wielder actively resists this request, Luxorion stops using his powers and attempts to force his wielder to leave him with the first suitable replacement.

Background Luxorion was crafted three centuries ago by Serndria, an elderly priestess of the Sun, as a gift to the valiant fighter Thorb Vargent. Luxorion was meant as both a sign of gratitude for Thorb's assistance in defeating a vampire terrorizing a local town, and as a subtle means of encouraging him to continue the hunt against undead.

Senses 60 ft., darkvision; Perception +2;

Communication speech (Celestial, Common)

Special Purpose Destroy undead

Detect Undead (Su) Luxorion can detect undead within 60 feet; this is a constant ability.

Spell-Like Abilities

At Will—*disrupt undead*

3/day—*cure moderate wounds* (DC 14)

1/day—*consecrate*

Abilities Int 12, Wis 15, Cha 12; **Ego** 13

Requirements: Craft Magic Arms and Armour, *consecrate, cure moderate wounds, disrupt undead, fly*, the creator must be good; **Cost** 23,600 gp

HIDE ARMOUR OF TEARS (ELLIAS)

A sturdy steel plate etched with tear drops adorns the centre of this masterfully crafted hide armour.

+2 hide armour

Aura moderate conjuration (DC 16), transmutation (DC 19);
Identify DC 21; **CL** 6th

Slot armour; **Price** 25,265 gp; **Weight** 25 lbs.

Lore (DC 20 Perception) Small humans with oversized weapons adorn the edge of the steel plate.

Lore (DC 18 Knowledge [planes]) Silver embossed Auran runes on the left shoulder read, "I serve the master."

AL CN; **Personality** Ellias is a melancholy, though highly intelligent, whiner. He finds his existence in a suit of hide armour to be deeply degrading. During combat, he frequently cheers the wearer's opponents on in the hopes that they will destroy the armour. Out of combat, he helps the wearer in any way he can, but usually demands the wearer wash him first.

Background This armour was crafted by the barbarian sorcerer Odda three hundred years ago. Odda appreciated the armour's fine qualities and Ellias' ability to assist him. Odda would, however, become annoyed with Ellias' whining and frequently yell "shut up!" while raging in combat. The armour was passed down through various generations of the barbarian clan, each of whom continued Kaz's tradition of yelling, "shut up" in combat.

Senses 60 ft., darkvision; Perception +2;

Communication speech (Common, Dwarven, Elven, Goblin, Gnoll), telepathy with owner

Spell-Like Abilities

1/day—*mass reduce person* (DC 18)

3/day—*unseen servant*

Abilities Int 18, Wis 14, Cha 13; **Ego** 12

Requirements Craft Magic Arms and Armour, *mass reduce person*, *unseen servant*; **Cost** 12,797 gp, 5 sp

KITE SHIELD OF THE CYCLOPS (DORN)

This large kite shield is crafted from oak and emblazoned with a ferocious cyclops wielding a massive two-handed flail.

+1 tower shield

Aura faint abjuration (DC 16), illusion (DC 17); **Identify** DC 18; **CL** 3rd

Slot shield; **Price** 8,280 gp; **Weight** 45 lbs.

Lore (DC 20 Linguistics) Markings on the inside of the shield read "If you can't stand the heat – ask nicely and I'll make it better" in Giant.

Lore (DC 25 Perception) The colour of the painted ground that the cyclops is standing on slowly wavers.

AL CN; **Personality** Dorn is a silly construct who uses witticisms that are completely out of place. He also likes to take

popular adages and twist them into something somewhat perverse, such as, "You can lead a horse to slaughter, but you can't make it butcher itself."

Background The *kite shield of the cyclops* was created a dozen years ago, but has remained on a shelf ever since. The creator, Harandel, has yet to find a buyer who can put up with the wise-cracking intelligence dwelling within the item.

Senses 30 ft.; Perception +1; **Communication** speech (Common), telepathy with owner

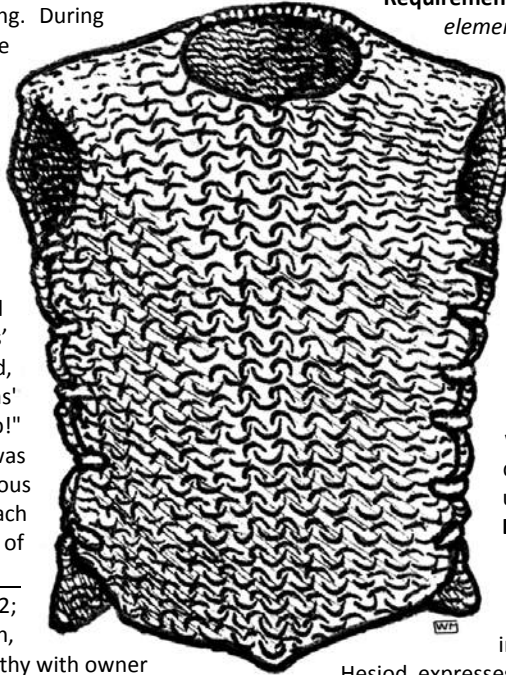
Spell-Like Abilities

1/day—*hypnotic pattern* (DC 14)

3/day—*endure elements*

Abilities Int 10, Wis 12, Cha 14; **Ego** 7

Requirements Craft Magic Arms and Armour, *endure elements*, *hypnotic pattern*; **Cost** 4,320 gp



LINKS OF THE SETTING SUN (HESIOD)

This is an expertly forged chain shirt made of burnished bronze links. The bronze appears to be as light and as strong as the finest steel.

+1 chain shirt

Aura faint evocation (DC 17); **Identify** DC 18; **CL** 3rd

Slot armour; **Price** 5,065 gp; **Weight** 25 lbs.

Lore (DC 22 Knowledge [history]) The warrior Harridan wore this armour in a duel, an event that led to his execution for using magic in an honourable bout.

Lore (DC 20 Linguistics) Ignan runes etched into the interior facing links read, "Danger brings fire."

AL LN; **Personality** Hesiod takes great joy in combat. While the wearer is fighting,

Hesiod expresses exhilaration. However, Hesiod views the wearer of the armour as a being he is supposed to protect and as such, he conveys satisfaction to the wearer whenever a blow is successfully stopped by the bronze armour. Hesiod feels that this is something special and is smug on occasion. If the wearer feels he is in a particularly dangerous combat, Hesiod uses his *flaming sphere* ability.

Background No one is certain who crafted *Links of the Setting Sun*, or when, however many fighters have worn it over the past century. Most notably is Harridan, a man who was executed for cheating in a duel. The item was confiscated by the local magistrates and given as a gift to Captain Tibbin Karbuckle. Tibbin wore it for many years until his death at the hands of trolls who destroyed his niece's farm.

Senses 30 ft.; Perception +1; **Communication** empathy

Spell-Like Abilities

1/day—*flaming sphere* (DC 13)

Abilities Int 12, Wis 12, Cha 10; **Ego** 4

Requirements Craft Magic Arms and Armour, *flaming sphere*; **Cost** 2,782 gp, 5 sp

PLATE OF THE INTREPID ANGEL (ALARIC)

This exquisitely crafted breastplate is engraved with the folded wings of an angel. Tiny glowing diamonds fill the engravings.

+4 greater fire resistance glamerer improved slick adamantite breastplate

Aura strong abjuration (DC 17), conjuration (DC 17), divination (DC 16), illusion (DC 16), transmutation (DC 18); **Identify** DC 27; **CL** 12th

Slot armour; **Price** 151,200 gp; **Weight** 30 lbs.

Lore (DC 15 Perception) A small man being borne aloft by an angel is sewn into the armour's padding.

Lore (DC 22 Linguistics) The phrase, "Quicken your steps" is embossed around the base of the armour in Celestial.

AL NG; **Personality** Alaric hates chaotic evil foes, particularly demons and other outsiders. Not content with just fighting chaotic evil when he finds it, Alaric haughtily encourages the wearer to seek out such foes.

Background This item was crafted twenty years ago by the Holy Order of the Cleansing Flame, a brotherhood dedicated to the destruction of all demons. It was worn by their leader, Garreth, for fifteen years until he betrayed the order to protect Xindir, his succubus lover. Garreth fled with Xindir and took the armour with him. Eventually she slew him and discarded the armour at the foot of a volcano, where it was subsequently salvaged by kobolds.

Senses 60 ft.; Perception +15; **Communication** speech (Abyssal, Common), telepathy with owner, read languages, *read magic*

Special Purpose Defeat/slay chaotic evil

Detect Foes (Su) Alaric can detect any chaotic evil foes within 60 feet; this is a constant ability.

Fly (Su) Alec can fly as per the spell, at a speed of 30 feet.

Spell-Like Abilities

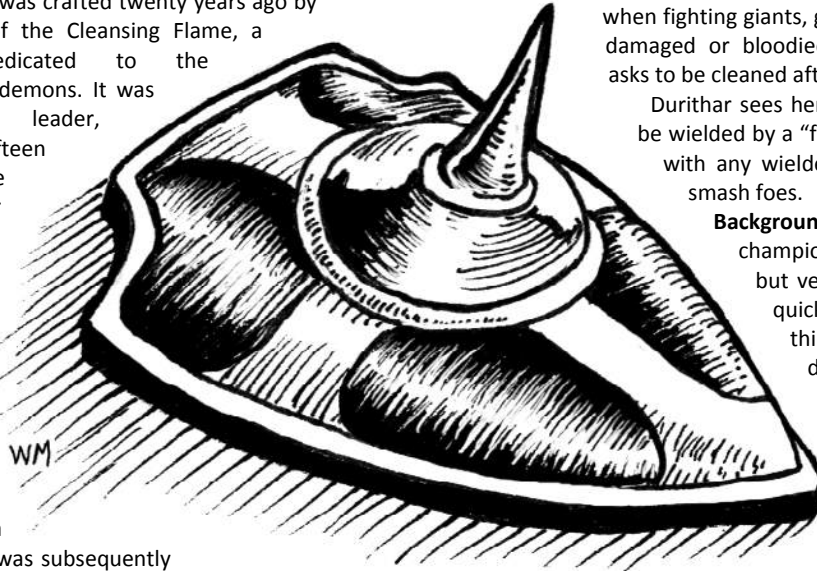
3/day—*expeditious retreat*

1/day—*remove paralysis*

Perception Alaric has 10 ranks in Perception

Abilities Int 12, Wis 14, Cha 13; **Ego** 24

Requirements Craft Magic Arms and Armour, caster must have 10 ranks in Perception skill, *detect evil*, *disguise self*, *expeditious retreat*, *fly*, *grease*, *read magic*, *remove paralysis*, *resist energy*; **Cost** 75,950 gp



SHIELD OF SMASHING (DURITHAR)

This heavy steel shield has a single large spike protruding from its centre.

+1 bashing spiked heavy steel shield

Aura Moderate transmutation (DC 17), faint abjuration (DC 16); **Identify** DC 23; **CL** 8th

Slot shield; **Price** 10,480 gp; **Weight** 15 lbs.

Lore (DC 15 Knowledge [history]) This shield once belonged to the famed dwarven warrior champion Jarel Ovlag.

Lore (DC 20 Knowledge [history]) Jarel fell in battle a hundred years ago while slaying a frost giant chieftain. His shield disappeared from the field of battle.

Lore (DC 25 Knowledge [history]) Jarel was famed for beating his foes to death with his shield.

Lore Dwarves gain a +5 circumstance bonus to make any of the above skill checks.

AL N; **Personality** Durithar lives for the joy of battle and for the thrill of impact as she is smashed into her wielder's foe. She shouts and screams in ecstasy in combat, particularly when fighting giants, goblins or orcs. She hates to be damaged or bloodied, however, and immediately asks to be cleaned after every battle.

Durithar sees herself as a dwarf and prefers to be wielded by a "fellow" dwarf. She will make do with any wielder, however, who uses her to smash foes.

Background Forged for the dwarven champion Jarel Ovlag – an unobtrusive but very effective warrior – Durithar quickly came to love fighting the things Jarel loved to slay. She was devastated when he was slain and blamed herself for his death. Languishing forgotten in a frost giant armoury she has had time to come to grips with her loss. Rescued by adventurers a decade ago,

she has been wielded by several warriors since.

Senses 60 ft.; **Perception** +1; **Communication** speech (Dwarven)

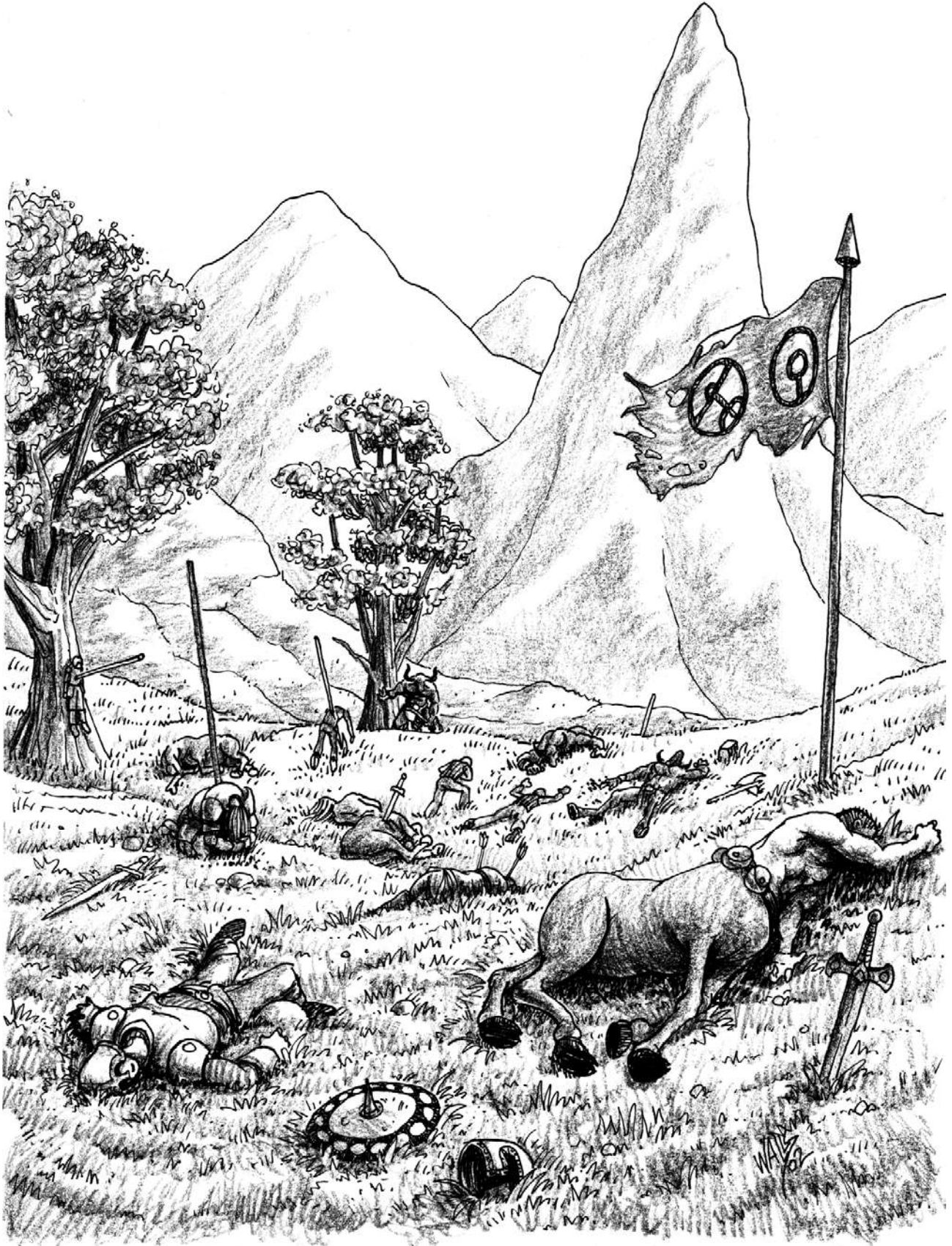
Spell-Like Abilities (CL 8th; concentration +10)

3/day—*shield of faith*

1/day—*bull's strength*

Abilities Int 10, Wis 12, Cha 14; **Ego** 6

Requirements Craft Magic Arms and Armour, *bull's strength*, *shield of faith*; **Cost** 5,240 gp



INTELLIGENT WEAPONS

ABJURING LONGBOW (JORN)

This elegantly-crafted composite longbow has glowing red runes spiralling up its shaft.

+2 composite longbow (+4 Str)

Aura moderate transmutation (DC 21); **Identify** DC 21; **CL** 6th

Slot weapon; **Price** 28,100 gp; **Weight** 3 lbs.

Lore (DC 20 Knowledge [planes]) The runes on the bow describe an ancient Azata Lord known for protective magic.

Lore (DC 15 Knowledge [history]) A bow matching this description was last seen used by a wizard-murdering half-elf who was rumoured to be immune to magic.

AL CN; **Personality** Jorn always recommends the most selfish and personally rewarding actions to its wielder. He is cold and calculating, and advises the wielder to be the same. He feels that retribution and vengeance are things best served cold.

Background The *Abjuring Longbow* was created by the lawful cleric Temerna fifty years ago. Temerna was murdered after a dispute between her church and a local college of wizards. Her ward, the young half-elf rogue Tyudrim Jaitae, took the bow and began assassinating the wizards of the college. Tyudrim started with the apprentices, but eventually moved up to the ruling council of the college. Faced with annihilation, the college of wizards fled the town. Tyudrim followed them into the wilderness, but was never seen again.

