

TREASURE TROVE



Reward your players with awesome loot no matter what they encounter. Level-appropriate and written in a narrative style, these treasure tables are the perfect tool for a game master on the go.

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INSTRUCTIONS

Reward your players with loot by rolling a d10 and d6 to select a table and rolling a d12 to determine the treasure they find. It is up to the GM whether players roll for themselves or the GM rolls for them; magical items are marked by italic text in the parentheses, and players may require an appropriate check (such as Arcana, History, or Religion) to determine their nature, at the GM's discretion.

Depending on the situation or setting, roll the d100 once or several times (for example, looting a particularly tough goblin might yield one treasure result, but finding the goblins' treasury might result in one result per player). To build a hoard, keep rolling until the d12 result is a 12.

When a roll results in a spell scroll, it is up to the GM to pick the spell. Roll a d8 to determine the spell's class: 1: Bard, 2: Cleric, 3: Druid, 4: Paladin, 5: Ranger, 6: Sorcerer, 7: Warlock, 8: Wizard.

When a result lists possible variations, it is up to the GM to decide the specifics; it is recommended the needs or limitations of the party are taken into consideration.



Treasure Tables

CHALLENGE RATING 1-4

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TABLE 1

d12	Item(s)
1–6	25 sp
7–9	An abacus and a gnarled wood staff (arcane focus)
10–11	A small bottle filled with pink and red liquid (<i>potion of healing</i>)
12	A backpack with multiple fastenings containing a climber's kit, a bullseye lantern, a coin purse with 5 sp, and a flask of gray fluid with an odor of damp stone (<i>potion of climbing</i>)

TABLE 2

d12	Item(s)
1–6	A small locket, worth 3 gp
7–9	20 arrows, a bow quiver, a crowbar and a hunting trap
10–11	A finely crafted rapier with a scabbard inlaid with silver filigree, a matching buckler, and a coin purse with 25 sp
12	A padded leather sack containing a healer's kit, a book of human anatomy, a waterskin filled with clean water, a small woolen blanket, and a spouted bottle of syrupy, red potion (<i>potion of healing</i>)

TABLE 3

d12	Item(s)
1–6	3 gp and 50 cp, all stamped with the image of a grand warship
7–9	A glass bottle and a small wand of yew wood (druidic focus)
10–11	A shortbow, a quiver with 20 arrows, 50 ft. of silk rope, 2 sp, and 30 cp
12	A finely crafted lute, a coin purse with 1 gp, 15 sp, and 50 cp, and a well-worn songbook concealing a piece of folded paper penned in golden ink (bard cantrip <i>spell scroll</i>)

TABLE 4

d12	Item(s)
1–6	A sack holding 10 sp and 300 cp
7–9	A perfume vial and a large quartz crystal on a tether (arcane focus)
10–11	A set of leather armor with the symbol of a wolf worked into the chest piece, a glaive with a red tassel hanging from the handle, and a chest containing 250 cp
12	A copper holy symbol in the shape of an eagle on a matching chain, five days worth of rations, a burnished flask of holy water, and a faintly glowing prayer wheel inscribed with instructional runes (cleric cantrip <i>spell scroll</i>)

TABLE 5

d12	Item(s)
1–6	4 gp and 5 sp, all stamped with local motifs
7–9	20 crossbow bolts, a bolt case engraved with a falcon, and 30 ft. of chain
10–11	A set of ring mail, a war pick, and a dagger with a scabbard decorated with the symbol of a crescent moon
12	A gnarled quarterstaff made from a young sapling, a piece of birch bark inscribed with druidic symbols, and a hollowed gourd full of red nectar (druid cantrip <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 6

d12	Item(s)
1–6	5 gp, 2 sp and 4 cp, all stamped with a forest clearing hiding various small animals
7–9	A miner's pick, 50 ft. of rope, a steel mirror, and a bullseye lantern, carefully piled
10–11	A coin purse containing 30 gp, and a matching pair of daggers
12	An oath inscribed on a string of ivory beads, draped around the neck of a bottle of ruby liquid, stoppered with a praying figure (1st level paladin <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 7

d12	Item(s)
1–6	A pair of silver rings, worth 27 sp each
7–9	50 ft. of silk rope, a two-person tent, a hooded lantern, and a sun-shaped amulet (holy symbol)
10–11	A well-crafted greatsword with a leather scabbard, designed to be worn on the back
12	A shortbow, a quiver with 30 arrows, a sack with 25 days worth of rations, and a tightly rolled piece of hide, covered in neat script in a crushed-beetle ink (1st level ranger <i>spell scroll</i>)

TABLE 8

d12	Item(s)
1–6	5 gp, 6 sp, and 9 cp, cast in the shape of crescents
7–9	A burglar's pack, a shovel, and a grappling hook
10–11	A set of padded armor, and a greataxe decorated with the relief of two rams butting heads on the blades
12	A satchel containing a leather-bound book filled with research notes and drawings of overland maps, a bedroll, 19 days worth of rations, and a scroll tied with a leather cord and scribed with blood (sorcerer cantrip <i>spell scroll</i>)

TABLE 9

d12	Item(s)
1–6	5 gp, 9 sp, and 1 cp
7–9	A set of fine clothes, some sealing wax, and a signet ring
10–11	A heavy crossbow, and a quiver with 10 bolts
12	A small backpack containing a sack of four arcane focus crystals, each of them a different hue, and a gossamer-thin silk embroidered with a spell (warlock cantrip <i>spell scroll</i>)

TABLE 10

d12	Item(s)
1–6	61 sp and 4 cp
7–9	A simple drum and a pan flute, both painted with green leaves and grapes
10–11	A vial of acid and a set of thieves' tools in a leather roll
12	A belt pouch containing a vial of acid, a finely crafted lock and key, and a minute scroll in an almost imperceptibly tiny script (wizard cantrip <i>spell scroll</i>)

TABLE 11

d12	Item(s)
1–6	6 gp, 3 sp, and 7 cp, all stamped with a leafless tree
7–9	An old but well-kept glaive, depicting a dragon on the haft
10–11	A vial of white liquid (antitoxin)
12	A backpack containing a lyre, a small drum, a coin purse with 15 sp, and an extravagantly decorated piece of metered verse on vellum (1st level bard <i>spell scroll</i>)

TABLE 12

d12	Item(s)
1–6	60 sp and 59 cp
7–9	An unstrung, but otherwise operating, light crossbow
10–11	A small, leather-bound book written in a unique cipher—a ledger of assassination contracts—and a disguise kit
12	A small prayer book with metal clasps, and an earthenware bottle carved with the phrase 'be well', containing a dark-red liquid smelling of sweet wine (1st level cleric <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 13

d12	Item(s)
1–6	A jeweled bracelet, worth 6 gp, 8 sp, and 2 cp
7–9	A shattered locker containing block and tackle, 50 ft. of rope, mason's tools, and a 10 ft. chain and lock (with key)
10–11	A finely crafted dulcimer and a pan flute
12	A set of hide armor made from wolf and bear pelts, 50 ft. of silk rope, a hooded lantern, an explorer's pack, a coin purse with 2 gp and 5 sp, and a large, curled leaf, into which words have been sewn with spider silk (1st level druid <i>spell scroll</i>)