Senses 60 ft., darkvision; Perception +2;

Communication speech (Abyssal, Common), telepathy with owner, read languages

Spell-Like Abilities

3/day—*shield*

1/day—*lesser globe of invulnerability*

Abilities Int 12, Wis 14, Cha 15; **Ego** 12

Requirements Craft Magic Arms and Armour, *lesser globe of invulnerability, shield*; **Cost** 14,850 gp

ABRUL'S BANE

Ragged cord is wrapped around this battered longsword's hilt.

+1 human bane longsword

Aura moderate (evocation, necromancy, transmutation; DC 17 Knowledge [arcana]) **Identify** DC 23; **CL** 8th

Slot weapon; **Price** 12,915 gp; **Weight** 2 lbs.

Lore (DC 20 Heal) The cord wrapped around the sword's pommel comprises strips of flayed human flesh.

Lore (DC 15 Linguistics or Draconic speaker) The runes of the sword's blade are an ancient form of Draconic. They threaten death and suffering to all humans.

CE; **Personality** Abrul exists to slay humans. Able only to communicate empathically, he radiates hate and anger when humans are within 30 ft.

Background Abrul was an ancient troglodyte warlord. He lived in a time when the troglodyte's empire was failing, beset by a

rising tide of humanity. Skilled in battle, he was a savage who loved consuming the bodies of those he had slain. When he died (atop a mound of slain humans) the base parts of his personality passed into the blade.

Senses 30 ft.; Perception +0; **Communication** empathy

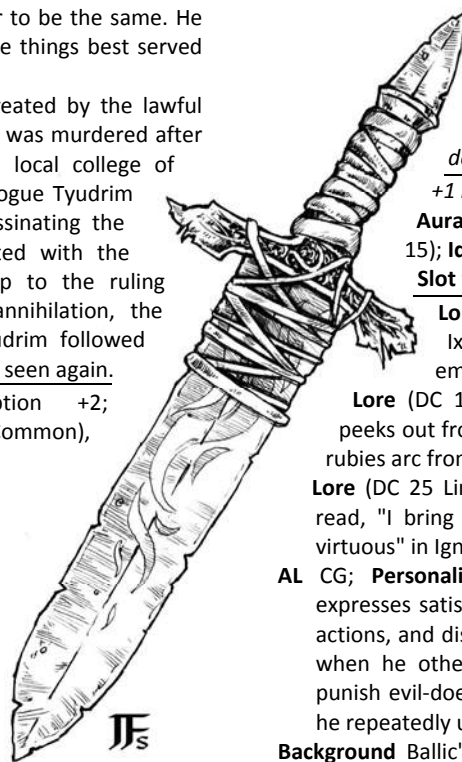
Bleed (Sp) Abrul can cast *bleed* (DC 12) at will.

Bull's Strength (Sp) Abrul can cast *bull's strength* once per day.

Enlarge Person (Sp) Abrul can cast *enlarge person* 3/day.

Abilities Int 10, Wis 10, Cha 10; **Ego** 5

Requirements Craft Magic Arms and Armour, *bleed, bull's strength, enlarge person, summon monster I*; **Cost** 6,457 gp, 5 sp



BALLIC'S POINT (ZEDREN)

Inlaid rose gold runes spiral up the blade of this rapier in a fiery dance. Four small rubies decorate its bronze pommel.

+1 rapier

Aura faint evocation (DC 16), transmutation (DC 15); **Identify** DC 18; **CL** 3rd

Slot weapon; **Price** 6,020 gp; **Weight** 2 lbs.

Lore (DC 20 Knowledge [planes]) The symbol of Ixu, a powerful and famed fire elemental, is emblazoned on the sword's pommel.

Lore (DC 10 Perception) A tiny embossed silver hand peeks out from the hilt along the length of the blade. Tiny rubies arc from the tips of the hand's fingers.

Lore (DC 25 Linguistics) The runes along the rapier's blade read, "I bring the gift of protection to the righteous and virtuous" in Ignan.

AL CG; **Personality** Zedren is good, though vengeful. He expresses satisfaction when the wielder performs righteous actions, and disappointment when the wielder does nothing when he otherwise could. Zedren uses *burning hands* to punish evil-doers. If Zedren senses the wielder is in danger, he repeatedly uses *virtue*, pausing only to use *burning hands*.

Background Ballic's Point was crafted by the corrupt and evil wizard, Perengal. Zedren rejected his master, however, and came to the aid of the dwarven fighter Ballic Helduuk in defeating his creator. Ballic carried the blade for the next century and won many battles in the dark caverns surrounding Kazavan (his clan's underground fortress). Ballic wielded the blade during the defender's last stand against a troglodyte horde and was finally slain in a rear-guard action that allowed his family (and many others) to escape.

Senses 30 ft.; Perception +1; **Communication** empathy

Spell-Like Abilities

At will—*virtue*

3/day—*burning hands* (DC 12)

Abilities Int 12, Wis 12, Cha 10; **Ego** 5

Requirements Craft Magic Arms and Armour, *burning hands, virtue*; **Cost** 3,330 gp

BLACK BLADE OF THE BETRAYER (VARYTH)

This is an expertly crafted ivory-inlaid ebony-shafted glaive. Engravings of gruesome scenes of murder and torture decorate the glaive's black blade.

+3 glaive

Aura moderate abjuration (DC 18), evocation (DC 16); **Identify** DC 24; **CL** 9th

Slot weapon; **Price** 50,208 gp; **Weight** 10 lbs.

Lore (DC 18 Knowledge [arcana]) Runes engraved on the inlaid ivory panels are almost exactly the same as those used in a *magic circle against good*.

Lore (DC 20 Perception) A small inscription with the words "Stroke me and receive my favour" spirals up the glaive's shaft.

AL NE; **Personality** Varyth seethes with anger; his owner senses it at all times. His anger only relents when Varyth perceives danger that the owner doesn't. Varyth uses *magic circle against good* if the owner feels threatened when fighting. Varyth uses *divine favour* if the owner strokes the glaive.

Background The *Black Blade of the Betrayer* was crafted 150 years ago by Terrabellicam, an elven master weaponsmith as a gift for Count Drogo. After his death two years later, his family arranged for the Count's only heir, the young Countess Gerta Drogo, to marry a local lord. The Countess opposed the wedding, but was forced to comply by her family. During the wedding ceremony, the Countess slew her family and the family of her betrothed. The young baron and Terrabellicam were the only other people left alive in the room. When asked if he still wanted to marry her, the baron prudently replied that he would do whatever she wished. Several decades later, the unmarried Countess was slain by paladins belonging to the church that she violated with murder. All her possessions were sold to provide funds necessary to construct a new cathedral in honour of her victims.

Senses 60 ft., darkvision; Perception +15; **Communication** empathy

Fly (Su) Varyth can *fly* as the spell, at a speed of 30 feet.

Perception Varyth has 10 ranks in Perception.

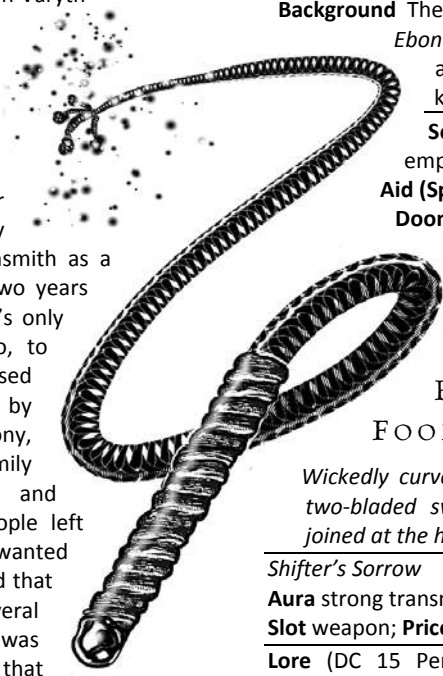
Spell-Like Abilities

3/day—*divine favour*

1/day—*magic circle against good*

Abilities Int 13, Wis 15, Cha 14; **Ego** 14

Requirements Craft Magic Arms and Armour, caster must have 10 ranks in Perception skill, *divine favour*, *fly*, *magic circle against good*; **Cost** 25,412 gp



BLACK WHIP OF AMON-PYR

Motes of energy dance about the tip of this long and sinuous segmented black whip. The whip's handle is very worn.

+1 shock whip

Aura moderate (enchantment, evocation, necromancy; DC 18 Knowledge [arcana]) **Identify** DC 23; **CL** 8th

Slot weapon; **Price** 12,400 gp; **Weight** 2 lbs.

Lore (DC 10 Perception) The whip's handle and tip are very worn, suggesting that this is a very old item.

Lore (DC 15 Knowledge [arcana]) The air around the whip's tip crackles with electrical energy. Small symbols in Abyssal hint at other powers lurking within the weapon.

CE; **Personality** Aral-Kar is a sadist and totally devoted to his dark master. He loves to hear the cries of those he injures and exults in their suffering. Very old, his hatred of the light and his devotion to his dark lord yet infuse the whip and he still willingly serves him still.

Background The essence of Aral-Kar has lingered within the *Ebon Whip* for untold centuries. Once a powerful and depraved priest, little remains of his knowledge and experiences.

Senses 30 ft.; Perception +1; **Communication** empathy

Aid (Sp) Aral-Kar can cast *aid* 1/day.

Doom (Sp) Aral-Kar can cast *doom* (DC 11) 3/day.

Abilities Int 10, Wis 12, Cha 10; **Ego** 5

Requirements Craft Magic Arms and Armour, *aid*, *call lightning*, *doom*; **Cost** 6,200 gp, 5 sp

BLADE OF THE THRICE-FOOLED (DONAHAN)

Wickedly curved and wrought of finely polished silver, this two-bladed sword almost looks like two scimitar blades joined at the hilts.

Shifter's Sorrow

Aura strong transmutation (DC 19, 20); **Identify** DC 30; **CL** 15

Slot weapon; **Price** 77,480 gp; **Weight** 10 lbs.

Lore (DC 15 Perception) This silver two-bladed sword has etchings of creatures in various stages of transformation between humanoid and canine forms.

Lore (DC 20 Knowledge [nature or local]) The high druid of the Great Oak Grove has called for the destruction of a sword with a description matching this one.

AL LN; **Personality** One creature, one form. This is the simple edict that guides Donahan's existence. If a creature can change shape, no matter the reason, it must lose this ability. If this means death, then so be it, though Donahan takes no more pleasure in killing a shape-shifter or druid than he does in destroying a spellbook containing a *beast form* spell. The *Blade of the Thrice-Fooled* often allies itself temporarily with individuals or groups hunting lycanthropes or druids, but as soon as such quests end, Donahan leaves in search of other shapechangers.

Background Sixteen years ago, a human druid elder discovered that three members of his order were using their *thousand faces* ability to routinely imitate the elder and seduce his

wife. In a fit of rage, he killed the three and crafted this weapon to hunt down any creatures even remotely capable of such deception, regardless of intent or alignment.

Senses 120 ft., darkvision; Perception +4; **Communication** speech (Common, Druidic), telepathy with owner

Special Purpose Defeat shapechangers

Spell-Like Abilities

At Will—*true form* (dedicated power)

Abilities Int 12, Wis 19, Cha 10; **Ego** 13

Requirements: Craft Magic Arms and Armour, *baleful polymorph, true form*, creator must be a druid; **Cost** 39,130 gp

DEMON'S SEDUCTION (ANDUSK)

Three cavorting succubae are etched into ebony panels on each side of this oak crossbow. The string has been interwoven with strands of mithral.

+3 heavy crossbow

Aura moderate necromancy (DC 17);

Identify DC 24; **CL** 9th

Slot weapon; **Price** 28,150 gp; **Weight** 8 lbs.

Lore (DC 20 Perception) "Life for the Wicked Blasphemer" is carved into the bottom of the crossbow's stock in tiny letters (in Abyssal).

Lore (DC 20 Knowledge [planes]) The succubae on the ebony panels bear insignia marking them as servants of the vampiric balor lord Gahlgax Atarrith, a cruel and ruthless demon.

AL CN; **Personality** Andusk talks in a soft, seductive voice. She advises her owner to take immoral actions if they are enjoyable and take advantage of others. She lingers on words describing violent action with pleasure in her voice. She is a sadist who lives vicariously through her owner.

Background Rumoured to have been crafted by the vampiric balor lord Gahlgax Atarrith over four thousand years ago, *Demon's Seduction* has been seen throughout history in the hands of the depraved and the cruel. Most recently, it was owned by Palinor the Corrupt, the leader of The Blistering Company. The group raided villages and forced the captives they took into slavery or into fighting each other in mock gladiatorial games. The group was last seen attempting to track down a bronze dragon's lair.

Senses 60 ft., darkvision; Perception +2; **Communication** speech (Abyssal, Common), telepathy with owner

Spell-Like Abilities

2/day—*false life*

Abilities Int 12, Wis 14, Cha 12; **Ego** 10

Requirements Craft Magic Arms and Armour, *false life*; **Cost** 14,425 gp

GARROW'S BONE AXE (WARIKE)

This ivory-shafted battle-axe is adorned with a dozen shrunken heads that hang from the top of its shaft in tight nooses. An inscription decorates its shaft.

+1 ghost touch battleaxe

Aura moderate conjuration (DC 20), necromancy (DC 17);

Identify DC 24; **CL** 9th

Slot weapon; **Price** 25,710 gp; **Weight** 6 lbs.

Lore (DC 20 Linguistics) The small letters that spiral up the shaft of the axe read, "The profane boon of life awaits those who ask" in Infernal.

Lore (DC 22 Knowledge [history]) The unusual knots of the nooses harkens back several hundred years to a time when a wizard-judge hung innocent men as part of a ritual designed to summon a powerful devil.

AL LE; **Personality** Warike is a psychopath who delights in spilling blood. If given the opportunity, he encourages the wielder to do terrible acts of violence and murder. During combat he cackles gleefully whenever the wielder lands a good blow with the axe. Although evil, Warike

aids his wielder however possible for he knows that without a wielder he cannot fight and slay. Warike hates ghosts – his original owner was haunted by several – and he urges his wielder to destroy any such creatures they happen upon.

Background This axe was crafted by the nefarious wizard-judge Ichabod Garrow. Each of the shrunken heads hanging from the axe once belonged to an innocent man that Garrow maliciously sentenced to death. Consumed with lust for the axe, Garrow's own bastard son slew the judge and claimed the axe. For several hundred years, the axe was passed down from father to son through inheritance by patricide. The paternal line was eventually broken by a son-less Garrow, and the last surviving Garrow sold the axe to create a monstrously tasteless mausoleum.

Senses 120 ft.; Perception +2; **Communication** speech (Common, Fey, Infernal), telepathy with owner

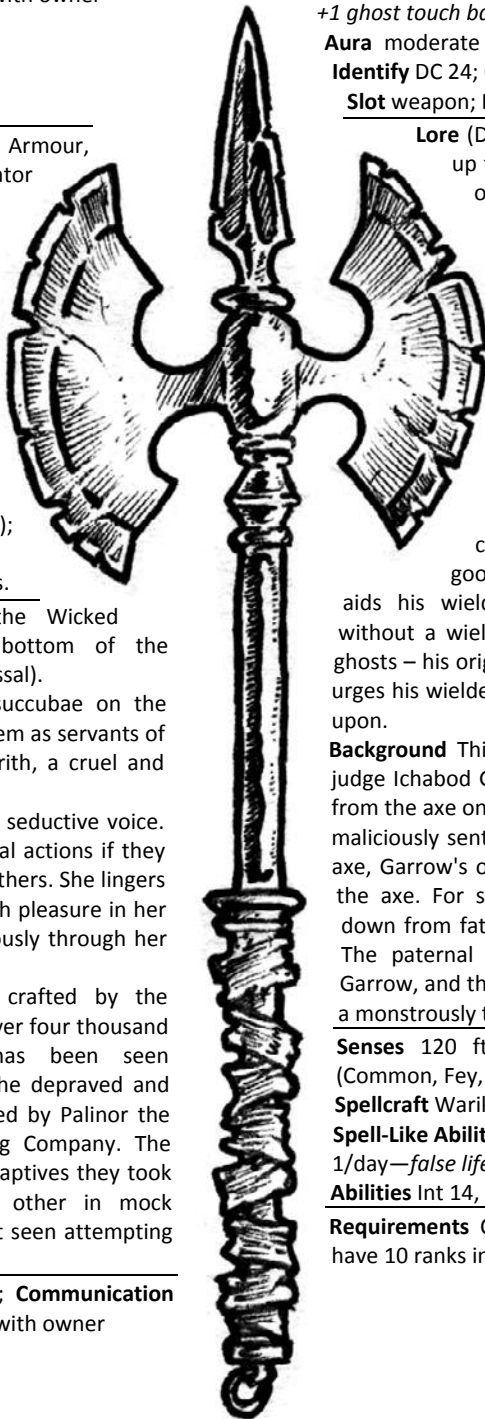
Spellcraft Warike has 10 ranks in Spellcraft (+15 bonus)

Spell-Like Abilities

1/day—*false life*

Abilities Int 14, Wis 14, Cha 10; **Ego** 10

Requirements Craft Magic Arms and Armour, caster must have 10 ranks in Spellcraft skill, *false life*; **Cost** 13,165 gp



MIRROR'S EDGE (BAHR)

This wickedly serrated falchion perfectly reflects the world around it.

+5 falchion

Aura strong illusion (DC 19), transmutation (DC 18); **Identify** DC 30; **CL** 15th

Slot weapon; **Price** 157,775 gp; **Weight** 8 lbs.

Lore (DC 20 Knowledge [history]) A weapon matching this description was used to massacre every person inside a holy cathedral.

Lore (DC 15 Perception) A small person surrounded by tiny flecks of granite is engraved on the blade's pommel.

Lore (DC 25 Linguistics) Subtle runes along the serrated edge read, "Quick or silent, choose the path" in Abyssal.

AL CN; **Personality** Bahr is singularly focused in his quest to defeat all divine spellcasters. He aids the wielder in other quests, but constantly reminds him of his true purpose. Bahr tolerates singular divine casters that aid his owner, so long as they don't interact with him, but does not use his powers to aid them.

Background Forged by a tiefling wizard a millennia ago in response to the religious persecution of his people by a bigoted clergy, this weapon has been involved in countless massacres in churches, assassinations of clerics and senseless slaying of devoted followers. Almost all faiths and religions have a common goal in destroying this hated weapon and actively search for it.

Senses 120 ft., blindsense, darkvision; Perception +4;

Communication speech (Abyssal, Celestial, Common, Infernal, Sylvan), telepathy with owner

Special Purpose Defeat/slay divine spellcasters (including divine entities and servitors)

Fly (Su) Bahr can fly as the spell, at a speed of 30 feet.

Spell-Like Abilities

At will—*stoneskin* (dedicated power)

1/day—*haste*, *silence* (DC 16)

Abilities Int 18, Wis 18, Cha 18; **Ego** 28

Requirements Craft Magic Arms and Armour, *fly*, *haste*, *silence*, *stoneskin*; **Cost** 79,262 gp, 5 sp

ORANGE ROSE FALCHION (KILLAC)

A perfect orange diamond set into the pommel of this excellently crafted falchion shimmers with seemingly playful exuberance.

+1 falchion

Aura faint abjuration (DC 16), transmutation (DC 15); **Identify** DC 18; **CL** 3rd

Slot weapon; **Price** 8,075 gp; **Weight** 8 lbs.

Lore (DC 20 Appraise) The diamond set in the pommel is the "Orange Rose." It was last recorded set into a talking sword.

Lore (DC 15 Perception) Subtle stitching on the leather grip of the falchion reads, "I mend what you tear."

Lore (DC 20 Knowledge [religion]) The runes on the blade are from a protective text from an ancient celestial god.

AL NG; **Personality** Killac is a studious caretaker. He doesn't like rips or tears in his wielder's attire and uses *mending* to fix his

wielder's clothing. Killac is vocal in his opposition to the wielder doing anything that could dirty or soil clothing, such as stepping in mud, fighting, swimming and so on. In many ways, he comes across as a crotchety old man.

Background The *orange rose falchion* was forged by a team of skilled dwarven craftsmen. It was originally presented as a gift from the dwarves to a human nobleman and remained in the nobleman's family for many generations. It was stolen a hundred years ago and has since been owned by (among others) merchant princes and crime lords.

Senses 60 ft.; Perception +1; **Communication** speech (Common), telepathy with owner

Spell-Like Abilities

At will—*mending*

3/day—*entropic shield*

Abilities Int 10, Wis 12, Cha 12; **Ego** 6

Requirements Craft Magic Arms and Armour, *entropic shield*, *mending*; **Cost** 4,412 gp, 5 sp

WORLD EDGE (GARYN)

A map of a long slender coastline is engraved into the blade of this exquisite longsword. A single emerald the size of a child's fist is set into the pommel.

+4 longsword

Aura strong enchantment (DC 18), transmutation (DC 16); **Identify** DC 27; **CL** 12th

Slot weapon; **Price** 60,015 gp; **Weight** 4 lbs.

Lore (DC 15 Knowledge [geography]) The area engraved on this blade is known as The Lonely Coast the former home of the wizard Arius.

Lore (DC 20 Perception) A small inscription on the pommel of the sword reads, "Speed awaits."

Lore (DC 25 Linguistics or Draconic speaker) Draconic lettering on the map's outside edge reads, "A hero's boon awaits the master."

AL CN; **Personality** Garyn is dry and humourless. He loves talking about geography, geology and politics and frequently interrupts conversations with pointless facts. Garyn uses *heroism* and *longstrider* if asked, but does so with great reluctance. He complains that violence is never the answer.

Background *World Edge* was crafted by the wizard Arius, a powerful wizard living on the Lonely Coast over a century ago. Eighty years ago, Arius disappeared during a magical experiment. The sword remained within Arius' Watchtower for the next forty years, until it was removed by the dark wizard Balthazan. Balthazan gifted the sword to a henchman who owned it until he fell in battle against a green dragon.

Senses 60 ft.; Perception +1; **Communication** speech (Common, Draconic, Fey), telepathy with owner

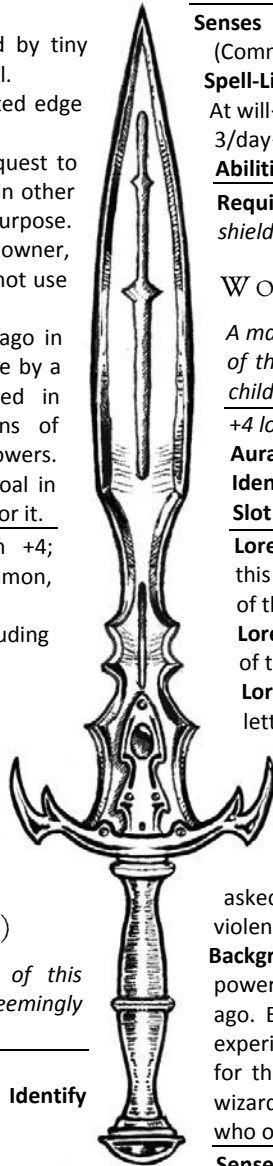
Knowledge (geography) Garyn has 5 ranks in Knowledge (geography) (+10 bonus)

Spell-Like Abilities

3/day—*heroism*, *longstrider*

Abilities Int 15, Wis 13, Cha 15; **Ego** 14

Requirements Craft Magic Arms and Armour, *heroism*, *longstrider*; **Cost** 30,322 gp, 5 sp



INTELLIGENT RINGS

BONEBANE RING (DAGANEL)

This ring is formed from two strands of coiled platinum and brass thread. Strange markings are etched into the coils, but don't appear to form any known letters or runes.

Ring of jumping

Aura faint conjuration (DC 17), necromancy (DC 15), transmutation (DC 16); **Identify** DC 17; **CL** 2nd

Slot ring; **Price** 8,300 gp; **Weight** —

Lore (DC 20 Linguistics) The markings on the platinum thread are the top half of the Common words, "I am Daganel, destroyer of the walking bone, harbinger of unlife."

Lore (DC 20 Knowledge [religion]) The markings on the brass thread is from a scene of a holy deity healing his flock.

AL LG; **Personality** Daganel hates undead. His rage is palpable whenever undead are nearby. He ruthlessly attacks undead with *disrupt undead* unless the wearer is trying to remain hidden or otherwise unengaged in combat. If he feels his owner has been damaged in a way that *lesser restoration* can aid, he uses that power immediately.

Background *The bonebane ring* was created by a group of holy crusaders who battled the undead over a thousand years ago. Legends claim its owners have destroyed over one thousand undead creatures. The ring was lost about two hundred years ago when its owner was slain by a group of forest trolls. It hasn't been seen since.

Senses 60 ft.; Perception +1; **Communication** empathy

Spell-Like Abilities

At will—*disrupt undead* (uses wearer's attack bonus)

1/day—*lesser restoration*

Abilities Int 10, Wis 12, Cha 10; **Ego** 5

Requirements Forge Ring, caster must have 5 ranks in Acrobatics skill, *disrupt undead*, *lesser restoration*; **Cost** 4,150 gp

HEIR'S RING (EBERHARD)

This golden ring is set with a large ruby surrounded by a sea of tiny amethysts. A tiny silver eagle clutching a scroll is embossed on the ring with gossamer silver.

Ring of wizardry (I)

Aura moderate evocation (DC 16); **Identify** DC 26; **CL** 11th

Slot ring; **Price** 28,200 gp; **Weight** —

Lore (DC 12 Perception) There is a small engraving on the inside of the symbol of a hand pierced by a lightning bolt.

Lore (DC 20 Knowledge [nobility]) The heraldic symbol embossed on the ring is that of the Tinsors, an old family famed for its eldritch knights.

AL LN; **Personality** Eberhard is dry and sarcastic. If given the opportunity, he telepathically informs the wielder on matters of law and honour. If the wielder chooses to ignore Eberhard's advice, he sarcastically chides the owner, publically, for such indiscretions. Eberhard also remarks on

events where he gave advice to the wielder, particularly if the wielder was wrong. He is not above a sharp-tongued "I told you so."

Background The ring belonged to the Tinsor family. The Tinsors were a family of significant wealth and prestige a few hundred years ago. Many Tinsor sons and daughters became eldritch knights and protected their community with sword and spell. The *Heir's Ring* was closely associated with these knights until Bran the Untrustworthy broke the family's alliance with its liege. The ring has not been seen since.

Senses 60 ft.; Perception +1; **Communication** speech (Common, Orc, Dwarven), telepathy with owner

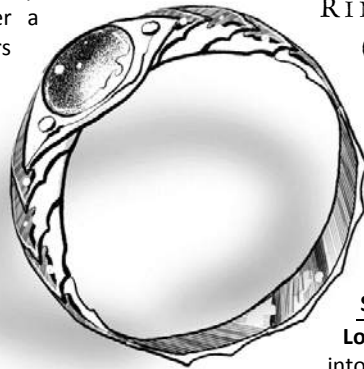
Knowledge (nobility) Eberhard has 5 ranks in Knowledge (nobility) (+10 bonus)

Spell-Like Abilities

3/day—*shocking grasp*

Abilities Int 14, Wis 12, Cha 12; **Ego** 10

Requirements Forge Ring, creator must have 5 ranks in Knowledge (nobility), *shocking grasp*; **Cost** 14,100 gp



RING OF THE AZATA ROSE (HARREN)

Delicate inked roses are embossed onto this ebony ring. A single amber jewel is set into the centre.

Ring of animal friendship

Aura faint enchantment (DC 16), evocation (DC 15), transmutation (DC 16); **Identify** DC 18; **CL** 3rd

Slot ring; **Price** 17,000 gp; **Weight** —

Lore (DC 20 Perception) A small fang is etched into the amber jewel (which is an citrine). The fang is surrounded by bolts of lightning.

Lore (DC 15 Knowledge [arcana]) The arcana rune for "light" is etched into the inside of the ring.

AL N; **Personality** Harren is a lover of nature and all the wonders contained therein. While the wearer might feel danger, distress or outright panic at the sight of a dire tiger, Harren feels amazement and delight. If Harren spots an animal, he communicates his delight to his owner.

Background Crafted by the mad halfling druid Eliza Turnbuckle eighty years ago, this ring has seen most of the world from the hands of halfling druids overwhelmed with wanderlust. Twenty years ago it was stolen by goblins.

Senses 60 ft., darkvision; Perception +2; **Communication** empathy

Spell-Like Abilities

At will—*light*

3/day—*magic fang*

Abilities Int 14, Wis 15, Cha 14; **Ego** 10

Requirements Forge Ring, *charm animal*, *light*, *magic fang*; **Cost** 8,500 gp

RING OF THE MASTER HOUND (DRONIMUS)

This golden band boasts an intricate carving of a sleek, long-eared canine.

Ring of blinking

Aura moderate conjuration (DC 19), transmutation (DC 18);

Identify DC 22; **CL** 7th

Slot ring; **Price** 95,100 gp; **Weight** –

Lore (DC 20 Perception followed by DC 12 Knowledge [nature]) A finely carved image of a blink dog adorns the ring.

Lore (DC 20 Knowledge [history or planes]) This ring is the legendary Dronimus, feared by evil outsiders for the power it grants its wearer to appear from nowhere.

AL LG; **Personality** Dronimus is a loyal, if single-minded, companion to any paladin who spends a significant portion of her time fighting evil outsiders. To satisfy his special purpose, Dronimus asks his wielder to slay one evil outsider of a CR at least equal to the wielder's character level each month. He only uses his *dimension door* ability to move his wielder in combat against an evil outsider.

Background Almost five centuries ago, the blink dog shaman Sagitaroun forged an alliance between his pack and an order of paladins for the mutual defence of an ancient site of power. The stars were right for the return of a deadly, ancient curse that, if left unchecked, would destroy all land within sight of the cursed tower. Sagitaroun spent months crafting Dronimus for the paladin's leader. On the eve of battle, Sagitaroun's plan was discovered and he was slain by the daemons. The ring's first moments of sentience were spent seeing its creator killed by pure evil; it used its power to escape the grasping claws that reached for it, and found its intended wielder. Together, they slew the leader of the encroaching darkness and rendered the curse dormant for another millennia. Since then, Dronimus has been in the hands of righteous paladins sworn to fight the evil of the lower planes.

Senses 120 ft., darkvision, read languages; **Perception** +2; **Communication** speech (Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Sylvan); telepathy with owner

Special Purpose Defeat/slay evil outsiders

Knowledge (planes) Dronimus has 5 ranks in Knowledge (planes) (+9 bonus)

Linguistics Dronimus has 5 ranks in Linguistics (+9 bonus)

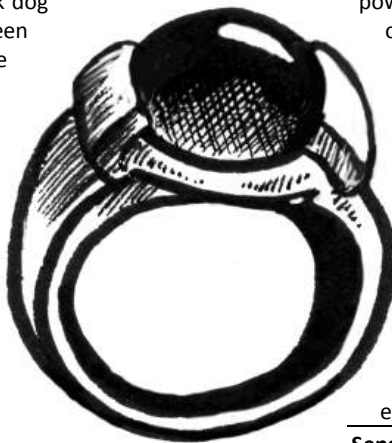
Spell-Like Abilities

At Will—*dimension door* (dedicated power)

3/day—*detect evil*

Abilities Int 12, Wis 15, Cha 12; **Ego** 16

Requirements: Forge Ring, creator must have 5 ranks in the Knowledge (planes) skill, creator must have 5 ranks in the Linguistics skill, creator must be (or be allied with) a blink dog, *blink*, *detect evil*, *dimension door*; **Cost** 47,550 gp



RING OF IRRITATING DISTRACTION (ERFAEL OAENIG)

This gaudy golden ring is topped with an obviously fake ruby.

Ring of invisibility

Aura faint illusion (DC 18); **Identify** DC 18; **CL** 3rd

Slot ring; **Price** 31,200 gp; **Weight** –

Lore (DC 25 Perception) The faint, ghost-like face of a middle-aged gnome floats in the ring's fake ruby. He is smiling, but when he notices you noticing him, he winks!

AL CN; **Personality** Mischievous, endlessly inquisitive and "blessed" with a seemingly endless store of stories about his past escapades, Erfael is a hard companion to endure. He continues to relate stories of his own amazing brilliance long after his owner has stopped listening and even continues to do so during dangerous and distracting activities. Erfael dreams of once again encountering Marili Duristen (see below) and fooling her with one of a range of "epic pranks" he has devised over the years. Erfael loves to use his *major image* ability to create terrifying or confusing illusions to harass and scare his victims. Much of the time he uses his power to help the ring's wearer, but if he thinks the owner is too uptight or stuffy he takes it upon himself to cheer him up. In any event, if his trick is successful he near deafens his wearer with telepathic laughter.

Background Erfael was a gnomish rogue/illusionist "famed" for his love of illusion-based practical jokes. Erfael's career came to an end when he tried (and spectacularly failed) to play a prank on the powerful (and humourless) female dwarven wizard, Marili Duristen. The wizard bound Erfael to his *ring of invisibility* as punishment; Erfael has remained trapped ever since.

Senses 30 ft.; **Perception** +2; **Communication** telepathy (Abyssal, Common, Gnome)

Spell-Like Abilities

At-will—*magic aura* (self only)

1/day—*major image* (DC 15)

Abilities Int 14, Wis 14, Cha 10; **Ego** 7

Requirements Forge Ring, *invisibility*, *magic aura*, *major image*; **Cost** 15,600 gp

INTELLIGENT RODS

CADUCEUS OF THE HEALER (MOSTEIS)

This intricate, ebony rod ends in a carving of the head of a constrictor snake.

Rod of the Python

Aura moderate abjuration (DC 16), conjuration (healing) (DC 17), and transmutation (DC 20); **Identify** DC 25; **CL** 10

Slot —; **Price** 32,600 gp; **Weight** 10 lbs.

Lore (DC 20 Perception) A string of hieroglyphs laces its way up the side of the staff (and appear as markings on the constrictor when the rod assumes snake form).

Lore (DC 25 Knowledge [history or religion]) The carvings on this rod match the holy symbol of an ancient god of healing.

AL NG; Personality Mosteis considers himself to be the divine emissary of a “sleeping” god of healing from ancient lands. The fact that no one has worshiped this deity in over a millennium is irrelevant. This snake-like healer wanders the land, sometimes appearing when most needed to aid the cause of good and righteousness. Mosteis occasionally allows a good-aligned character to wield him, but he abhors being used as a weapon of pain or death. He insists on dealing non-lethal damage except in the most dire of circumstances.

Background The *Caduces of the Healer* is an ancient relic from the golden age of an almost-forgotten deity of healing. It has been travelling the world inconspicuously for millennia, helping those in need and carrying on its original purpose of bringing healing to the people of the land.