TABLE 14

d12	Item(s)
1–6	7 gp and 4 cp
7–9	An iron pot, cook's utensils, a bottle of fine wine decorated with a silk ribbon, and a dungeoneer's pack
10–11	A small bottle filled with pink and red liquid (<i>potion of healing</i>)
12	A roll of parchment sealed with golden wax and stamped with a shield, and a gold-plated flask containing blood-red liquid (1st level paladin <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 15

d12	Item(s)
1–6	Six smooth stones, hung on a silver chain, worth 1 gp each, and 12 sp for the chain
7–9	A bloodstained dungeoneer's pack, and a bullseye lantern
10–11	A set of jeweler's tools and a sack containing a dozen loose gems, each worth 5 gp
12	A book, roughly bound in wood and leather, filled with detailed maps of the surrounding area, complete with landmarks and distance references, and a roll of thick parchment rolled up in a wooden case (1st level ranger <i>spell scroll</i>)

TABLE 16

d12	Item(s)
1–6	A velvet purse containing 3 gp and 42 sp
7–9	Seashell motif leather armor, and a shield
10–11	A sturdy lock and key, 10 ft. of rusty chain, a bear trap, a tent, and a hooded lantern, contained in a weathered pack (explorer's pack)
12	A collection of seven silver goblets with a noble family's crest, worth 5 gp each, and a singed parchment bound with a scarlet ribbon (1st level sorcerer <i>spell scroll</i>)

TABLE 17

d12	Item(s)
1–6	A small moss agate gem, worth 7 gp and 3 sp
7–9	A matching battleaxe and warhammer, inscribed with the names 'Harlu' and 'Jakril'
10–11	A backpack full of parchment and writing tools (scholar's pack)
12	A cast iron bowl filled with roughly 30 gp worth of solidified gold which appears to have been melted down at some point, and then cooled in place, and a patchwork parchment, each word of which comes from a different source (1st level warlock <i>spell scroll</i>)

TABLE 18

d12	Item(s)
1–6	A copper chalice, inlaid with silver, worth 7 gp and 31 sp
7–9	A rapier with a scalloped handguard in the shape of a lotus blossom
10–11	An extravagant backpack (entertainer's pack)
12	A scrawled parchment, with multiple corrections in a more elegant hand, and an iron flask bearing the image of a severed hand holding a candle over the phrase, 'snuff it, or snuff it' (1st level wizard <i>spell scroll</i> , flask of <i>alchemist fire</i>)

TABLE 19

d12	Item(s)
1–6	70 sp and 33 cp
7–9	A steel mirror and 10 ft. of chain, in a utility backpack (dungeoneer's pack)
10–11	An elegant pack decorated with purple beads, and a gold bottle half full of a clear liquid (priest's pack, holy water)
12	An adjustable, leather strap carrying two skins of a grayish liquid smelling of damp stone (two <i>potions of climbing</i>)

TABLE 20

d12	Item(s)
1–6	An azurite gem, worth 7 gp and 3 sp
7–9	A fine haversack filled with accouterments of worship, and a reliquary (priests pack, holy symbol)
10–11	A set of thieves' tools in a black and gray leather backpack (burglar's pack)
12	Two clay jars of scarlet fluid which smells of cherries (two <i>potions of healing</i>)

TABLE 21

d12	Item(s)
1–6	A bone figurine with a tiny gem in the belly, worth 7 gp and 4 sp
7–9	A pristine set of thieves' tools, 50 ft. of rope, and a tattered map of a local town's mansion
10–11	A 1 lb. gold ingot, stamped with the crest of a local noble family
12	Two parchments in the same neat hand, one lightly perfumed, the other dotted with fallen tears (two bard cantrip <i>spell scrolls</i>)

TABLE 22

d12	Item(s)
1–6	73 sp and 11 cp
7–9	A simple glass vial with an unmistakable skull-and-crossbones label glued to it (vial of acid)
10–11	A map case with several large maps detailing the local area
12	Two rolls of smooth vellum contained in a gold-leafed tube capped with a sun and moon (two cleric cantrip <i>spell scrolls</i>)

TABLE 23

d12	Item(s)
1–6	A single, large coin, worth 7 gp and 4 sp
7–9	A rotted and frayed length of broken rope, bundled inside a scuffed pack (climber's kit)
10–11	A light crossbow, a quiver of 10 bolts (each inscribed with 'Ouch!', 'Catch this!', 'Vanri struck you', and similar messages), and 50 ft. of silk rope
12	A pair of antlers, each carved with a different set of runes (two druid cantrip <i>spell scrolls</i>)

TABLE 24

d12	Item(s)
1–6	A pair of bone dice, with flecks of gem for the pips, worth 7 gp and 4 sp
7–9	An embroidered pouch bearing the name 'Glorbriel— Indomitable Wizard Supreme' (component pouch)
10–11	A shortbow with a fur-lined grip, a quiver of 10 gray-fletched arrows, and a set of leather armor with bone fastenings
12	Leather unwound from a sword hilt, and a shield strap, seared with symbols (two 1st level paladin <i>spell scrolls</i>)

TABLE 25

d12	Item(s)
1–6	A backpack loaded down with 747 cp
7–9	A torrid romance novel, with woodblock prints of maidens and lords walking together, talking, and—most shockingly—holding hands, without a chaperone
10–11	A set of studded leather armor with panels added to accommodate the previous owner gaining weight
12	Two shards of pottery into which writing has been carved with a stone tool (two 1st level ranger <i>spell scrolls</i>)

TABLE 26

d12	Item(s)
1–6	7 gp and 5 sp
7–9	An hourglass with nearly as much dust on it as sand in it, and a lamp without oil
10–11	A set of ring mail stitched into a long, lushly patterned surcoat, and a shortsword in a finely tooled scabbard
12	Two rolls of parchment, each sealed with wax and marked with a perfect, bloody palm print (two sorcerer cantrip <i>spell scrolls</i>)

TABLE 27

d12	Item(s)
1–6	A folded cloth, containing 10 gold leaf sheets worth 7 sp and 5 cp each
7–9	A crate containing a crowbar, sledgehammer, 100 nails, miner's pick, block and tackle, 50 ft. of rope, and mason's tools
10–11	A small bottle filled with pink and red liquid (<i>potion of healing</i>)
12	Two tattered scraps of vellum covered in an indecipherable scrawl of nonsense, each the perfect mirror of the other (two warlock cantrip <i>spell scrolls</i>)

TABLE 28

d12	Item(s)
1–6	A square-cut malachite gem, worth 8 gp
7–9	A fine set of jeweler's tools, stamped with gnomish characters
10–11	Two matching longswords with horse motifs worked into their leather scabbards and handles, and a set of leather armor
12	Two scrolls of parchment: one lavishly penned, the other hastily scribbled by the same hand (two wizard cantrip <i>spell scrolls</i>)