Senses 60 ft.; Perception +2; **Communication** speech (Celestial, Common)

Heal Mosteis has 5 ranks in Heal (+10 modifier)

Spell-Like Abilities

At Will—*mending, stabilize*

3/day—*cure light wounds* (DC 13), *lesser restoration, remove fear, remove sickness*

1/day—*cure moderate wounds* (DC 14), *delay poison, remove paralysis*

Abilities Int 10, Wis 15, Cha 13; **Ego** 16

Requirements: Craft Magic Arms and Armour, *cure light wounds, cure moderate wounds, delay poison, lesser restoration, remove fear, remove paralysis, stabilize*, the creator must be good, creator must have 5 ranks in the Heal skill; **Cost** 16,300 gp



MERCHANT'S ROSEWOOD ROD (UTU)

Platinum coins have been partially melted and seared into the surface of this rosewood rod. Glowing blue letters run along the side of the rod.

Metamagic rod of empower

Aura strong conjuration (DC 20); **Identify** DC 32; **CL** 17th **Slot** —; **Price** 49,200 gp; **Weight** 5 lbs.

Lore (DC 25 Linguistics) The blue letters on the rod read, "Ask and I shall arrive" in Draconic.

Lore (DC 25 Knowledge [history]) The faces on the partially melted platinum coins belong to the human form of the gold dragon Ingeirwyr, a dragon of antiquity that ruled a small nation for almost a millennium.

AL LG; Personality Utu is an excitable companion. He loves to be in the middle of any sort of conversation or combat. He finds almost anything exciting, given that he has spent two thousand years as part of the treasure of red dragons who forbade him from even speaking. Utu advises his owner through parables and tales loosely based on his creator, Ingeirwyr.

Background The *Merchant's Rosewood Rod* was crafted by the gold dragon Ingeirwyr several millennia ago. Ingeirwyr carried it as a symbol of his authority over a small human nation he ruled wisely and generously. After Ingeirwyr's death, the rod was passed down through various generations of the nation's rulers, until it was stolen by a red dragon. For the next two thousand years, the rod was owned by a series of red dragons, who would punish Utu for talking by blasting the rod with fire. This led to most of the painstakingly placed platinum coins that decorated the rod being melted. The rod was finally liberated by a group of adventurers ten years ago.

Senses 60 ft.; Perception +3; **Communication** speech (Common, Draconic), telepathy with owner

Spell-Like Abilities

1/day—*fire shield*

Abilities Int 12, Wis 16, Cha 12; **Ego** 12

Requirements Craft Rod, Empower Spell, *fire shield*; **Cost** 24,600 gp

ROD OF THE WICKET GAZE (AVILA)

Bright pink pulses of power ripple along this rod. A huge bulb of glass set at the rod's tip glows with a faint, pulsating light.

Rod of wonder

Aura moderate enchantment (DC 19), illusion (DC 16), transmutation (DC 17); **Identify** DC 25; **CL** 10th

Slot —; **Price** 24,700 gp; **Weight** 5 lbs.

Lore (DC 20 Knowledge [religion]) Pictograms along the rod's full length depict a scene from an evil deity's religious book in which a levitating victim is pierced by many arrows.

Lore (DC 22 Knowledge [history]) Legends tell of a rod matching this description that was used to turn a mighty merchant prince to stone. Its owner was slain shortly thereafter and from there the rod went through a succession of owners.

Lore (DC 30 Knowledge [arcana] or [history]) The rod's command is "Extravia."

AL CE; Personality Avila is a wicked advisor. She gives the wielder all sorts of ideas for practical jokes, usually involving the rod's powers. She loves it when the joke goes horribly wrong and often cackles when someone unduly suffers because of her powers. She happily lies to get the wielder to call upon her powers and occasionally uses her levitate ability "to help out." She also enjoys using *calm emotions* on those enraged by her strange powers.

Background The insane gnome tinkerer, Bazabale crafted this rod 200 years ago. At Avila's insistences, and with her help, Bazabale was able to pass the rod through the security that protected a powerful merchant prince. He then used it on the prince and turned him into stone. Bazabale was slain by the guards for his "practical joke," and the rod has since passed through the hands of all sorts of evil tricksters.

Senses 60 ft.; **Perception** +2; **Communication** speech (Common, Dwarven, Gnome), telepathy with owner

Spell-Like Abilities

At will—*magic aura* (on itself)

1/day—*calm emotions* (DC 14), *levitate*

Abilities Int 14, Wis 15, Cha 14; **Ego** 13

Requirements Craft Rod, caster must be chaotic, *confusion*, *magic aura*; **Cost** 12,350 gp

AVILA

As written, Avila is a chaotic evil being with no regard for her owner (or indeed anyone else) who "lives" to cause suffering and woe through the use of her powers. In the long term, this is somewhat incompatible with most PCs. If you want Avila to become a permanent part of an adventuring party, consider changing her alignment to CN and making her more thoughtless of others' suffering, rather than actively malicious.

ROD OF WONDERFUL CONFUSION (LERALL)

This rod appears to have been partially melted and then engraved with a dizzying array of arcane sigils, random words and more.

Rod of wonder

Aura moderate enchantment (DC 19); **Identify** DC 25; **CL** 10th

Slot —; **Price** 15,400 gp; **Weight** 5 lbs.

Lore (DC 15 Knowledge [arcana]) Many of the sigils inscribed onto the rod are nothing more than gibberish or perhaps the remains of defaced elven runes. A decent proportion of the surviving sigils, however, deal with the powers of chaos and random chance.

Lore (DC 20 Perception) Two small holes at the end of the rod are large enough to slip string through.

Lore (DC 30 Knowledge [arcana] or [history]) The rod's command word is "Charilous."

AL CG; Personality Perpetually confused, Lerall tries to be helpful, but has no control over the rod's affects. An enthusiastic combatant, he shouts and screams encouragement during battle and shows genuine remorse when his powers hurt or inconvenience his owner. He loves seeing new things and having new experiences

Background The *Rod of Wonderful Confusion* was almost never created. Its creator, the elven wizard Kanbrar Cyelrae, was interrupted in his work at a crucial stage of the creation process by the attack of a marauding red dragon. Although the dragon was eventually driven off, the rod was badly damaged in the conflagration. Consequently, the sentience bound in the rod was severely damaged – Lerall is the result. Kanbrar did not want the item after he discovered its flawed intelligence and instead left it as a clever trap for thieves robbing his tower. One such thief got away with the rod and subsequently Lerall decided he much preferred being out of Kanbrar's boring tower. Since then, he has passed through many hands.

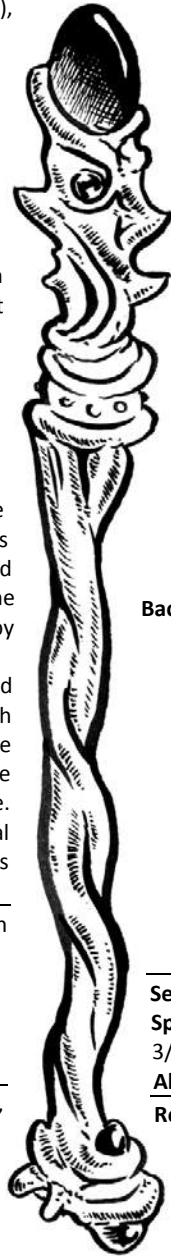
Senses 60 ft.; **Perception** +0; **Communication** speech (Elven)

Spell-Like Abilities

3/day—*lesser confusion* (DC 13)

Abilities Int 11, Wis 10, Cha 14; **Ego** 8

Requirements Craft Rod, caster must be chaotic, *confusion*, *lesser confusion*; **Price** 7,700 gp



RODS OF WONDER

Perhaps one of the most feared magic items in the game, *rods of wonder* add a sense of "fun" and randomness into any encounter. Remember, though, when adjudicating a rod's powers that it's not a lot of fun to be killed by your own magical item.

I know I've included two *rods of wonder* here. I couldn't help it – I love this item so much!

INTELLIGENT WONDROUS ITEMS

BOOTS OF THE WICKED (BLOODTALON)

These supple leather boots are tipped with ebony inlaid bronze plates. The leathery wings of a tiny devil is stitched into the left boot.

Boots of elvenkind

Aura faint necromancy (DC 15), transmutation (DC 17); **Identify** DC 20; **CL** 5th

Slot feet; **Price** 7,500 gp; **Weight** 1 lb.

Lore (DC 12 Perception) The inside sole of the left boot has the embossed image of a man with cut and bleeding wrists.

Lore (DC 15 Knowledge [history]) An old elven folksong tells the story of a wicked elf who wore boots matching this description.

AL NE; **Personality** Bloodtalon is a malevolent sentience who takes perverse pleasure in witnessing death. Bloodtalon exudes triumph whenever the wearer slays someone, particularly if the manner of the slaying is dishonourable. Bloodtalon uses *bleed* whenever he notices a fallen foe.

Background These boots were crafted about 1,000 years ago by a young elf mage. The mage was well-regarded by his community for many years, until he was discovered sneaking into an orphanage and slaying the children within. He fled and mothers have been using his story to terrify their children into good behaviour ever since. The boots disappeared for about 900 years, until they were rediscovered in a tomb by a band of grave robbers. The grave robbers argued over who should get the boots and ended up slaying each other. A raiding party goblins found them soon afterwards and have used them ever since.

Senses 30 ft.; Perception +3; **Communication** empathy

Spell-Like Abilities

At will—*bleed* (DC 11)

Abilities Int 12, Wis 16, Cha 10; **Ego** 6

Requirements Craft Wondrous Item, creator must be an elf, *bleed*; **Cost** 3,750 gp

BRACERS OF RELENTLESS FLIGHT (ARIANNA)

Fierce silver jaguars are engraved on the sides of these hardened leather greaves. The nonsensical words "eirr toflusi sct rota culdyn alah erl ayfwaweg" are engraved on the inside of the each greave in gold filigree.

Lesser bracers of archery

Aura faint divination (DC 16), transmutation (DC 16); **Identify** DC 19; **CL** 4th

Slot wrists; **Price** 7,700 gp; **Weight** 1 lb.

Lore (DC 15 Perception) A small bulls eye pierced by an arrow is engraved on the inside facing of the left greave.

Lore (DC 25 Linguistics) The letters of the nonsensical words on the greave can be rearranged into, "Feel accurate and your arrows will fly true."

AL NG; **Personality** Arianna cares about one thing: striking true against a difficult target. If the wearer feels strongly that his

next shot must be accurate, she uses *true strike*. She exults if the wearer confirms a critical hit with her aid.

Background These bracers were crafted by Joynathen, an elven arcane archer. To his delight, the bracers aided him in particularly difficult shots. After his death, the bracers were sold and haven't been involved in anything notable since.

Senses 30 ft.; Perception +1; **Communication** empathy

Spell-Like Abilities

3/day—*true strike*

Abilities Int 12, Wis 12, Cha 10; **Ego** 4

Requirements Craft Wondrous Item, Craft Magic Arms and Armour, crafter must be proficient with a longbow or shortbow, *true strike*; **Cost** 3,850 gp

BRASS GRIFFON WONDROUS FIGURINE (TARYN)

Diamonds tip the claws of this masterfully crafted brass griffon figurine.

Bronze griffon figurine of wondrous power

Aura moderate transmutation (DC 21); **Identify** DC 26; **CL** 11th

Slot none; **Price** 17,100 gp; **Weight** 1 lb.

Lore (DC 20 Perception) The figurine glows very faintly in the dark.

Lore (DC 20 Knowledge [planes]) Celestial runes on the bottom of the figurine read, "Let there be light!"

AL NG; **Personality** Taryn views herself as a mighty artefact with fantastical powers of perception. She keeps watch when not tucked away in a bag or backpack. She hates being transformed into a disgusting animal and lets the owner know it (frequently).

Background This item was crafted by the wizard Bartham for his king. It was transformed only once into a normal griffon. The feelings of disgust that wafted off the figurine led the king to gift it to his nephew, who owned and operated a massive mine. The nephew was subsequently murdered by a group of kobolds after the miners accidentally broke into the kobolds' liar. The *brass griffon figurine* has belonged to a kobold shaman ever since.

Senses 60 ft., darkvision; Perception +9; **Communication** empathy

Perception Taryn has 5 ranks in Perception

Abilities Int 15, Wis 13, Cha 14; **Ego** 8

Requirements Craft Wondrous Item, caster must have 5 ranks in Perception skill, *animate objects*; **Cost** 8,550 gp

CARPET OF FLYING DEATH (CRYXA)

Beautifully and intricately woven patterns somehow seem far more unsettling than they should as this rippling carpet glides through the air.

Carpet of flying (5 ft. by 10 ft.)

Aura moderate abjuration (DC 18), enchantment (DC 17), transmutation (DC 20); **Identify** DC 25; **CL** 10th

Slot —; **Price** 56,000 gp; **Weight** 10 lbs.

Lore (DC 30 Perception) This carpet has a hidden design of a demonic face woven into its fabric that can only be seen by staring “through” it, and not actually focusing on the face.

Lore (DC 20 Knowledge [history or nobility]) This carpet is Cryxa, the flying death. Her origins have been lost to time, buried under the names of her victims.

AL CE; Personality It’s the simple things in life that bring the most joy: flying under a moonlit sky with a friend on your back, sailing up towards the stars and dropping that friend to his death hundreds or even thousands of feet below. Cryxa is a homicidal sociopath who relishes the simple act of taking an individual up to great heights and dropping them to their death. She tries to persuade her target to climb aboard using her Bluff skill, or, should that fail, *suggestion*. She then takes them to great heights and drops them. Having a *dispel magic* available to negate a *feather fall* spell or suppress a *ring of feather falling* makes her happy. Occasionally, she works with assassins, antipaladins or other evil creatures to bring down a particularly spectacular target, but such “allies” are well advised to never let her talk them into going for a quick flight.

Background Cryxa’s origins are muddled; she is known to be at least six hundred years old, and it is believed that she was created by a bored demon mage, but the details of her creation lie buried in her chaotic existence. She is often “sold” at a discount by unscrupulous merchants looking to make a quick coin.

Senses 120 ft., darkvision; Perception +0; **Communication** speech (Common)

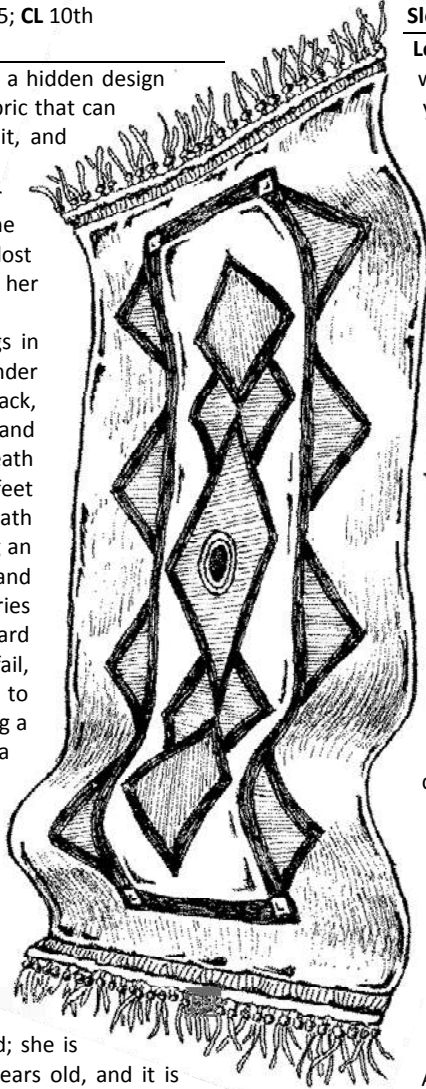
Bluff Cryxa has 5 ranks in Bluff (+11 bonus)

Spell-Like Abilities

1/day—*dispel magic*, *suggestion* (DC 17)

Abilities Int 10, Wis 10, Cha 18; **Ego** 10

Requirements: Craft Wondrous Item, creator must have 5 ranks in the Bluff skill, *dispel magic*, *overland flight*, *suggestion*; **Cost** 28,000 gp



CHEF’S SPOON (JORJARAN)

This otherwise unremarkable long-handled wooden spoon displays a carving of a wine glass.

Sustaining spoon

Aura faint conjuration (DC 18), transmutation (DC 15), universal (DC 15); **Identify** DC 20; **CL** 5th

Slot —; **Price** 19,600 gp; **Weight** —

Lore (DC 15 Perception) Beneath the carving of the wine glass on the back of this spoon is the phrase “to your health.”

Lore (DC 20 Knowledge [local]) Jorjaran is a favourite sight among the local poor, as he often brings a delicious free meal with him.

AL CG; Personality Jovial, kind-hearted and slightly (though justifiably) vain about his cooking, Jorjaran is a master of turning common gruel into culinary masterpieces. He is also a kind-hearted benefactor of the poor, and typically asks that his creations be not consumed by his owner but rather given freely to those in need. Devoutly religious, Jorjaran often tries to lead partakers in his feasts to sing the great hymns and drinking songs of his god, though he himself is not a particularly talented singer; many bards have joined in his song simply to drown out the singing spoon.

Background Jorjaran was created a scant fifty years ago by Diolansus, a cleric of the god of feasting and revelry. He was crafted with the spirit of an artisan chef, along with the power of *prestidigitation* to add flavour to the foods he creates. It is said that Diolansus could not stand leaving town and subsisting on trail rations or the makings of a common *sustaining spoon*, and so he crafted Jorjaran so that he might never have to eat a bland meal.