TABLE 29

d12	Item(s)
1–6	A receipt of purchase from a local tavern for an as-of-yet uncollected bottle of fine wine, worth 8 gp
7–9	A coarse, burlap bag containing navigator's tools and an empty tankard with a whale painted on it
10–11	Two matching glaives, likely used by city guards at some point
12	An ale-stained roll of paper containing a beautiful sonnet, and a re-corked wine bottle containing a viscous, red liquid (1st level bard <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 30

d12	Item(s)
1–6	A strikingly spotless silk handkerchief, threaded with gold, worth 7 gp and 5 sp
7–9	A small charm that, when rubbed, becomes a passive, illusory mouse for 5 minutes, once per day
10–11	A set of old, rusty chainmail
12	A page from a lavishly illustrated holy manuscript, with the scribe's ruminations penned in the margins, rolled around a bottle of sweetly incensed liquid the color of sunset (1st level cleric <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 31

d12	Item(s)
1–6	An eight-sided crystal polyhedron, carved with several stars, eyes, and curving arrows, worth 7 gp and 6 sp
7–9	A lucky pocket stone which heals the carrier for 2 hp at the first light of each day
10–11	A thick, wooden box filled with alchemist's supplies
12	A stone sickle carved with glyphs, and a skin of slightly lumpy red liquid, which smells of honeysuckle (1st level druid <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 32

d12	Item(s)
1–6	A small platinum coin, worth 7 gp and 5 sp
7–9	A fair-sized, wooden box, etched with a map of the known world, filled with adventuring gear (explorer's pack, cartographer's tools)
10–11	A small, wooden box containing many vials, chemicals, and various stands and burners (poisoner's kit)
12	A sheet of unblemished, golden parchment held together with a steel band, and a metal hip flask of perfumed, pale-pink liquid (1st level paladin <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 33

d12	Item(s)
1–6	5 gp and 27 sp
7–9	A common-looking quill that magically writes in an unwanted language when used, worth 27 gp and 8 sp
10–11	A small pouch containing four crystals of varying sizes and hues (arcane focus)
12	A thin piece of deer skin, marked in charcoal, and a leather flask containing sweet-smelling water the color of clay (1st level ranger <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 34

d12	Item(s)
1–6	A statue of a monkey, carved from black wood with gold beads for eyes, worth 7 gp and 7 sp
7–9	A lucky rabbit's foot that allows the wearer to jump an extra 5 ft. once per day, worth 28 gp
10–11	A flask of thick liquid, marbled red and orange (alchemist's fire)
12	A piece of canvas spattered with ink which takes on the appearance of lettering, and a stained bottle emitting heady, pale-pink fumes (1st level sorcerer <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 35

d12	Item(s)
1–6	A pestle hewn from quartz, worth 7 gp and 7 sp
7–9	An unassuming-looking pipe that, once a week, provides the smoker a +2 bonus to a single Wisdom (Perception) check, worth 29 gp
10–11	A crudely fashioned doll resembling a local lord, with a noble family's crest on its chest and a single pin protruding from its stomach
12	A spell written on the shed skin of a snake, a different word on each scale, and a sweet-smelling potion in a dark glass vial (1st level warlock <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 36

d12	Item(s)
1–6	4 gp, 30 sp, and 70 cp
7–9	A cord bracelet that allows the wearer to lift an additional 50 lbs for five minutes, once per day, worth 28 gp and 5 sp
10–11	A black, leather-bound book written in a unique cipher—a list of compromising information about locals such as black market deals by merchants, lists of a nobleman's mistresses, the location of hidden wealth, and similar
12	An extravagantly penned scroll tied with a red, leather ribbon, and a gold-plated bottle of crimson liquid with an owl-shaped stopper (1st level wizard <i>spell scroll</i> , <i>potion of healing</i>)

TABLE 37

d12	Item(s)
1–6	57 sp and 202 cp
7–9	A writ of toll passage for a local toll house or bridge, worth 28 gp and 8 sp
10–11	A greataxe, and two handaxes with matching, acid-etched, geometric designs
12	A scandalously illustrated sheet of poetry, concealed in a small, gold-leafed book (bard cantrip <i>spell scroll</i> , cleric cantrip <i>spell scroll</i>)

TABLE 38

d12	Item(s)
1–6	7 gp, 9 sp and 5 cp
7–9	A pack bearing many administrative trappings, in good condition save for a single arrow protruding from it (diplomat's pack)
10–11	A densely compressed cube of fine tea leaves, worth 30 gp
12	A finely penned piece of religious text, curled inside a hollow holly branch carved with symbols (cleric cantrip <i>spell scroll</i> , druid cantrip <i>spell scroll</i>)

TABLE 39

d12	Item(s)
1–6	60 sp and 207 cp
7–9	A dried bird's claw charm on a leather cord, which allows the wearer to ignore the first 5 ft. of a fall, once per week, worth 30 gp
10–11	A small bottle filled with pink and red liquid (<i>potion of healing</i>)
12	A tablet of dry, compacted dirt traced with symbols by burrowing insects, and a clumsily penned parchment, discolored by bright light (druid cantrip <i>spell scroll</i> , 1st level paladin <i>spell scroll</i>)

TABLE 40

d12	Item(s)
1–6	8 gp and 4 sp
7–9	A silver necklace chain that provides its wearer with a +2 bonus to Strength (Athletics) checks once a week, worth 29 gp and 8 sp
10–11	A dark glass orb, containing a slowly churning mass of storm clouds (spellcasting focus)
12	Two rolls of vellum, one held closed with a string of ivory beads, and one with a long strip of hide (1st level paladin <i>spell scroll</i> , 1st level ranger <i>spell scroll</i>)

TABLE 41

d12	Item(s)
1–6	8 gp, 6 sp and 3 cp
7–9	A never-before-used set of bagpipes, each drone plugged with a cork
10–11	A felt satchel with a woven strap, containing a multitude of interior pockets and pouches, stuffed with dried ingredients (component pouch)
12	A scrap of hairy hide and a thin piece of reddish leather, each tattooed with symbols (1st level ranger <i>spell scroll</i> , sorcerer cantrip <i>spell scroll</i>)

TABLE 42

d12	Item(s)
1–6	A small pouch of gems, worth 8 gp, 8 sp, and 5 cp
7–9	A new explorer's pack, stained with a dried blood handprint, including an ink bottle and calligrapher's supplies
10–11	A scimitar with a talon motif inscribed into the crossguard and hilt, and a shield resembling a pair of folded wings
12	A roll of parchment which exudes a faintly acrid steam, and a deep-purple parchment, written with silver ink (sorcerer cantrip <i>spell scroll</i> , warlock cantrip <i>spell scroll</i>)

TABLE 43

d12	Item(s)
1–6	9 gp and 8 cp
7–9	A charmed, velvet 'kerchief which completely nulls any voice it covers, for 30 seconds, once per week, worth 30 gp and 5 sp
10–11	A hopelessly rent, mustard-yellow surcoat, with a salvageable chain shirt beneath
12	A bone into which script has been burned, and a tight roll of parchment, tied with black satin (warlock cantrip <i>spell scroll</i> , wizard cantrip <i>spell scroll</i>)

TABLE 44

d12	Item(s)
1–6	Three gold buttons, worth 3 gp and 1 sp each
7–9	A charmed 1 gp coin, which shrieks loudly when it changes owners, worth 30 gp and 9 sp
10–11	A morningstar, the head of which is carved into a grotesque, grinning face, a spare length of chain, and 10 iron spikes
12	A small, wooden box that plays a slow, haunting melody when opened, containing two papers folded into tiny squares (wizard cantrip <i>spell scroll</i> , bard cantrip <i>spell scroll</i>)