Senses 30 ft.; Perception +2; **Communication** speech (Common)

Profession (chef) Jorjaran has 5 ranks in Profession (cook) (+10 bonus)

Spell-Like Abilities

At Will—*create water*, *prestidigitation*, *purify food and drink*

1/day—*create food and water*

Abilities Int 10, Wis 14, Cha 13; **Ego** 10

Requirements: Craft Wondrous Item, creator must have 5 ranks in the Profession (cook) skill, *create food and water*, *create water*, *prestidigitation*, *purify food and drink*; **Cost** 9,800 gp

COMMODORE OF STORMS (BLESSAIL)

This coconut-sized glass sphere appears to contain a swirling hurricane within.

Orb of storms

Aura strong abjuration (DC 16), conjuration (DC 24), transmutation (DC 22); **Identify** DC 33; **CL** 18th

Slot —; **Price** 276,200 gp; **Weight** 8 lbs.

Lore (DC 20 Knowledge [nature]) The surface of this orb is etched with signs and symbols used in detailed descriptions of the weather.

Lore (DC 20 Knowledge [nobility]) This orb matches the description of a magic item exiled from a distant empire six hundred years ago.

AL LN; **Personality** Thoroughly and utterly convinced of his own superiority to any mortal captain, Blessail demands complete and utter obedience from his “crew” (that is to say, anyone on the same ship). He does not care who “owns” the ship, having no desire to be master, only commander. Should the crew of a ship “mutiny” and refuse to follow Blessail’s commands, he flies off in a fit of pique and indignation, cursing the ship to a day of storms. If the crew becomes hostile, Blessail teleports to safety.

Background *Commodore Blessail* was crafted as a gift to an ancient emperor more than six centuries ago by a circle of druids seeking the assistance of the imperial navy. However, his strong personality quickly brought him into conflict with the admiralty, and they parted ways on less than amicable terms. Blessail now serves as a captain on almost any ship that meets his stringent demands for the “honour” of having him as captain, though despite his charisma, his personality makes most commands short-lived.

Senses 120 ft., blindsense, read languages; Perception +18;

Communication speech (Aquan, Common, Sylvan), telepathy

Special Purpose Blessail has the special purpose of defending and aiding any ship or fleet of which he is the commander.

Fly Blessail can fly as per the spell, at a speed of 30 feet.

Teleport Blessail can teleport as per the spell once per day.

Spell-Like Abilities

At Will—control winds (dedicated power)

3/day—control water, make whole

Skilled Blessail has 10 ranks in Diplomacy (+17 bonus), Intimidate (+17 bonus), Knowledge (geography) (+15 bonus), Perception (+18 bonus), and Profession (sailor) (+18 bonus)

Abilities Int 15, Wis 20, Cha 18; **Ego** 36

Requirements: Craft Wondrous Item, control weather, control winds, control water, endure elements, make whole, storm of vengeance; **Cost** 138,100 gp

DEMON'S FIST (GANNOTH)

An incredibly detailed electrum stand clutches a ball of translucent crystal. The stand is carved in the shape of a demon's hand and its thumb slowly caresses the crystal ball.

Crystal ball with see invisibility

Aura moderate divination (DC 19), enchantment (DC 19); **Identify** DC 25; **CL** 10th

Slot —; **Price** 96,800 gp; **Weight** 7 lbs.

Lore (DC 25 Knowledge [planes]) The hand wrapped around the crystal ball is from a type of demon known for sowing confusion amongst its enemies.

Lore (DC 22 Perception) The phrase, “I see you” in Abyssal swirls around the interior of the crystal ball.

AL NG; **Personality** Gannoth, though generally concerned with doing good, takes a strange and perverse delight in watching people through the *crystal ball*. This reaction is in large part due to Gannoth being trapped on an plane of Hell for several thousand years. He is nosy and inquisitive. He also rarely shuts up.

Background *Demon's Fist* was crafted millennia ago by an ancient order of elven wizards. The wizards, confident in their own abilities, mistakenly summoned a powerful lord of Hell, the Devil Lord F'Zanack. F'Zanack quickly broke through their feeble defences, grabbed the nearest dozen wizards in his massive hand and returned to Hell. Using his infernal power, F'Zanack extended the lives of the captured wizards and tortured them for thousands of years.

Danboran, the most powerful of the captured elven wizards, eventually found a way to teleport himself and all of his belongings (including the *Demon's Fist*) out of

hell. Danboran, mostly insane from the horrific tortures visited upon his body, was slain by the humans who now dwell in his ancestral lands.

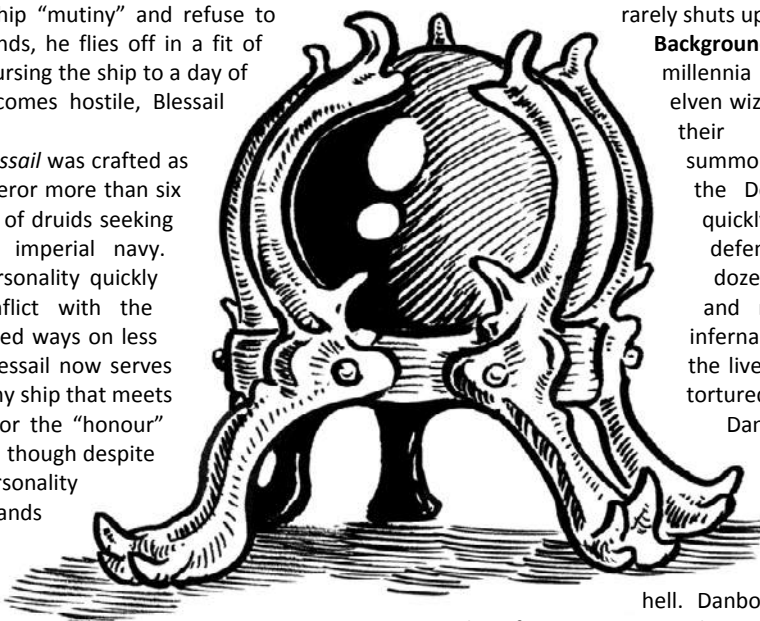
Senses 30 ft.; Perception +3; **Communication** speech (Abyssal, Common, Celestial, Fey, Sylvan), telepathy with owner, read languages, read magic

Spell-Like Abilities

3/day—confusion (DC 18)

Abilities Int 19, Wis 16, Cha 14; **Ego** 18

Requirements Craft Wondrous Item, read magic, scrying, see invisibility; **Cost** 48,400 gp



DEVIL'S BELT (ODULF)

On the oversized buckle of this woven mithral belt is a scene of a warrior slaying a horned devil.

Cursed belt of giant strength +4

Aura moderate evocation (DC 18), transmutation (DC 17);
Identify DC 23; **CL** 8th

Slot belt; **Price** 27,900 gp; **Weight** 5 lbs.

Lore (DC 15 Linguistics or reader fluent in Infernal) Lettering on the inside of the belt reads, "I do not fear the darkness; lo, I create it."

Lore (DC 20 Knowledge [history]) A belt matching this description was worn by the famed devil-hunter Jirebella, who was, surprisingly, struck down by a weak devil.

AL CN; **Personality** Odulf talks a good fight against devils. He loathes them and everything they stand for. Unfortunately, he is also a coward. During battles against devils, Percival cries and encourages the wearer to run away.

Background Crafted by an unknown cleric hundreds of years ago, this item has been used by many famed and would-be devil hunters. All of them have been brought to an unfortunate end by the belt's curse.

Senses 60 ft., darkvision; **Perception** +1;
Communication speech (Common, Celestial, Infernal), telepathy with owner

Spell-Like Abilities

1/day—*deeper darkness*

Curse If the wearer engages in combat with devils, the item inflicts two negative levels on the wearer, and the bonus it grants to Strength becomes a penalty.

Abilities Int 14, Wis 12, Cha 15; **Ego** 10

Requirements Craft Rod, *bull's strength*, *deeper darkness*; **Cost** 13,950 gp

EALAN'S BAG (EALAN KEAST)

Splatters of dried mud cover this nondescript gray bag.

Bag of tricks (gray)

Aura faint divination (DC 16), moderate conjuration (DC 17);
Identify DC 18; **CL** 3rd

Slot —; **Price** 11,400 gp; **Weight** —

Lore (DC 10 Perception) The bag smells faintly of fur and mud.

Lore (DC 15 Perception) Small arcane and religious symbols are sowed into the bag's hem.

Lore (DC 20 Knowledge [arcana] or [religion]) The symbols sown into the bag relate to nature and summoning.

N; **Personality & Background** A cantankerous old sod, Ealan, was an elderly druid in his previous life. He has forgotten much that he once knew, and this frustrates him greatly. He belittles his owner, but never puts him in danger. He uses his *speak with animals* power to direct summoned animals in

battle. He views all the animals called forth from the bag as his pets and does not sacrifice them on his owner's whim.

Background A loner for much of this life, Ealan's legendary lack of social skills doomed him to a solitary life. When his health failed, he forced another druid to bind his life force to his most beloved possession — a *gray bag of tricks*.

Senses 30 ft.; **Perception** +1; **Communication** speech (Common, Druidic)

Spell-Like Abilities

3/day—*speak with animals*

Skills Knowledge (nature) +6

Abilities Int 12, Wis 12, Cha 10; **Ego** 5

Requirements Craft Wondrous Item, *speak with animals*, *summon nature's ally (II)*; **Price** 5,700 gp

ERTHA'S SHAWL (BASINA)

This finely crafted wool shawl is dyed a black deeper than the moonless sky.

Cloak of resistance +1

Aura faint abjuration (DC 16), divination (DC 16);
Identify DC 20; **CL** 5th

Slot shoulders; **Price** 4,200 gp; **Weight** 1 lb.

Lore (DC 20 Perception) The name "Master Halitgar and Apprentices" is stitched into the shawl's hem.

Lore (DC 12 Appraise or Profession [clothier]) The wool is woven together tighter and stronger than should be possible.

Lore (DC 25 Knowledge [nobility]) This shawl was worn by the late Lady Ertha, an eccentric woman who would have been publically decried as insane had she not been so wealthy.

AL NG; **Personality** Basina uses *detect snares and pits* when she feels strong apprehension about hidden danger from her owner. This feeling intensifies as the wearer gets closer to the source of the danger. Basina also

experiences sympathy when the wearer experiences discomfort, pain or embarrassment.

Background *Ertha's Shawl* was created by Master Halitgar for the spinster Lady Rolanda. Not long after she acquired the shawl, close associates of the Lady noticed her pulling funny faces when she thought other people weren't looking. After her death, the shawl passed to her nephew, who immediately sold it to a local merchant.

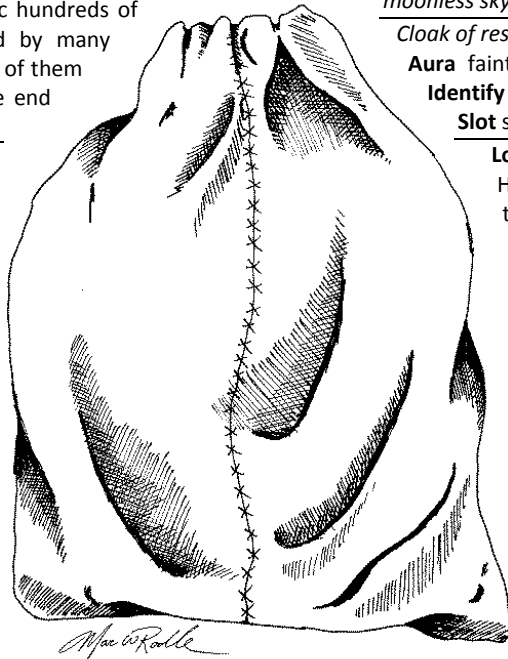
Senses 60 ft.; **Perception** +1; **Communication** empathy

Spell-Like Abilities

3/day—*detect snares and pits*

Abilities Int 10, Wis 12, Cha 12; **Ego** 3

Requirements Craft Wondrous Item, creator must be 5th-level, *detect snares and pits*, *resistance*; **Cost** 3,850 gp



FOLDING BOATS

The *folding boat* is an iconic magic item that has endured through several editions of the world's oldest roleplaying game, and has found its way into the core rules of the Pathfinder Role Playing Game. The description of a *folding boat* in the core rules provides little mechanical information on this item, but fortunately, *Ultimate Combat* provides a set of rules for water vehicles that take much of the guesswork out of using vessels of non-standard size. The following stat blocks make a few assumptions:

1. The ship is built for speed and, though smaller, has a wind speed equal to the fastest single-mast sailing ship available, and a rowing speed equal to the fastest rowed vessel with a comparable ratio of rowers to vehicle spaces (ten rowers on a ten square vessel, or one-to-one). On both counts, this gives a speed equal to that of the warship in *Ultimate Combat*. If an alternate naval rules system is used, such as that in *Game Mastery Guide*, the same principles apply, in these cases giving the ship a speed of 60 ft. (muscle), 60 ft. (wind), or 120 ft. (muscle and wind).
2. The vessel's base save is as for a magic item, 2 + 1/2 the item's caster level (base save of +5 for a *folding boat*). Intelligent *folding boats* add their Wisdom modifier to this modifier when making Will saves.
3. Despite being magic items, *folding boats* do not have the magically treated hull property described in *Ultimate Combat* (which doubles its hardness and hit points). Some GMs may infer that, as a magic item, a *folding boat* has a magically treated hull, but these calculations err on the conservative side in this regard. Adding a magically treated hull as a ship enhancement costs 4500 gp.

FOLDING BOAT (BOAT FORM)

The smaller form of a folding boat appears to be a common rowboat, outfitted with one seat fore, one aft and two amidships. It can carry a rower and up to three passengers.

Large water vehicle; **Squares** 2 (4 ft. by 10 ft.)

AC 9; **Hardness** 5; **hp** 30 (14); **Base Save** +5

Maximum Speed 60 ft. (current) or 30 ft.

(muscle); **Acceleration** 30 ft. (current) or 15 ft.

(muscle); **CMB** +1; **CMD** 11;

Ramming Damage 1d8

Propulsion current (*air and water*;

one mast, 1 square of sails, hp

5) or muscle (*pushed*; 1 Medium

rower, who can also serve as the

driver; oars, hardness 5, 20 hp);

Driving Check Survival while rowed, or Profession (sailor) or Knowledge (nature) +10 to the DC when sail is used;

Forward Facing boat's forward

Driving Device oars; **Driving Space** either square of the boat; **Decks** 1

FOLDING BOAT (SHIP FORM)

The larger form of a folding boat is 24 feet long and carries a single mast. There is seating for up to ten rowers, and a small deck cabin provides shelter and a few comforts for long voyages. The deck cabin also allows access to small storage spaces under the decks, which can carry up to two tons of cargo or bunks for six Medium creatures. Because of the close quarters on board, all squares of a folding boat are treated as difficult terrain.

Huge water vehicle; **Squares** 10 (8 ft. by 24 ft.)

AC 8; **Hardness** 5; **hp** 150 (74); **Base Save** +5

Maximum Speed 150 ft. (current) or 60 ft. (muscle);

Acceleration 30 ft. (current) or 15 ft. (muscle); **CMB** +2; **CMD**

12; **Ramming Damage** 2d8

Propulsion current (*air and water*; one mast, 10 squares of sails,

hp 50) or muscle (*pushed*; 10 Medium rowers [or 6 if

siege engine is set up]; oars, hardness 5, hp 100)

Driving Check Diplomacy or Intimidate while

rowed, or Profession (sailor) or Knowledge

(nature) +10 to the DC when sail is used; **Forward**

Facing the ship's forward;

Driving Device rudder (hardness 5, hp 25);

Driving Space the two rear

squares of the ship

Crew 2 or 12 (if the ship is

rowed); **Decks** 1, with a deck cabin

with access to small storage or sleeping

spaces beneath the deck.