TABLE 45

d12	Item(s)
1–6	9 gp, 5 sp, and 3 cp
7–9	A tarnished suit of ringmail armor, in an eastern fashion
10–11	A brightly quilted saddle with a high, padded cantle, and a gaudily decorated lance
12	A beautiful piece of music over two pages, which becomes more overtly religious in the second half (1st level bard <i>spell scroll</i> , 1st level cleric <i>spell scroll</i>)

TABLE 46

d12	Item(s)
1–6	9 gp, 7 sp, and 6 cp
7–9	A sturdy music case containing a lustrous viol, and a worn, but fine, drum
10–11	An ivory locket containing a beautifully painted portrait of a spectacularly ugly man, worth 30 gp
12	Two immaculate scrolls in a lacquered, wooden tube capped by a granite warrior at one end, and a marble priest at the other (1st level cleric <i>spell scroll</i> , 1st level paladin <i>spell scroll</i>)

TABLE 47

d12	Item(s)
1–6	10 gp
7–9	A hastily abandoned camp, including a bedroll blanket, a plain lute, and a scattered dragonchess set
10–11	A weathered, leather pouch containing 16 uneven, lopsided coins stamped with a tortoise, each worth 2 gp
12	Two scrolls: one sealed with beeswax, and one tied with a piece of plaited leather (1st level druid <i>spell scroll</i> , 1st level sorcerer <i>spell scroll</i>)

TABLE 48

d12	Item(s)
1–6	A lustrous signet ring, worth 11 gp
7–9	A brightly colored, patchwork backpack, bearing the logo of a local acting troupe (entertainer's pack)
10–11	A long, oddly heavy coat, with 40 gp stitched throughout the lining
12	A scroll case crafted from the skin of a polecat, containing two tightly bound rolls of paper (1st level druid <i>spell scroll</i> , 1st level ranger <i>spell scroll</i>)

TABLE 49

d12	Item(s)
1–6	120 sp
7–9	A broken dagger and a scholar's pack containing a second ink bottle lie near a mysterious scorch mark on the ground
10–11	An ink-stained, canvas bag containing writing equipment and a pocket book of easy-to-remember, educational rhymes about commonly-encountered creatures
12	Two scrolls with a faint, green glow, rolled together in a finely tooled sheet of leather (1st level ranger <i>spell scroll</i> , 1st level sorcerer <i>spell scroll</i>)

TABLE 50

d12	Item(s)
1–6	13 gp
7–9	A black-lacquered suit of scale mail armor
10–11	A opulent, courtly gown of deep-orange velvet, cut to fit a tall, slightly portly woman, studded with glass beads painted to look like pearls
12	A scroll extolling virtue and dogma over wantonness, attached to which is an ashen parchment scrawled with wicked symbols as an example (1st level paladin <i>spell scroll</i> , 1st level warlock <i>spell scroll</i>)

TABLE 51

d12	Item(s)
1–6	An ornate stylus, worth 14 gp
7–9	A half-worm-eaten book examining poisonous plants, and a corked, glass tube of faintly green liquid (antitoxin vial)
10–11	An obsidian bangle, made to fit around a large horn, inscribed with an angular flame motif, worth 35 gp
12	A thick parchment resembling a signed legal document, and a curled, yellowing paper which gently drips ink from one corner (1st level warlock <i>spell scroll</i> , 1st level wizard <i>spell scroll</i>)

TABLE 52

d12	Item(s)
1–6	15 gp, printed in the likeness of a pious martyr
7–9	A lightweight, black porcelain orb, stoppered with a cork sealed with wax, and bearing a label reading 'flame' (alchemist's fire)
10–11	A set of white, cotton vestments, with a cloth-of-gold stole, and a conical incense burner, worth 20 gp
12	A long, woolen bag which once held a musical instrument, containing a pair of scribbled notes on glossy parchment (1st level wizard <i>spell scroll</i> , 1st level bard <i>spell scroll</i>)

TABLE 53

d12	Item(s)
1–6	Promissory note worth 11 gp, undersigned by 'Ralf the Liar'
7–9	Ten daggers sheathed in a fetching, black-leather bandolier, each pommel enhanced with silver filigree
10–11	A merchant's scale, set of jeweler's tools, and cloth pouch containing an assortment of precious stones, worth 10 gp
12	A pair of silk breeches covered with gaudy embroidery, which can be used to cast the <i>longstrider</i> spell once, after which the embroidery disappears

TABLE 54

d12	Item(s)
1–6	A heavy jug filled with 500 cp
7–9	A halberd with a hollow handle which is filled with ball bearings, and can be accessed by unscrewing the butt
10–11	A set of brewer's supplies and a demijohn filled with dangerously alcoholic, dangerously flammable, nettle wine, worth 5 gp
12	A vial of awful-smelling, lumpy liquid, the shade of which is best not described, but can be thrown up to 30 feet to cast the <i>grease</i> spell once (DC 12), after which the vial is best disposed of

TABLE 55

d12	Item(s)
1–6	55 sp that have been clipped; actual value approximately 4 gp
7–9	A military saddle, worth 25 gp, emblazoned with the crest of a noble household: a purple lion with dragon wings, tail, and tongue on a silver background
10–11	Three dusty bottles of wine, their peeling labels demarking them as a fine vintage, worth 10 gp each
12	A small, mechanical firelighter that allows the user to cast the <i>dancing lights</i> cantrip once before shattering

TABLE 56

d12	Item(s)
1–6	30 sp cast in a ring shape, threaded onto a thin, silver chain, itself worth 2 gp
7–9	A set of farrier's tools, worth 20 gp, including a knife, clinchers, hammer, nippers, and a rasp, plus a leather pouch of iron nails worth 1 gp
10–11	A battered backpack containing pitons, boot tips, gloves, and a harness, plus a small four-leaf clover carved from greenstone, and a coil of 50 feet of silk rope, worth a total of 36 gp
12	A piece of parchment with gilded edges which, when touched, folds into a bird and delivers a message as per the <i>message</i> cantrip, before losing its magic

TABLE 57

d12	Item(s)
1–6	A collection of rare shells that once belonged to coastal molluscs, worth 7 gp
7–9	A silver ewer, slightly tarnished, with a tell-tale ring of red wine staining, worth 25 gp
10–11	A wagon in a reasonable state of repair, the painted side of which reads 'Doctor Morelli's Traveling Mortuary', worth 40 gp
12	A droplet of polished bloodstone which, when hidden on a person, can be used to silently cast the <i>true strike</i> cantrip once; after use, it turns into blood and is destroyed

TABLE 58

d12	Item(s)
1–6	A silk pouch of coloured glass beads, worth 8 gp
7–9	A piece of bone carved into the form of a leering demon with blood-stained eyes, worth 25 gp
10–11	1 lb. of saffron and ground nutmeg, in separate hexagonal, glass jars worth 15 gp each, and a certificate of membership for the 'Renowned Guild of Spice Traders'
12	The gold-covered tooth of a saint with a prayer inscribed upon it, which can be used to cast the <i>sacred flame</i> cantrip once (DC 12), after which the gold melts and is destroyed (holy symbol)

TABLE 59

d12	Item(s)
1–6	An egg-sized piece of polished lapis lazuli, worth 10 gp
7–9	25 iron spikes, worth 1 sp each, driven into a life-sized carving of a humanoid head, now unrecognizable but with azurite eyes, worth 10 gp per stone
10–11	A battered collection of small tinker's tools, worth 50 gp, and a clockwork toy penguin that waddles gleefully when wound, worth 10 gp
12	A black, silk glove which, when the user places their hand within it, manifests a spectral hand as per the <i>mage hand</i> cantrip, before disappearing in a puff of smoke

TABLE 60

d12	Item(s)
1–6	A tiny piece of blue quartz worked into the rough shape of a fish, worth 10 gp
7–9	A set of brushes and paints of decent quality, and a delightful miniature still life, worth 25 gp in total
10–11	A scratched-up but still functioning lock, and a set of thieves' tools with a few bent picks and a note reading 'Keep at it, champ'
12	A brass door handle which allows you to instantly cause an unlocked door within 60 feet to fly open or slam shut, after which it harmlessly melts



Treasure Tables

CHALLENGE RATING 5-8

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TABLE 1

d12	Item(s)
1–6	101 sp
7–9	Four ochre-colored gems, worth 12 gp each, and a clay flask containing pink, berry-scented liquid (<i>potion of healing</i>)
10–11	Four mismatched, glass flasks, sealed with wax, containing a deep-crimson fluid smelling of honey (<i>four potions of healing</i>)
12	A set of resplendent, exceptionally dense armor, inscribed with the image of a portcullis (<i>adamantine armor</i>)

TABLE 2

d12	Item(s)
1–6	6 gp, 50 sp, and 10 cp
7–9	A climber's kit, thieves' tools, and a small, glass decanter of slate-gray liquid, smelling faintly of wet stone (<i>potion of climbing</i>)
10–11	A thick, peaty sludge contained in a rough, clay bottle (<i>potion of hill giant strength</i>)
12	A quiver of arrows, pouch of blowgun needles, quiver of crossbow bolts, or sack of sling bullets that glow faintly with a magical aura (+1 <i>ammunition</i> : 20 arrows, 50 blowgun needles, 20 crossbow bolts, or 20 sling bullets)

TABLE 3

d12	Item(s)
1–6	140 sp
7–9	6 pp and a hastily scrawled music sheet with lyrics (<i>bard cantrip spell scroll</i>)
10–11	A glass bottle containing a bright-green liquid, the cork of which audibly creaks from internal pressure (<i>potion of growth</i>)
12	An unremarkable necklace you find difficult to remember when you glance away from (<i>amulet of proof against detection and location</i>)

TABLE 4

d12	Item(s)
1–6	A bag carrying 16 gp
7–9	Holy water, a morning star, and a rolled-up piece of vellum bearing a temple's mark and a hymn (<i>cleric cantrip spell scroll</i>)
10–11	A cut-glass decanter holding a rich, crimson fluid (<i>potion of greater healing</i>)
12	A black bag that appears to be empty (<i>bag of holding</i>)

TABLE 5

d12	Item(s)
1–6	A small satchel containing 1 pp and 8 gp
7–9	A maul, a glass vial of crimson liquid, and a fine sheet of wood the thickness of paper, with faintly glowing, green characters on it (<i>potion of healing</i> , <i>druid cantrip spell scroll</i>)
10–11	A crudely re-corked spherical flask, filled with a gloopy, red potion (<i>potion of poison</i>)
12	A small sack covered in coarse, tan fur, with a musty, animal scent (<i>bag of tricks</i>)

TABLE 6

d12	Item(s)
1–6	21 gp
7–9	42 gp, 200 sp, and a gold-leafed scroll printed with the seal of a knightly order (1st level <i>paladin spell scroll</i>)
10–11	An iron flask stamped with a shield, full of a thin potion which smells like a meadow (<i>potion of resistance</i>)
12	A pair of smooth, leather bracers, with silver stitching depicting an elven maiden hunting a deer (<i>bracers of archery</i>)

TABLE 7

d12	Item(s)
1–6	A black gemstone, worth 21 gp
7–9	An explorer's pack containing a folded, dirty paper bearing a symbol marked in charcoal, and a wood flask of dark water tasting of minerals (1st level ranger <i>spell scroll</i> , <i>potion of climbing</i>)
10–11	A skillfully crafted, porcelain bottle in the shape of a leaping fish, the contents of which smell like brine (<i>potion of water breathing</i>)
12	A cloak clasp which, when closed, depicts a figure sheltering from a spell behind a shield (<i>brooch of shielding</i>)

TABLE 8

d12	Item(s)
1–6	12 gp and 103 sp
7–9	A well-marked flask of antitoxin, 12 gp, and a small sack containing a singed roll of paper bearing disturbing writing (sorcerer cantrip <i>spell scroll</i>)
10–11	A tin of white paste, fresh-smelling with a hint of menthol (<i>restorative ointment</i>)
12	An elegant, silver circlet, scorched black around a central, faceted opal (<i>circlet of blasting</i>)

TABLE 9

d12	Item(s)
1–6	20 gp and 36 sp
7–9	Black gems worth 61 gp, and a small, soapstone statuette of a sea creature, carved with a poem (warlock cantrip <i>spell scroll</i>)
10–11	A piece of musical notation interspersed with sketches of a nightingale and marred by a streak of guano (2nd level bard <i>spell scroll</i>)
12	An ivory box carved with intertwining, monstrous forms, containing a set of heavyweight, beautifully illustrated cards (<i>deck of illusions</i>)

TABLE 10

d12	Item(s)
1–6	A carved, ivory lion with gems for eyes, worth 23 gp and 7 sp whole, or 11 gp for each eye
7–9	A holy symbol in an ornate reliquary, a scimitar, 25 gp, and a small, fat, clay pot of a ruby-colored fluid (<i>potion of healing</i>)
10–11	A smooth, elliptical stone, covered in devotional runes (2nd level cleric <i>spell scroll</i>)
12	A pitch-black velvet bag full of incredibly fine, shimmering sand (<i>dust of disappearance</i>)

TABLE 11

d12	Item(s)
1–6	A cracked, gold bust of a man, worth 24 gp and 5 sp
7–9	A tattered backpack holding a shortsword, shortbow, and ring mail armor tightly rolled around a slightly curling roll of parchment (wizard cantrip <i>spell scroll</i>)
10–11	The tusk of a large monster, scrimshawed with symbols (2nd level druid <i>spell scroll</i>)
12	A brightly painted, ceramic horn containing a rough sand which smells like parched earth (<i>dust of dryness</i>)

TABLE 12

d12	Item(s)
1–6	21 gp and 54 sp
7–9	Gems worth 60 gp, and an unremarkable roll of paper marked with a few uncommon words (1st level <i>spell scroll</i>)
10–11	A piece of white silk, with hair's-breadth copper wire tracing lines of religious tenets (2nd level paladin <i>spell scroll</i>)
12	A hollow figurine full of dusty sand, which can be poured through its exaggerated nostril holes (<i>dust of sneezing and choking</i>)