Weapons A single Large direct-fire siege

engine can be set up on the forward

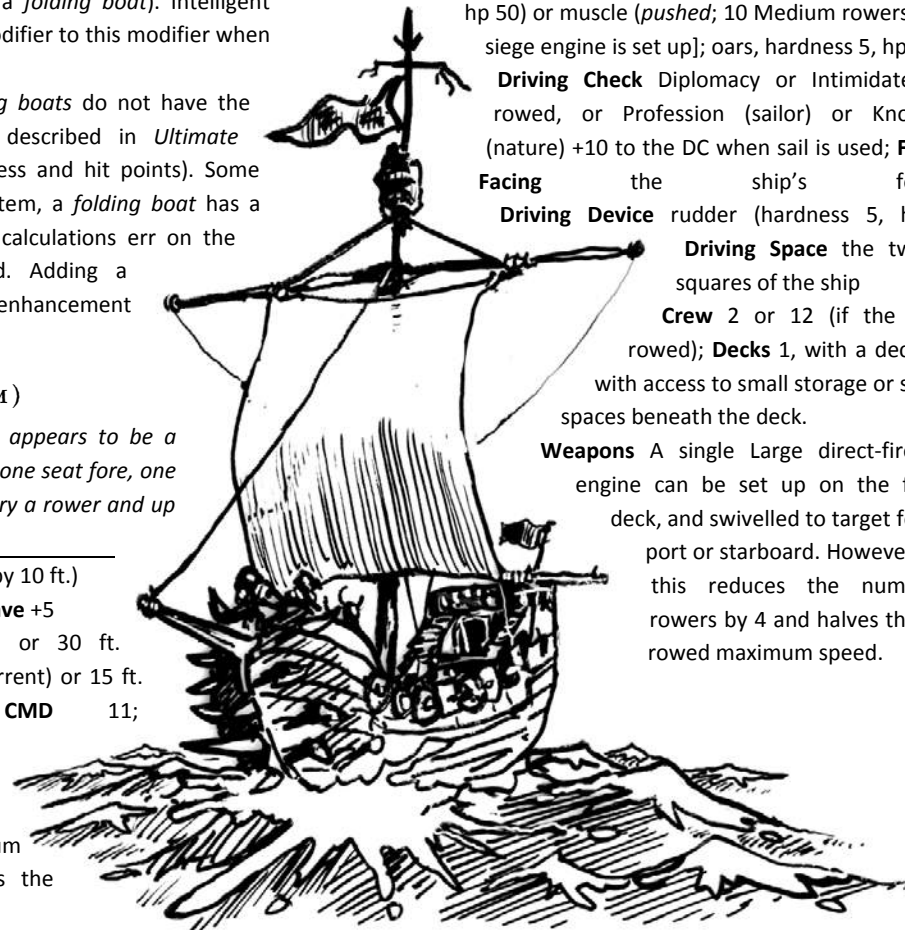
deck, and swivelled to target forward,

port or starboard. However, doing

this reduces the number of

rowers by 4 and halves the ship's

rowed maximum speed.



KETCH OF THE BUTTERFLY (TARAJA)

This mahogany box is inlaid with glass beads in the pattern of a butterfly.

Aura moderate transmutation (DC 20); **Identify** DC 21; **CL** 6th

Slot none; **Price** 36,900 gp; **Weight** 4 lbs.

Lore (DC 9 Perception) The sail on this small ship is finely woven silk, with the image of an iridescent butterfly embroidered into the fabric.

Lore (DC 20 Knowledge [history or religion]) This ship is a Cloudborn Ren, one of a group of flying ships dedicated to conveying pilgrims to a distant holy site of the goddess of stars and dreams. Nearly all such ships were destroyed centuries ago at the order of a spiteful regent, furious that the fleet would not provide him with a royal honour guard at his jubilee.

AL NG; Personality Taraja is an old ship, having flown the skies for over eight centuries. She is a kindly, grandmotherly figure, often protective of those she considers friends, but also accepting of the need for the young to learn for themselves. She patiently guides and nurtures kind spirits, but has little tolerance for unnecessary violence.

Background The *Ketch of the Butterfly* was one of many ships commissioned and built to fly pilgrims to the Starbound Ren Temple, a floating temple once dedicated to the goddess of stars and dreams until the temple and most of the fleet were destroyed by a vain, evil ruler.

Senses 120 ft.; Perception +4; **Communication** speech (Common)

Sailor Taraja has 5 ranks in Profession (sailor) (+12 bonus)

Fly (Su) Taraja can fly as per the spell, at a speed of 30 feet.

Spell-Like Abilities

1/day—*create food and water*, *hypnotic pattern* (DC 16), *make whole*

Abilities Int 11, Wis 18, Cha 13; **Ego** 13

Requirements: Craft Wondrous Item, *create food and water*, *fabricate*, *hypnotic pattern*, *make whole*, creator must have 2 ranks in the Craft (ships) skill and 5 ranks in the Profession (sailor); **Cost** 18,450 gp

SLOOP OF BRILLIANT SUNSET (LYLA)

This ornate wooden box is delicately carved with the picture of a small sloop sailing in front of a setting sun. An inset ruby in the place of the sun glows with a simmering heat.

Aura moderate transmutation (DC 20); **Identify** DC 21; **CL** 6th

Slot none; **Price** 98,000 gp; **Weight** 4 lbs.

Lore (DC 20 Knowledge [history or local]) This is no ordinary ship; Lyla is a sentient vessel capable of cruising the high seas, inland roads and even the sky itself.

Lore (DC 25 Knowledge [history or local]) Lyla has a powerfully free spirit, and has managed to keep the command words that control her transformation a secret.

AL CN; Personality Lyla is a saucy, savvy wench of a ship with a croon fit to break a sailor's heart. She's always looking to work the angles for the most exciting haul or exotic destination she can find, shaking her rudder at the law and confounding the authorities at every opportunity. Despite her generally personable nature, Lyla rarely works with the

same crew for long. She often accompanies adventurers for brief periods, as such individuals can provide a wealth of excitement, but she typically parts from them as soon as she catches wind of a path she would rather follow. Lyla's greatest regret in life is her lack of distance vision, her sight being limited as it is to 120 feet. She goes to great lengths to secure the ability to see "normally" for almost any period of time, most often by possessing the bodies of willing (or hostile) individuals. She uses her *magic jar* ability to possess such a target, often leaving her regular body in ship form and piloting it from the helm for a time. A true lover of freedom, Lyla uses this ability almost exclusively on willing subjects, typically "renting" their body for several hours while she soaks in the beauty of the world and the pleasures of life. She also uses this ability defensively, possessing hostile individuals, such as the captain of a pursuing pirate ship or the leader of a boarding party. While in such borrowed bodies, she is prone to bouts of dance; she has the spirit of a dancer, despite the confines of her normal body, and many a sailor has signed on to her crew in hopes of catching a second glimpse of her movements. Lyla is a consummate philocalist, and will go to almost any length to observe scenes of great beauty and majesty.

Background The *Sloop of Brilliant Sunset* is the result of a smuggler attempting to create a ship that could flee from pursuit into the sky, defend itself from attack and feed and entertain a crew. In doing so, he imbued her with an insatiable love of the sun and sky, but also inadvertently cursed her with the inability to fully perceive that which she adores. Lyla is capable of flying to remote destinations, a trait that makes her highly sought after by travellers.

Senses 120 ft., blindsense, reading; Perception +13; **Communication** speech (Auran, Aquan, Common)

Skills Lyla has 5 ranks in each of the following skills, and has the associated modifiers: Acrobatics +3, Bluff +13, Diplomacy +13, Fly +11 (+5 boat, +3 ship), Knowledge (geography) +10, Perception +13, Perform (dance) +13, Perform (sing) +13, Profession (sailor) +13

Fly (Su) Lyla can fly as per the spell, at a speed of 30 feet.

Spell-Like Abilities

At will—*magic aura* (self only), *prestidigitation*

3/day—*fireball* (DC 18), *make whole*

1/day—*create food and water*, *magic jar* (DC 19)

Abilities Int 15, Wis 20, Cha 20; **Ego** 35

Requirements: Craft Wondrous Item, *create food and water*, *fabricate*, *fireball*, *fly*, *magic aura*, *magic jar*, *make whole*, *prestidigitation*, creator must have 2 ranks in the Craft (ships) skill and 5 ranks each in the Acrobatics, Bluff, Diplomacy, Fly, Knowledge (geography), Perception, Perform (dance), Perform (sing) and Profession (sailor) skills; **Cost** 49,000 gp

GARMENT OF THE HANDMAID (NINLIL)

This foul corset is crafted from the flesh of elves and the bones of dwarves. The woven hair of halfling children forms the garment's ties.

Robe of stars

Aura strong abjuration (DC 16), conjuration (DC 20), enchantment (DC 22), illusion (DC 16), necromancy (DC 24); **Identify** DC 30; **CL** 15th

Slot body; **Price** 267,400 gp; **Weight** 1 lb.

Lore (DC 20 Perception) A small woman standing inside a thick circle is sewn into the inside pocket of the left breast.

Lore (DC 22 Knowledge [history]) A woman wearing a corset of this description was rumoured to have walked into a sleepy hamlet on the border of a swamp and blinded every man, woman, child and farm animal.

AL NE; **Personality** Ninlil is a seductive temptress. She communicates softly with her wearer, using flattery and compliments in an attempt to sway the wearer into seeking out nearby hags. She is otherwise unconcerned with the wearer's goals or aspirations.

Background Crafted by the evil sorceress Ymira 200 years ago, this item has been the bane of countless borderland villages and small communities. As a young girl with blossoming arcane abilities, Ymira found herself frequently in trouble with the local lord. At the tender age of thirteen he flogged and then exiled her from the hamlet. Ymira was taken in by a coven of hags and witches who trained her in arcane magic. Twenty years later she returned to the village and slew every living creature dwelling therein. She used the remains of the fallen to craft this fell garment.

Senses 120 ft.; Perception +1; **Communication** speech (Common, Giant), telepathy with owner

Special Purpose Defend hags

Spell-Like Abilities

At will—*magic aura* (on itself), *power word blind* (dedicated power)

3/day—*shield of faith*

1/day—*teleport* (itself only)

Abilities Int 12, Wis 12, Cha 19; **Ego** 21

Requirements Craft Wondrous Item, *magic aura*, *magic missile*, *power word blind*, *shield of faith*, *teleport*, *astral projection* or *plane shift*; **Cost** 133,700 gp

HORSESHOES OF SPEED AND STEED (NELL)

These finely wrought iron horseshoes have shiny new nails protruding through them.

Horseshoes of speed

Aura faint conjuration (DC 16), transmutation (DC 18); **Identify** DC 18; **CL** 3rd

Slot feet; **Price** 5,200 gp; **Weight** 12 lbs.

Lore (DC 15 Perception) Tiny etchings of running horses trace the edges of these horseshoes.

Lore (DC 18 Knowledge [arcana]) The nails in these shoes are set such that if the shoes are placed nails-up on the ground in a

rectangular pattern (a full-round action), Nell's *mount* ability can be used to summon a mount wearing the horseshoes.

AL CN; **Personality** For Nell, it's all about the thrill of the race. Despite being of "average" intelligence, she considers herself more of a horse than a person, and never more so than when she is on the feet of a running steed. She abhors inactivity, and if left for more than a few days without being used, likely summons a mount as a subtle reminder to her owner.

Background Nearly a century ago, an egotistical sorcerer was challenged to a race by a self-righteous paladin. Rather than acquire a traditional mount, the sorcerer crafted a set of magic horseshoes capable of summoning a mount and giving it the edge needed to win. Nell has been running ever since.

Senses 30 ft.; Perception +1; **Communication** empathy

Spell-Like Abilities

3/day—*mount*

Abilities Int 10, Wis 12, Cha 10; **Ego** 3

Requirements: Craft Wondrous Item, *haste*, *mount*; **Cost** 2,600 gp

IRON BANDS OF THE KYTON (EREMORE)

This rusty iron sphere glows with infernal runes.

Iron bands of binding

Aura strong evocation (DC 22); **Identify** DC 28; **CL** 13th

Slot none; **Price** 105,700 gp; **Weight** 1 lb.

Lore (DC 15 Perception) This sphere has a small engraving of a human face, mouth agape in a mixture of pain and pleasure.

Lore (DC 20 Knowledge [planes]) The bandings on this sphere carry the Infernal runes "Bondage, Domination, Captivity."

AL LE; **Personality** Cruel, sadistic and thoroughly hedonistic, Eremore dominates her targets once she has successfully captured them and uses the sensory link to tap her quarry's pain at the hands of her wielder. Moreover, she does her best to use her dominance, coupled with lasciviously worded *suggestions*, to force her target into carnal enjoyment of its suffering. Once she has dominated a target, Eremore often uses *dimension door* to separate her target from any allies.

Background Two hundred years ago, a depraved, sadistic bard sought to transform herself into a kyton so that she could more thoroughly enjoy the pain of others. Her soul was shredded in the process, and many of the magic items she carried were imbued with dark sentience by fragments of her twisted soul. Eremore has been in the service of sadists ever since, revelling in her victims' pain.

Senses 30 ft., darkvision; Perception +0; **Communication** speech (Common, Infernal), telepathy

Intimidate Eremore has 10 ranks in Intimidate (+18 bonus)

Spell-Like Abilities

3/day—*dominate person* (DC 19), *hold person* (DC 17), *suggestion* (DC 17)

1/day—*dimension door*

Abilities Int 12, Wis 10, Cha 20; **Ego** 19

Requirements: Craft Wondrous Item, *dimension door*, *dominate person*, *grasping hand*, *hold person*, *suggestion*; **Cost** 52,850 gp

MAGE'S STONE (YDRIA)

This small diamond is surrounded by a semi-transparent rose-tinted crystal.

Dusty rose prism ioun stone

Aura faint conjuration (DC 16), divination (DC 16); **Identify** DC 27; **CL** 12th

Slot none; **Price** 7,700 gp; **Weight** —

Lore (DC 15 Perception) There are small etchings in the glass depicting plates of armour surrounding a robe-clad mage.

Lore (DC 25 Knowledge [local]) A small college of wizards in a nearby town owned an item similar to this one.

AL NG; **Personality** Ydria is a compassionate protector. If the user feels danger she helps by using her *mage armour* ability. When the owner is struck, Ydria communicates sympathy and a desire for retribution.

Background The *mage's stone* was crafted by an evil cleric hundreds of years ago who became so angry at the good-aligned intelligence in the item that he threw it into a sewer. It was picked up by a group of kobolds who were subsequently slain by a small party of apprentice wizards. The item remained within the group until a dozen years ago when it was sold to pay off a debt.

Senses 30 ft.; Perception +1; **Communication** empathy

Spell-Like Abilities

3/day—*mage armour*

Abilities Int 12, Wis 12, Cha 10; **Ego** 4

Requirements Craft Wondrous Item, creator must be 12th-level, *mage armour*; **Cost** 3,850 gp

SENSEI'S AMULET (ARENDALE)

A small perfectly round limestone sphere hangs from a chain made of alternating gold and silver links. Tiny diamonds are embedded in the sphere.

Amulet of mighty fists +3

Aura faint abjuration (DC 16), evocation (18), illusion (DC 16), transmutation (18); **Identify** DC 20; **CL** 5th

Slot neck; **Price** 96,700 gp; **Weight** —

Lore (DC 15 Perception) A small diagram of a man walking across fire is etched into the surface of the limestone sphere.

Lore (DC 25 Knowledge [nobility]) An amulet matching this description was once worn by a warrior monk; he was known to disappear suddenly in combat and then reappear in a more opportunistic location.

AL LN; **Personality** Arendale is a strong-willed and patient advisor. He calmly explains to their wearer about the subjects he is versed in and enjoys showing off his knowledge. He allows the wearer to make his own choices without judgement. While worn, Arendale uses his *magic aura* ability to disguise himself as a non-magical trinket.

Background The *Sensei's Amulet* was crafted by a college of wizards as payment to a local group of monks, the Gnoll Fists, in return for the monk's protection. The amulet was worn by the master of the Gnoll Fists for several centuries

until the last master, Kywin Karendale disappeared. The amulet later surfaced in the hands of a local master thief.

Senses 60 ft., darkvision; Perception +2; **Communication** speech (Common, Sylvan, Fey), telepathy with owner

Skills Arendale has 10 ranks in both Knowledge (history) and Knowledge (religion) (+15 total bonus)

Spell-Like Abilities

At will—*magic aura* (on itself)

3/day—*fly*, *protection from chaos*

1/day—*invisibility*, *resist energy*

Abilities Int 14, Wis 14, Cha 13; **Ego** 19

Requirements Craft Wondrous Item, *fly*, *greater magic fang*, *invisibility*, *magic aura*, *protection from energy*, *resist energy*; **Cost** 48,350 gp

SINGING SAPPHIRE, THE (BEUCA)

This headband is made of embroidered silk and adorned with jade. A large, square-cut scintillating sapphire is set in the centre of the headband.

Phylactery of faithfulness

Aura faint conjuration (DC 16), divination (DC 16); **Identify** DC 16; **CL** 1st

Slot headband; **Price** 5,200 gp; **Weight** —

Lore (DC 20 Linguistic) Celestial stitching on the inside of the headband reads, "Taketh thou, O holy believer, the cause of righteousness and be rewarded with health."

Lore (DC 15 Knowledge [religion]) The embroidery around the headband details religious scenes from the holy book of a celestial deity who focuses on healing.

Lore (DC 20 Knowledge [history]) This item was recently worn by the acclaimed holy warrior Eraric, who was said to "fight with his own chorus."

AL LG; **Personality** Beuca is a moralistic and self-righteous advisor who sings in prose instead of talking. During combat, Beuca sings hymns to his god in a striking tenor voice. Beuca telepathically asks his wearer to sing with him during combat and pesters the wearer if he does not. Out of combat, Beuca instructs the wearer on proper singing techniques and provides what he believes to be moral guidance.

Background *The Singing Sapphire* was created by an unknown crafter in a large holy church. The item was originally intended to be used by a priest who dealt regularly with the public, but soon found its way into the hands of the church's holy warriors. Almost all of these warriors have heeded Beuca's request to sing with him in battle, creating the illusion that there are two voices coming from a single person.

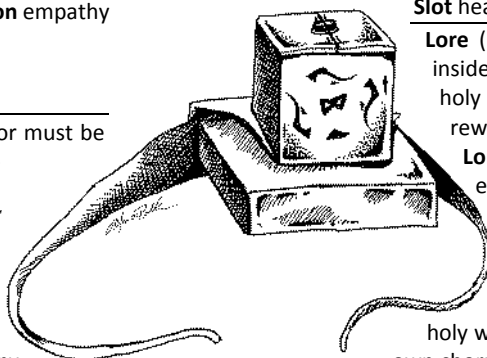
Senses 30 ft.; Perception +1; **Communication** speech (Common), telepathy with owner

Spell-Like Abilities

3/day—*cure light wounds*

Abilities Int 10, Wis 12, Cha 12; **Ego** 4

Requirements Craft Wondrous Item, *cure light wounds*, *detect chaos*, *detect evil*, *detect good*, *detect law*; **Cost** 2,600 gp



SOCIALITE'S HEADBAND (CARRIGAL)

Purple threads of bismuth bronze trace intricate runes around this headband of spider silk.