TABLE 13

d12	Item(s)
1–6	272 sp
7–9	A shield, chain shirt, and a short, silver rod, around which is rolled a coarse, cloth scroll marked with red ink (1st level <i>spell scroll</i>)
10–11	A turtle shell, daubed with charcoal symbols (2nd level ranger <i>spell scroll</i>)
12	A quiver, engraved with elegant, looping designs, overturned next to an incongruously large pile of scattered ammunition (<i>efficient quiver</i>)

TABLE 14

d12	Item(s)
1–6	28 gp
7–9	Holy water, 12 gp, and a hand-painted playing card with a familiar limerick on it (1st level <i>spell scroll</i>)
10–11	A string of four small, pewter flasks, which contain a caramel-scented brew (four <i>potions of healing</i>)
12	A rough-cut sapphire, from which the sound of whistling wind whispers faintly (<i>blue sapphire elemental gem</i>)

TABLE 15

d12	Item(s)
1–6	A small spool of gold thread on a silver bobbin with gems, worth 28 gp and 9 sp
7–9	A pouch holding 10 gp, a vial of rose-colored syrup, and a sheet of delicately scented, pink paper scrawled with tiny, looping penmanship (<i>potion of healing</i> , 1st level <i>spell scroll</i>)
10–11	A roll of paper covered in spidery writing which seems to shift and squirm together (2nd level warlock <i>spell scroll</i>)
12	A soot-stained, black, leather flask, firmly corked, and capped with a stud of black quartz (<i>eversmoking bottle</i>)

TABLE 16

d12	Item(s)
1–6	20 gp, 10 sp, and 6 cp
7–9	An explorer's pack containing a spellbook, one of the pages bookmarked with an additional sheet of thinner, older, darker paper (1st level <i>spell scroll</i>)
10–11	A stack of papers covered in paranoid ramblings, with one sheet of perfect, genius clarity somewhere in the middle (2nd level wizard <i>spell scroll</i>)
12	A stylish pair of pince-nez, with subtly purple-tinted glass (<i>eyes of charming</i>)

TABLE 17

d12	Item(s)
1–6	21 gp, 8 sp, and 6 cp
7–9	6 ingots of gold worth 10 gp each, and a scroll scribbled with odd words, stamped with a sigil depicting a mountain (1st level <i>spell scroll</i>)
10–11	A sheet of musical notation, sealed with golden wax and stamped with the image of a violin (3rd level bard <i>spell scroll</i>)
12	A set of eyeglasses with multiple focal lenses, giving the impression of a many-eyed insect (<i>eyes of minute seeing</i>)

TABLE 18

d12	Item(s)
1–6	3 pp, wrapped in velvet, tied with a silk cord
7–9	A blue gem worth 60 gp, and a sheet of parchment painted in faintly smoking letters (1st level <i>spell scroll</i>)
10–11	A small, votive statue, carved with runes across the back of its spread wings (3rd level cleric <i>spell scroll</i>)
12	A set of severe, straight-edged eyeglasses, resembling the stern gaze of a hawk (<i>eyes of the eagle</i>)

TABLE 19

d12	Item(s)
1–6	23 gp, 6 sp, and 7 cp
7–9	Five gems worth 5 gp each, and two rolls of worn parchment bearing mystic words (1st level <i>spell scroll</i> , cantrip <i>spell scroll</i>)
10–11	A round piece of slate, carved with spiraling, faintly glowing symbols (3rd level druid <i>spell scroll</i>)
12	A lump of silver, roughly resembling a hunched, croaking raven (<i>silver raven figurine of wondrous power</i>)

TABLE 20

d12	Item(s)
1–6	A tiara, worth 29 gp and 7 sp
7–9	A sky-blue gem worth 63 gp, and a spell written on the back of what was once a shipping manifest (1st level <i>spell scroll</i>)
10–11	A thick scroll with brass handles and embossed, golden text (3rd level paladin <i>spell scroll</i>)
12	A pair of dark, steel gauntlets, the lobstered detailing of which resembles lumpy, weathered knuckles (<i>gauntlets of ogre power</i>)

TABLE 21

d12	Item(s)
1–6	25 gp, 44 sp, and 8 cp
7–9	2 pp, a wax-sealed scroll hung with red tassels under the sigil, and a hip flask containing sweet-smelling liquid (1st level <i>spell scroll</i> , <i>potion of healing</i>)
10–11	A well-worn parchment with lines of writing resembling a map of the wilderness (3rd level ranger <i>spell scroll</i>)
12	A leather bag containing rough, wool padding, and a large, brilliantly polished, blue gemstone (<i>gem of brightness</i>)

TABLE 22

d12	Item(s)
1–6	An inscribed, gem-studded brooch, worth 28 gp, 9 sp, and 8 cp
7–9	A filled, silver vial smelling of cranberries, and a clay flask with a paper label depicting a mushroom (<i>potion of healing</i> , antitoxin)
10–11	A roll of parchment with faintly glittering, green writing (3rd level sorcerer <i>spell scroll</i>)
12	A set of round goggles on an adjustable strap, resembling the shining eyes of an owl (<i>goggles of night</i>)

TABLE 23

d12	Item(s)
1–6	27 gp, 29 sp, and 8 cp
7–9	A sturdy warhammer, many small gems worth 60 gp, and a flask stamped with the symbol of a pious figure (holy water)
10–11	A thin sheet of lead, curled into a scroll and held shut with an iron nail (3rd level warlock <i>spell scroll</i>)
12	A remarkably ugly hat with a ratty feather protruding from it (<i>hat of disguise</i>)

TABLE 24

d12	Item(s)
1–6	20 gp, 81 sp, and 19 cp
7–9	A pouch containing 75 gp stamped with crossed swords, and a wooden, sealed tankard bearing the symbol of a church (holy water)
10–11	A brass scroll tube engraved with a griffon design, containing a roll of thin, stiff paper (3rd level wizard <i>spell scroll</i>)
12	An intricate circlet with a delicate, branching design resembling a network of nerves (<i>headband of intellect</i>)

TABLE 25

d12	Item(s)
1–6	29 gp and 90 cp
7–9	A tarnished set of chainmail armor, and a keg packed with a porcelain flask of scentless liquid (holy water)
10–11	An earthenware bottle of amber liquid surrounded by insects, which seem drawn to it (<i>potion of animal friendship</i>)
12	An open-faced helmet, embossed with the image of a fish curving from the ear to the jaw (<i>helm of comprehending languages</i>)

TABLE 26

d12	Item(s)
1–6	A large sack containing 3,000 cp
7–9	A discarded longsword, and explorer's pack containing an additional vial of holy water and alchemist's fire
10–11	A neatly folded piece of paper, tied with hempen twine and lightly smoking at the corners (2nd level sorcerer <i>spell scroll</i>)
12	A brightly polished helm, the visor of which depicts a third, staring eye (<i>helm of telepathy</i>)

TABLE 27

d12	Item(s)
1–6	A snuff box containing 3 pp
7–9	A small, keyless lockbox (unlocked) containing a flask of water and two flasks of opaque, reddish liquid (holy water, two <i>potions of healing</i>)
10–11	Four dusty, glass bottles of vibrantly pink liquid, sealed with wax and stamped with the image of a dove (four <i>potions of healing</i>)
12	An iron bar, carved at each end to resemble a raised, open hand (<i>immovable rod</i>)

TABLE 28

d12	Item(s)
1–6	29 gp and 9 sp
7–9	A mottled, gray precious gem worth 80 gp, and a smoky quartz crystal (<i>arcane focus</i>)
10–11	A set of splint armor, made to fit a human child (but could be comfortably worn by a gnome or halfling), and a realistically-painted wooden sword
12	A bright javelin, the air around which crackles with a static charge (<i>javelin of lightning</i>)

TABLE 29

d12	Item(s)
1–6	15 gp, 140 sp, and 100 cp
7–9	A small bottle, marked with a fish glyph, whose contents smell of low tide (<i>potion of water breathing</i>)
10–11	A fist-sized chunk of amber containing a large dragonfly, worth 125 gp
12	A battered, old lantern, the aperture of which resembles an eye, staring open, or narrowed with suspicion (<i>lantern of revealing</i>)

TABLE 30

d12	Item(s)
1–6	A golden circlet worth 32 gp, 7 sp, and 1 cp
7–9	A stoppered flask made of hardened leather, reeking of wet fur (<i>potion of animal friendship</i>)
10–11	A small, mahogany chest containing a neatly-stacked set of tiger's eye dragonchess pieces worth 160 gp
12	A small, but grim, pendant, fashioned in the shape of a head, pulled open by grasping fingers to reveal the brain (<i>medallion of thoughts</i>)

TABLE 31

d12	Item(s)
1–6	30 gp, 6 sp, and 1 cp
7–9	A vial of liquid that looks and smells like a strong, earthy liquor (<i>potion of hill giant strength</i>)
10–11	A smooth, leather pouch containing a set of malachite dragonchess pieces worth 160 gp
12	An exceptionally bright shirt of fine mail links - light, supple, but exceedingly strong (<i>mithral armor</i>)

TABLE 32

d12	Item(s)
1–6	310 sp
7–9	A small, clear bottle of what looks and smells like mulched wheatgrass (<i>potion of growth</i>)
10–11	A brooch of black glass in the shape of a bat, which slowly flaps its wings when placed in shadow, worth 150 gp
12	A golden choker, carved with the image of a mongoose battling a cobra (<i>necklace of adaptation</i>)

TABLE 33

d12	Item(s)
1–6	28 gp, 30 sp, and 2 cp
7–9	A coin purse with cut straps, containing 5 pp, and a flask of magenta-colored liquid tasting of grapefruit (<i>potion of healing</i>)
10–11	Three blocks of what appears to be stone (in reality, three 50 gp gold ingots disguised with a layer of plaster, one of which has cracked, revealing the ruse)
12	A wine bottle containing a thick, tar-like substance, bearing the label 'NOT WINE!' (<i>oil of slipperiness</i>)

TABLE 34

d12	Item(s)
1–6	36 gp, 3 sp, and 2 cp
7–9	An elegant, wire-wrapped glass vial containing a deep-purple draught, smelling of melon (<i>potion of greater healing</i>)
10–11	A bolt of emerald silk worth 160 gp once it is dusted off
12	A perfectly spherical pearl, the colors of which shift and mingle in the light (<i>pearl of power</i>)

TABLE 35

d12	Item(s)
1–6	Three gem statuettes, worth 10 gp each
7–9	A caster's component pouch, including a fiery, yellow gem worth 75 gp
10–11	A leather satchel containing a few stoppered and sealed bottles, a leather roll of knives, herbs and ointments, and a small, wooden chest with many sub-divided compartments (<i>potion of healing</i> , antitoxin, healer's kit, component pouch)
12	A bone pendant carved in the shape of a laughing dwarf (<i>periapt of health</i>)

TABLE 36

d12	Item(s)
1–6	22 gp, 70 sp, and 3 cp
7–9	A clear vial containing a viscous, green ichor, but is scentless and labeled with a pleasant sunflower (<i>poison</i> , basic)
10–11	A fragile, clay bottle, four leather flasks, a bundle of 20 arrows, and a pile of papers, one of which is titled 'experiment one', but is otherwise blank (<i>alchemist's fire</i> , four flasks of oil)
12	A green, gemstone necklace, fashioned to resemble an unusually friendly troll (<i>periapt of wound closure</i>)

TABLE 37

d12	Item(s)
1–6	15 gp, 100 sp, and 600 cp
7–9	A crumpled cap, holding 10 gp, inside a small trunk filled with other festive items (entertainer's pack)
10–11	A silver chain bearing a small, glass vial filled with an overwhelmingly sweet, red paste (<i>potion of greater healing</i>)
12	A gently fizzing, pink potion in a delicate, glass vial, which smells faintly of a childhood sweetheart (<i>philter of love</i>)

TABLE 38

d12	Item(s)
1–6	A necklace worth 20 gp, and two earrings, worth 6 gp each
7–9	A fine magnifying glass, bearing a tiny nameplate reading 'Anton', though the last two characters have been scratched out
10–11	A barbed spear, a dagger attached to a loop of twine, a worn tin full of fishing tackle, a net, and a gold plaque bearing the image of a trout, worth 120 gp
12	A flute fashioned from a thigh bone, the sound of which resembles a distant, anguished scream (<i>pipes of haunting</i>)

TABLE 39

d12	Item(s)
1–6	30 gp and 27 sp
7–9	A clean, quilted bedroll, rolled around an hourglass and a plain scroll (wizard cantrip <i>spell scroll</i>)
10–11	A brightly painted dulcimer, two sets of fine clothes (one deep-red, the other pale-green), a disguise kit, and a set of saucily decorated playing cards
12	A tin whistle, which smells faintly musty and produces too high a note for you to hear (<i>pipes of the sewers</i>)

TABLE 40

d12	Item(s)
1–6	20 gp and 136 sp
7–9	An empty bottle clearly labeled 'potion of resistance', and a silver, moon-shaped amulet (holy symbol)
10–11	Four novelty porcelain bottles shaped like soldiers, filled with a sticky, red liquid (four <i>potions of healing</i>)
12	A tatty, heavily patched cloak, its numerous replacement parts outweighing the original material (<i>robe of useful items</i>)

TABLE 41

d12	Item(s)
1–6	A set of three jeweled, empty potion flasks, worth 11 gp each
7–9	Two scandalously shaped glass flasks, each filled with pink (or purple?) fluid (<i>potion of healing</i>)
10–11	A leather roll of jeweler's tools, a dusty magnifying glass, and a rough chunk of bright-blue lapis lazuli and mottled-green azurite, each worth 10 gp
12	A knotted length of sturdy rope, coiled as if waiting, like a resting serpent (<i>rope of climbing</i>)

TABLE 42

d12	Item(s)
1–6	344 sp and 100 cp
7–9	A fine sheet of parchment rolled and held closed by a silken thread (2nd level <i>spell scroll</i>)
10–11	A wooden blowgun with a twisting serpent design, a rough bag containing 20 blowgun needles, one glass vial of thick, black liquid, and one of lightly bubbling green (vial of poison, vial of acid)
12	A round shield with a heavy boss depicting a roaring manticore (+1 <i>shield</i>)