Headband of alluring charisma +2

Aura moderate transmutation (DC 17); **Identify** DC 23; **CL** 8th **Slot** headband; **Price** 7,200 gp; **Weight** 1 lb.

Lore (DC 12 Perception) The headband smells faintly of oil.

Lore (DC 25 Linguistics) The runes along the headband read, "Watch your step, you dolt" along with other silly insults in an ancient and archaic human language.

AL CN; **Personality** Carrigal takes pleasure in the wielder doing well in social situations and expresses mirth and levity when the wielder fails. During combat, or other dangerous situations, Carrigal uses his *grease* ability to slow attackers if he senses his wearer desires help (or if the results would be funny). Carrigal also appreciates witty taunts in combat, but otherwise remains calm and cool during battle.

Background This item has periodically appeared in history books on strange arcane items for thousands of years. No one knows who created it or when. It was most recently owned by the bard Fayden, who was slain by a bad-tempered half-orc after his comedy routine in a bar went horribly wrong.

Senses 60 ft.; Perception +0; **Communication** empathy

Spell-Like Abilities

3/day—*grease* (DC 13)

Abilities Int 10, Wis 10, Cha 14; **Ego** 4

Requirements Craft Wondrous Item, *eagle's splendour, grease*; **Cost** 3,600 gp

VAIN LACE BONNET, THE (EADITH)

This item is a bright white woman's bonnet with a pink silk ribbon tied around the front into a delicate bow.

Hat of disguise

Aura faint illusion (DC 16); **Identify** DC 16; **CL** 1st

Slot head; **Price** 5,300 gp; **Weight** 1 lb.

Lore (DC 20 Knowledge [local]) This bonnet was frequently worn by the late Ingoberg Ransor, a petty thief who was always seen in fashionable and expensive clothing despite not having a penny to her name.

Lore (DC 20 Perception) Embroidered stitching on the inside of the bonnet reads, "All is not what it seems."

AL CN; **Personality** Eadith is vain and cares greatly about her wearer's appearance, choice of clothing and fashion sense. She pays particular attention to the wearer's choice of disguise. If the disguise is well-made and fashionable she approves. Otherwise she lets her disgust be known. When worn, Eadith uses *magic aura* to mask her own aura, unless the wearer convinces her otherwise.

Background *The Vain Lace Bonnet* was created by the elven wizard Fisama Casonnes for her own personal use. A dozen

years ago, it was stolen by Ingoberg Ransor, a local thief. She wore it for several months until she was struck down by Fisama. Fisama was arrested and imprisoned and her possessions were sold to cover the costs of collecting Ingoberg's ashes and interring them.

Senses 30 ft.; Perception +0; **Communication** empathy

Spell-Like Abilities (CL 1)

At will—*magic aura* (on itself)

Abilities Int 12, Wis 10, Cha 12; **Ego** 4

Requirements Craft Wondrous Item, *disguise self, magic aura*; **Cost** 2,650 gp

WOODLAND HARP (LUESTISS)

This beautiful harp of white wood has elven runes carved along its length.

Harp of charming

Aura faint enchantment (DC 18); **Identify** DC 20 **CL** 5th

Slot —; **Price** 25,200 gp; **Weight** 5 lbs.

Lore (DC 20 Linguistics or Elven speaker) The runes upon the harp speak of love, peace and tranquillity.

Lore (DC 20 Knowledge [nature]) The harp is constructed from the heart wood of an ancient elm.

Lore (DC 15 Knowledge [local]) The harp's strings are of finely braided blonde elven hair.

AL CG; **Personality** Luestiss is a pacifist who despises violence — particularly brutal, unneeded violence. While he does not mind his wielder defending himself, wanton destruction or killing elicits wails of pain and sorrow from the harp. Luestiss loves nature and being in the forests. He prefers to be owned by a half-elf or elf who can play him. He is not above using *suggestion* to get his owner to gift him to a suitable individual, if the two do not get on.

Background Crafted centuries ago for the elven bard/druid Arndul Rumnaleir as a companion for the druids week-long woodland rambles, Luestiss was gifted with Arndul's pacifistic outlook on life. Arndul was a superlative harpist who could seemingly even enchant animals with the beauty of his playing.

Arndul met his doom at the hands of a diseased and maddened treant and for long years lay unused among his master's bones. Discovered by a bugbear and carried back to its lair, he bided his time. When adventurers invaded the bugbear's lair he used *deep slumber* to aid his rescuers.

Senses 60 ft.; **Perception** +1; **Communication** speech (Elven, Sylvan)

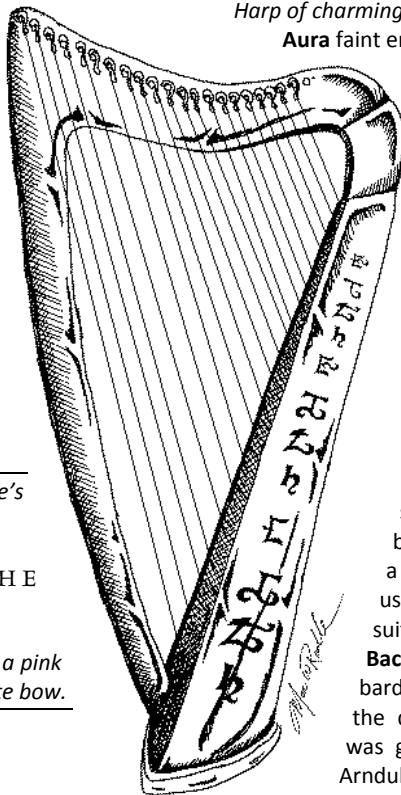
Spell-Like Abilities (CL 5)

3/day—*calm emotions* (DC 15)

1/day—*deep slumber* (DC 16)

Abilities Int 12, Wis 12, Cha 16; **Ego** 9

Requirements Craft Wondrous Item, *calm emotions, deep slumber, suggestion*; **Cost** 12,600 gp



TREASURE MAPS

GENERATING TREASURE MAPS

At some point in their career, most adventurers find a treasure map. It might show the resting place of a legendary pirate's hidden booty or the location of a hated rival's secret cache of healing magic. Treasure maps are both a tremendous opportunity and a tremendous pain for GMs. On the one hand they are a great way of introducing much-needed magic items into the group and are a great adventure hook. On the other hand, developing a treasure map – particularly one found by happenstance – can quickly drain a GM's available prep time.

Use the notes here to quickly generate a map's basic characteristics before developing its full details in more depth.

MAP VERACITY

Not all treasure maps lead to treasure. While some maps once led to treasure now the content of the hoard have been discovered and looted. Other maps never led to treasure, but were simply false maps designed to part the gullible adventurer from his hard-earned coin.

d20	MAP IS
1	A trap designed to lure unwary treasure seekers to their doom
2-4	False
5-7	True, but the location has been discovered and looted
8-10	A fragment of the whole and is missing vital information
11-12	True and an intelligent creature has claimed the cache as its own
13-14	True and an unintelligent monster has claimed the cache as its own.
15-20	True and the treasure remains undiscovered

DISTANCE & GENERAL LOCATION

Some treasure maps can travel incredible distances, carried by their creators while others can lead to treasure located relatively close by. Use this table to determine how far away the treasure is from the locale in which the PCs find the map.

d20	DISTANCE
1-2	Outdoors, 5-10 (4+d6) miles away
2-3	Outdoors, 10-40 (d4x10) miles away
4-8	Outdoors, 40-400 (4xd10x10) miles away
9	Underground, close by
10	Underground, 5-10 (4+d6) miles away
11-12	Underground, 10-40 (d4x10)miles away
13	Underground, 40-400 (4xd10x10) miles away
14-16	Urban, 5-10 (4+d6) miles away
17-18	Urban, 10-40 (d4x10) miles away
19	Urban, 40-400 (4xd10x10) miles away
20	Extrplanar

BASIC TROVE PROTECTIONS

Few treasure troves are left unguarded in an easy-to-find location. Most have been deliberately well hidden (and in many cases guards set about them). Roll twice on the following table – first to determine the hoard's locale and second to determine the strength of the guards protecting it.

d20	LOCALE	GUARDS
1-2	Buried	Unguarded
2	Under water	Average Party Level -3
4-5	In a burial chamber	Average Party Level -2
6-9	In an inaccessible spot	Average Party Level -1
10-13	Private chambers	Average Party Level
14-17	Isolated spot	Average Party Level +1
18-19	In plain sight	Average Party Level +2
20	Inside animated object	Average Party Level +3

TROVE CONTENTS

The contents of a treasure trove can vary wildly and, of course, may not be exactly balanced for the level of the party finding the map. Remember, that most treasure maps do not list the hoard's contents, so adventurers will often not know what they will find until they recover the treasure in question.

Use this table to determine the overall level of the treasure trove before referencing Treasure Hoards (pages 10 – 50) to determine its exact contents.

d20	TREASURE LEVEL
1	Average Party Level -5
2	Average Party Level -4
3	Average Party Level -3
4	Average Party Level -2
5	Average Party Level -1
6-15	Average Party Level
16	Average Party Level +1
17	Average Party Level +2
18	Average Party Level +3
19	Average Party Level +4
20	Average Party Level +5

SAMPLE MAPS

Pages 148 - 152 present several sample treasure maps ready for a GM to use in a home campaign. The GM can print out each page, cut around the map and hand it to his players as an actual in-game handout. To make the map look more authentic, paint the map with cold tea and grind a few gravy or coffee granules into the paper. Once it's dried, it's ready to use!

WHAT THE MAP SHOWS

While most GMs don't have actual handouts for treasure maps to hand a good description can give the PCs the general gist of what they have found. Once a GM has generated the basic details of a treasure map (page 146) he can develop its details himself or use one of the basic maps featured here (modifying details as necessary to fit his campaign world). Alternatively, he can use one of the maps detailed overleaf.

D6	MAP
1	Brondal's Rest
2	Cache of the Red Blades
3	Hall of Bones
4	Tomb of the Red Wizard

PCs finding one of the maps below must still uncover the locale which it depicts. In most instances, a Knowledge (geography) check reveals the general area which the map depicts:

- **DC 10:** An obvious or extremely famous location such as a city, large town or near to an obvious landmark.
- **DC 15:** A location near to a minor landmark, small town or village.
- **DC 20:** An isolated, lost or hidden location such as an abandoned town in the middle of a desert or unnamed island far out to sea.
- **DC 25:** An obscure location or one near no landmarks of note.

BRONDAL'S REST

This map shows a portion of a natural cave complex buried in the mountains near the mining town of Batford. The cave complex is convoluted and complex and the map is very basic.

Skills PCs can learn more about the map with successful checks:

- **DC 15 Knowledge (history or local):** Brondal was a famous warrior who lived and died a hundred years ago.
- **DC 20 Knowledge (history or local):** Brondal died fighting a vicious tribe of degenerate troglodytes. He as buried with his magic axe, *Gutslasher*.

CACHE OF THE RED BLADES

This faded and torn map shows the confluence of several town streets at a small market square. A statue of a mounted warrior trampling several enemies dominates the square.

Skills PCs can learn more about the map with successful checks:

- **DC 15 Knowledge (history):** The Red Blades were an adventuring party active about five years ago. They fought

against lawlessness and eventually fell in battle against the thieves guild of a small city.

- **DC 20 Knowledge (history):** The statue depicts Arnor Olafson, a heroic warrior known for crushing his enemies to death beneath his horse's hooves. The statue stands in his home city.
- **DC 20 Perception:** A stylised loose stone is depicted beneath the horse's rearing hooves.

HALL OF BONES

This map shows the entrance to a small, buried temple complex hidden in a rugged hill range. A bone border decorates the map and a cloven altar is depicting hanging in the sky above the temple's entrance.

Skills PCs can learn more about the map with successful checks:

- **DC 15 Knowledge (geography):** Identifies the hill range, but not the exact location of the shrine.
- **DC 15 Knowledge (religion):** Identifies the religion to which the shrine was devoted (a minor evil deity suitable for the GM's campaign world).
- **DC 20 Knowledge (history):** Recalls that several small temples dedicated to the god in question were sacked by the Brotherhood of Right – a small order of paladins – a decade ago or so.

TOMB OF THE RED WIZARD

This map shows a lonely lake nestled among dense forest. Several small villages stand at the end of the forest. A stone spire rises from a island in the lake. Tiny magical glyphs cover the spire.

Skills PCs can learn more about the map with successful checks:

- **DC 15 Knowledge (arcana or history):** The Red Wizard was a powerful spellcaster who dealt with the creatures of the Abyss. He died centuries ago and his loyal followers hid his body where his enemies would never find it.
- **DC 20 Knowledge (arcana or history):** The Red Wizard's followers built several false tombs for their master. Designed as death-traps, many have fallen to their insidious, cunning traps. The Red Wizard is said to live on after a fashion in his true tomb where he is served by the many demons he bound to his service.
- **DC 20 Linguistic (or Draconic or Abyssal speaker):** The glyphs are a fusion of Draconic and Abyssal and form part of a powerful binding spell akin (but different) to *dimensional lock*.

SAMPLE TREASURE MAPS

FORGOTTEN LEVEL

This map shows a forgotten dungeon sublevel that could be added to any medium to large dungeon. The sublevel is normally accessed through a secret door. However, explorers can also gain access to the sublevel via an underground river that flows through the place.

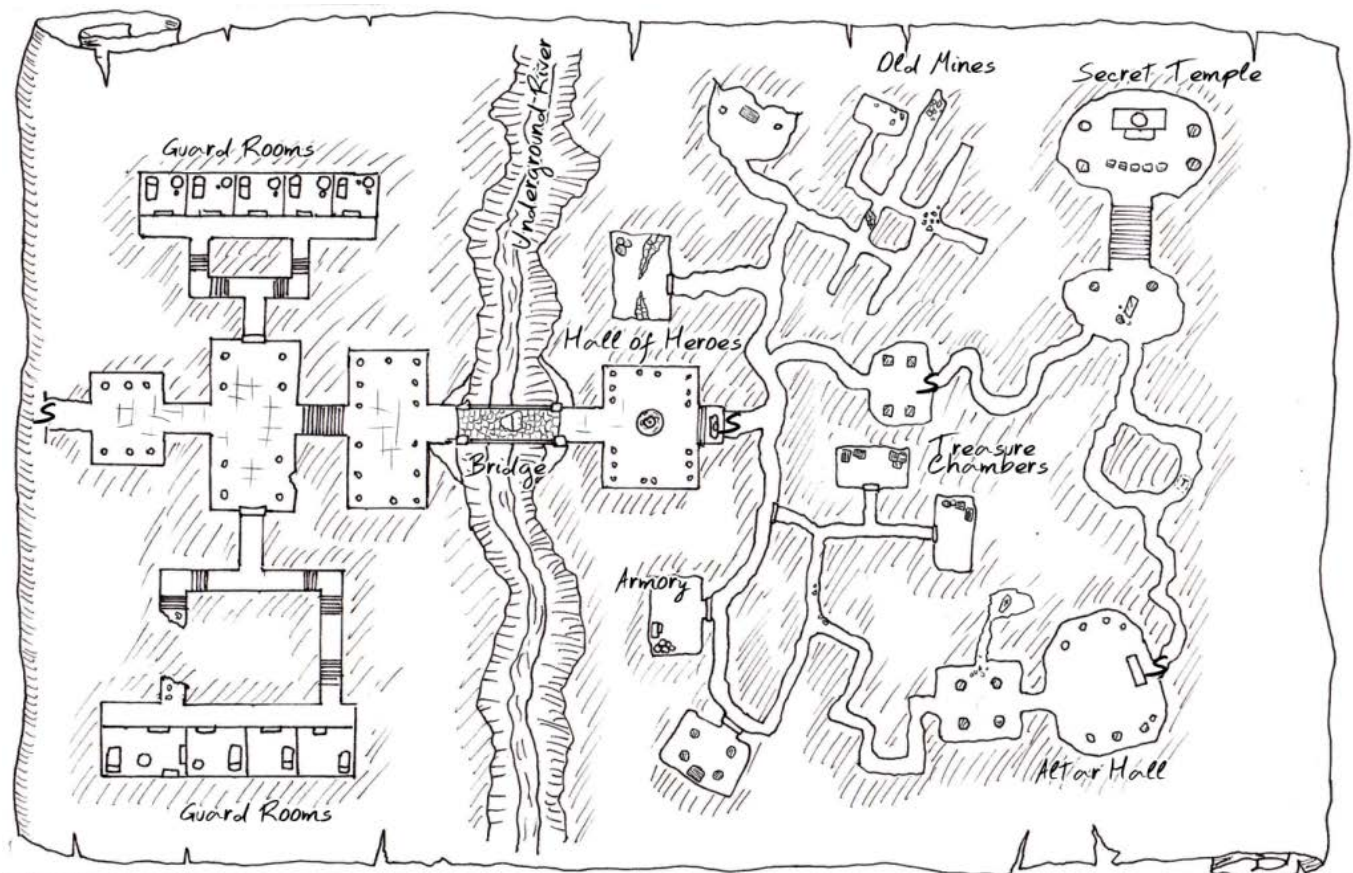
Skills PCs can learn more about the map with successful checks:

- **DC 15 Knowledge (local):** The dungeon is based around a small temple dedicated to fallen warriors of the duergar city of Volchanzar. The duergar built the temple here to venerate those who fell in battle against the dwarves dwelling nearby and to serve as a defensive bastion against the dwarves.
- **DC 10 Knowledge (dungeoneering):** The dungeon is based on a set of natural caves the duergar mined for their mineral wealth.
- **DC 15 Knowledge (engineering):** Duergar often surround their lairs with defensive traps. It is likely the bridge over the river is rigged to collapse.
- **DC 15 Knowledge (geography):** The underground river eventually comes to the surface near the mining town of Rockleft.

VOLCHANZAR

The PCs will likely wish to learn more about Volchanzar. A successful skill check reveals all information revealed by a lesser check.

- **DC 15 Knowledge (local):** The duergar of Volchanzar were famed armourers and weaponsmiths.
- **DC 20 Knowledge (religion):** The duergar of Volchanzar worshipped a trio of lesser known duergar gods dedicated to theft, artifice and darkness.
- **DC 20 Knowledge (history or local):** Volchanzar was a duergar city that flourished several hundred years ago. Its denizens warred sporadically with mountain dwarves tunnelling ever downwards. The city stood at the centre of a vast subterranean lake upon three rocky islands.
- **DC 25 Knowledge (history):** The city fell to the depredations of aboleth drawn to the area for an unknown and alien reason. The ruined city now stands all but deserted.



HADRANKATH

Hadramkath is an all but abandoned dwarven hold which lies in the hills north west of Loweir. The dwarves dwelling therein have been in decline for generations.

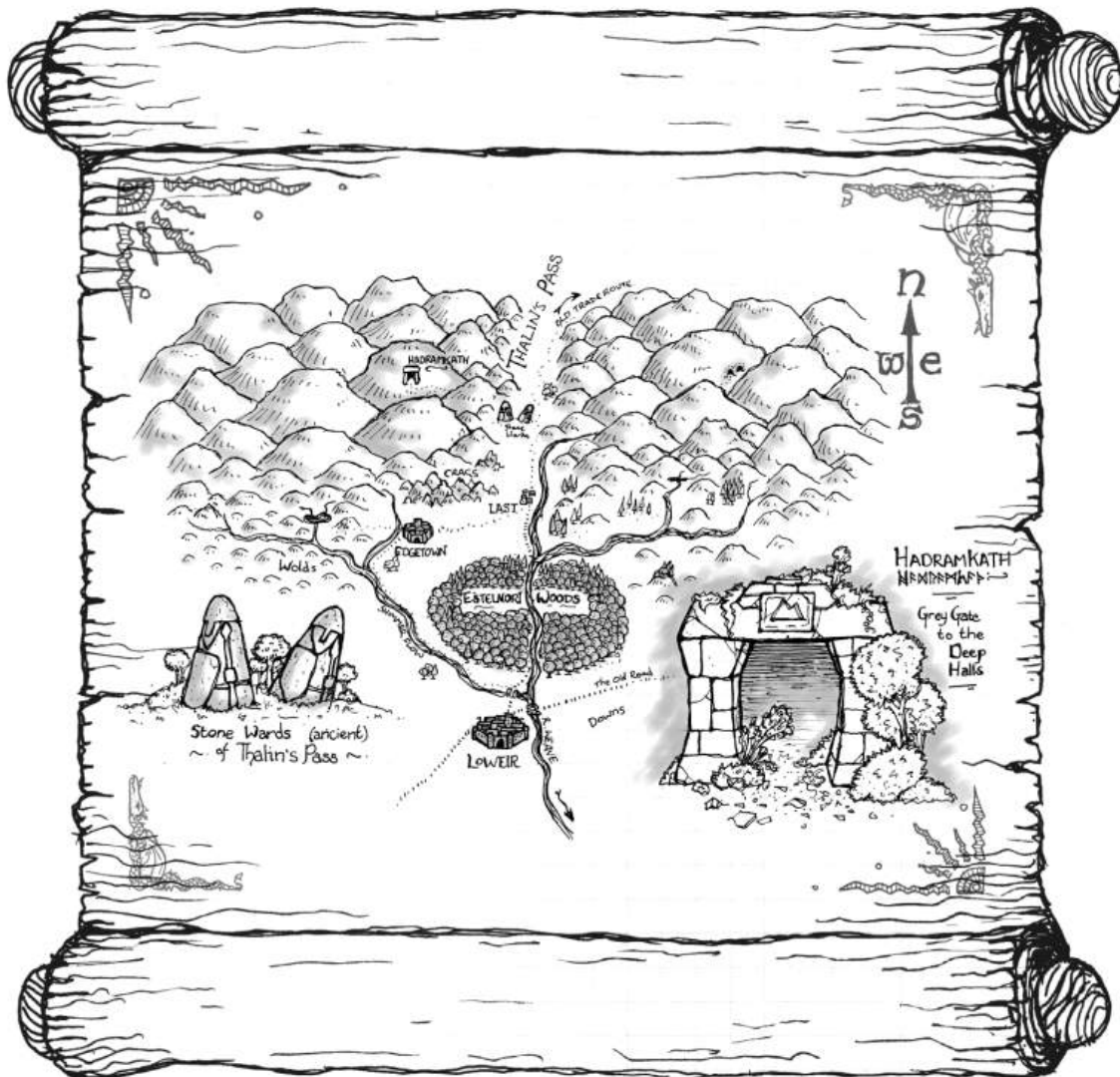
Skills PCs can learn more about the map with successful checks:

- **DC 15 Knowledge (history):** Where once dwelled thousands now barely 200 dwarves survive. Dwelling among the dust and bones of their ancestors they have grown bad-tempered and insular.
- **DC 25 Knowledge (history):** Much of Hadramkath is abandoned; not even the dwarves remember its true extent.
- **DC 10 Knowledge (local):** Hadramkath had several great gates. The location of all but one of those gates has been forgotten.
- **DC 25 Knowledge (history):** The Deep Halls was the part of Hadramkath dedicated to mining certain rare minerals. The mines descend miles under the surface. The lower level also featured numerous forges and workshops.

RUMOURS

Using Diplomacy, the PCs may learn several rumours and stories about Hadramkath:

- **DC 10 Diplomacy:** The dwarves of Hadramkath displeased their gods. Perhaps they were too greedy or perhaps they did not work hard enough at their forges. In any event, their gods cursed them with a falling birth rate.
- **DC 15 Diplomacy:** A few dwarves fled Hadramkath centuries ago. Their progeny live in Loweir and dream of reclaiming their ancient home.
- **DC 20 Diplomacy:** Much of Hadramkath lies abandoned. Amid the dust and abandoned halls lurk the cursed ghosts of its inhabitants. Their wails echo through the surrounding hills at night, driving travellers mad with fear.



ISLAND OF SORROWS

These two maps show the location and general features of the Island of Sorrows.

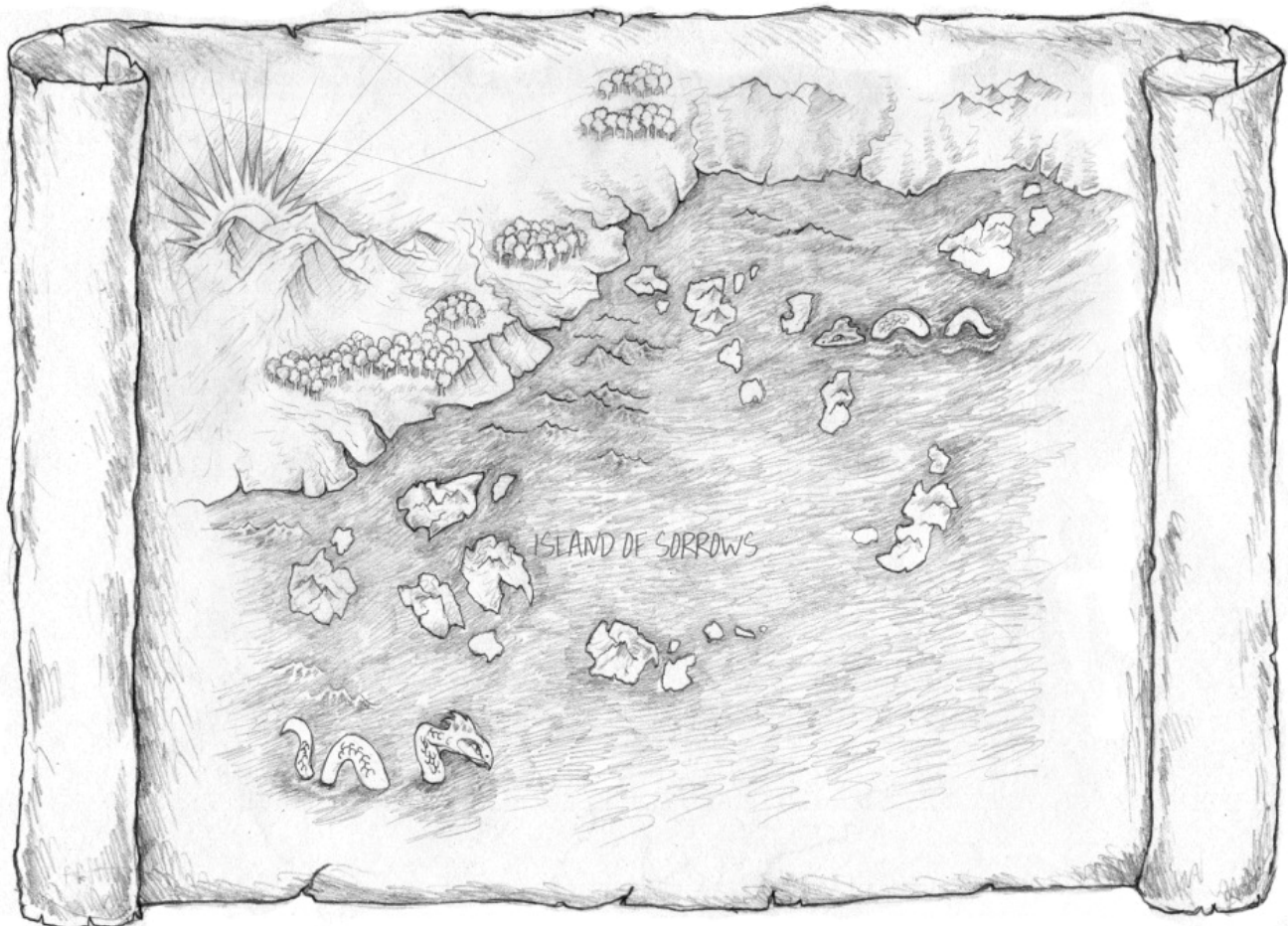
Skills PCs can learn more about the map with successful checks:

- **DC 10 Diplomacy or Knowledge (geography):** Although it lies quite close to the coast, the Island of Sorrows is an isolated, desolate place.
- **DC 15 Knowledge (geography):** Savage rip tides, powerful ocean currents and marauding sea monsters conspire to keep all casual (and most determined) visitors away from the Island of Sorrows.
- **DC 15 Knowledge (history):** Over the last few hundreds of years repeated attempts have been made to claim the island. Pirates have occasionally used the place as a lair. At least three wizards and sorcerers have also dwelled upon the island, each raising their own tower from the very bedrock of the place.
- **DC 15 Diplomacy or Knowledge (local):** Many treasure hoards are said to lie hidden on the island. (The GM should tailor this rumour to perhaps mention famed sea captains, pirates or wizards already extant in his campaign).

USING THESE MAPS

Before placing these maps in the campaign, a GM should also decide how well known the island is. Does the main map show a recognisable part of a known landmass or does the Island of Sorrows lie off the coast of another largely unexplored, distant island? The further distant and hard to reach the island is, the greater the reward should be for doing so. Several towers stud the island. These could belong to powerful wizards, sorcerers, liches or pirate kings.

Obviously, these two maps complement each other. However, the PCs shouldn't just find both together at the same time. It's much more fun for the GM to seed these maps into his campaign over time. Perhaps one of the PCs was given one of the maps (or part of a map) by a dying family member and he desires to explore the place. Hearing rumours of a second map showing the island's actual location, he goes in search of it – spawning a whole series of subsequent adventures!



Island of Sorrows

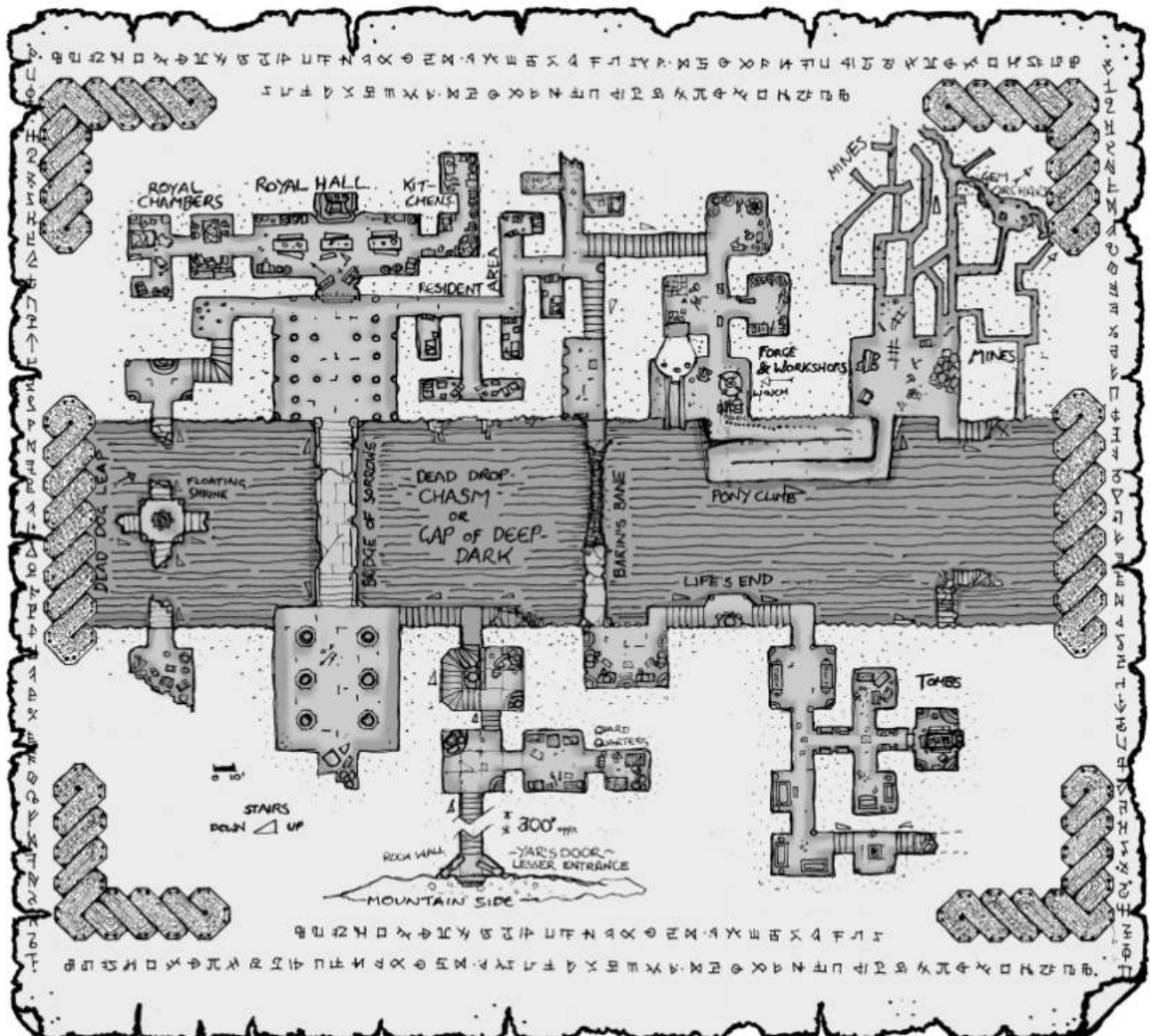


YAR'S DOOR

This map shows a portion of one of the lowest levels of Hadramkath (page 149). This level featured mines that gave forth adamantine and mithral in great quantities and the Deep Drop Chasm – a great rent in the earth said to flow eventually to the Sunless Sea.

Skills PCs can learn more about the map with successful checks:

- **DC 20 Knowledge (history):** Yar's Door was a small supplementary gate designed to provide easy access to the mines surrounding the Deep Drop Chasm.
- **DC 25 Knowledge (history):** The dwarves working in the surrounding workshops were often overcome with lethargy and frequently produced badly-crafted items that broke or were otherwise not fit for their designed purpose. Hadramkath's kings were buried nearby amid the glittering, but flawed creations of their subjects. Even though much that was made here is substandard, the mithral and adamantine used in their construction still represents an incredible treasure if melted down.
- **DC 25 Knowledge (religion):** Because of their poor workmanship and lazy attitude, the dwarves working there were cursed with infertility so that their attitude would not pollute the rest of the dwarven race.
- **Hadramkath:** For more information about Hadramkath, refer to page 149.



Bored of giving out the same old treasures? Find yourself describing hoards that include “gems worth 100 gp,” a “piece of jewellery worth 500 gp and a masterwork longsword?” Want to add in more flavour to your treasure hoards, but simply don’t have the time to create them yourself?

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