TABLE 43

d12	Item(s)
1–6	36 gp and 3 sp
7–9	An unused greatsword and a spellbook that has a few doodles in it
10–11	A bright, wooden camel saddle, with attached pack containing a pound of saffron worth 15 gp, merchant's scales and weights worth 5 gp, and a bolt of bright, yellow silk worth 50 gp
12	A pair of delicate, calfskin slippers, with soles covered in fine hairs (<i>slippers of spider climbing</i>)

TABLE 44

d12	Item(s)
1–6	10 gp and 272 sp
7–9	What looks to be an impromptu shrine, made of a longbow and studded leather armor, as well as a tumbled little pile of stones and candles
10–11	A burlap sack containing paraphernalia of worship, including a stoppered, clay bottle, a silver ring with a bright symbol, and cloth-of-gold vestments worth 25 gp (priest's pack, flask of holy water, holy symbol)
12	A smooth, coiling staff, faintly iridescent, with the feel of firm, sinuous muscle (<i>staff of the python</i>)

TABLE 45

d12	Item(s)
1–6	38 gp
7–9	An army-issued halberd, scale mail armor, and 25 gp
10–11	A set of dark, padded scale mail made to fit a tall, thin man, a hand crossbow, a plain bedroll and tent, and a large, iron coin bearing the image of two crossed knives
12	A thin, leather thong bearing a red agate, flecked with black, resembling the wing-case of a ladybird (<i>stone of good luck (luckstone)</i>)

TABLE 46

d12	Item(s)
1–6	An ornate hand mirror, worth 39 gp
7–9	A horseman's shortbow and chainmail shirt
10–11	A collection of small jars and barrels used to brew beer, a set of scales and weights, pouches of wheat, yeast and spices, a copper chalice stamped with a drake and griffon, and a lockbox containing 50 gp and recipe for 'White Dragon Pale Ale'
12	A salt-stained trident, the head of which resembles a glowering deep sea squid with jagged, pointed tentacles (<i>trident of fish command</i>)

TABLE 47

d12	Item(s)
1–6	30 gp and 101 sp
7–9	A jumbled pile made up of a hand crossbow with 20 bolts, atop well-worn ring mail armor
10–11	A leather roll of papers, quills, seals, sealing wax, and bottles of ink, one of which is labeled in a different color and sealed more carefully (diplomats pack, vial of poison)
12	A straight wand of light wood, slightly forked behind the handle (<i>wand of magic detection</i>)

TABLE 48

d12	Item(s)
1–6	A pair of goblets, worth 22 gp each
7–9	A gold-bordered scroll bound with a leather strap (2nd level <i>spell scroll</i>)
10–11	A viciously sharp pike, a set of unadorned chainmail, and a shortsword, all of hobgoblin make
12	A long shard of blue crystal, resembling a blast of magical energy (<i>wand of magic missiles</i>)

TABLE 49

d12	Item(s)
1–6	48 gp
7–9	A small scroll-case holding a moldering sheet of vellum marked in browned ink (2nd level <i>spell scroll</i>)
10–11	A small, tightly packed backpack containing climbing equipment, 50 ft. of silk rope, a bag of forger's tools, and a heavy, copper bracelet treated to look like gold, worth 50 gp
12	A wand with a handle resembling a heavy, wrought-iron key (<i>wand of secrets</i>)

TABLE 50

d12	Item(s)
1–6	520 sp
7–9	A torn belt pouch containing 5 pp and a milky, blue liquid in a simple vial (<i>potion of resistance</i>)
10–11	A fine riding saddle, with large saddlebags containing the necessities for survival in the wilderness, a military shortsword, and a royal decree entitling the bearer to requisition a riding horse
12	A wand crafted from the mummified claw of an enormous spider (<i>wand of web</i>)

TABLE 51

d12	Item(s)
1–6	A small keg stuffed with 560 sp
7–9	A tattered, jeweled animal collar, worth 50 gp, and a corked bottle of amber liquid tasting of rancid fat (<i>potion of animal friendship</i>)
10–11	A trunk containing a fine, maroon doublet and hose, a matching ball gown, a smaller set of each made for children, a vial of cloying perfume, and a perfect, pink pearl worth 100 gp
12	A metal wand with a stylized, ornamental crossguard in the manner of a longsword (+1 <i>wand of the war mage</i>)

TABLE 52

d12	Item(s)
1–6	60 gp folded in fine, gilded paper, itself worth 1 gp
7–9	Embroidered house-slippers with a silken spider's web pattern sewn into them (<i>slippers of spider climbing</i>)
10–11	A large tapestry depicting a mounted warrior fording a raging river, somewhat threadbare and in need of restoration, worth 150 gp
12	A scimitar with a rich, golden inlay along the blade, depicting a peaceful oasis (+1 <i>weapon</i>)

TABLE 53

d12	Item(s)
1–6	A porcelain doll worth 5 gp, the head of which can be unscrewed to reveal a pouch containing 666 cp covered in infernal symbols
7–9	A complete humanoid skull, every tooth of which is solid gold: thirty-two teeth, worth 3 gp each
10–11	A heavy crossbow etched with holy symbols, and a locked bolt case containing 10 silvered bolts and a prayer of redemption
12	A shrunken goblin head which, if soaked in blood, casts the <i>remove curse</i> spell before melting into fleshy gloop

TABLE 54

d12	Item(s)
1–6	A ring box containing a gold band worth 25 gp, and a tiny venomous spider that does not want to be disturbed
7–9	Two droplet-shaped bottles of lilac fluid that smells of lavender, bound together by red ribbon with a note reading, 'Stay safe out there, love from Mum' (2 <i>potions of healing</i>)
10–11	A beautiful lyre which, when played by a proficient creature, prevents others from eavesdropping on conversations within 10 feet, worth 150 gp
12	A gold-tinted crystal ball which can be used to cast the <i>daylight</i> spell once before it shatters

TABLE 55

d12	Item(s)
1–6	A gold nugget weighing ½ lb., worth 25 gp
7–9	A pair of gilt chariot wheels with inlaid rubies, worth 100 gp
10–11	A well-used forgery kit (ink depleted) with a seemingly valid deed entitling its owner to a fine carriage, worth 100 gp
12	A piece of greenstone cut into an unusual 20-sided shape, with the numeral 20 on each side (<i>stone of good luck</i>)

TABLE 56

d12	Item(s)
1–6	Three banded agate stones, each carved into the shape of a scarab, worth 10 gp each
7–9	A set of alchemist's supplies, worth 50 gp, a handful of empty vials, and a vial of purplish fluid that smells of red grapes labeled 'better than wine' (<i>potion of healing</i>).
10–11	A thick tome of holy scripture with iron clasps, worth 100 gp, concealing a secret compartment containing a flask of holy water (holy symbol)
12	A large amethyst geode, emitting its own twinkling light, that can be used to cast the <i>meld into stone</i> spell once, after which the light fades, worth 100 gp

TABLE 57

d12	Item(s)
1–6	A ceremonial, obsidian knife, worth 30 gp
7–9	A silvered sickle, etched with primordial symbols, its power long-since faded
10–11	A well-made tapestry depicting the likeness of a noble family's missing heir, worth 150 gp
12	A wicker picnic hamper that is surprisingly weightless, which can be used to cast the <i>create food and water</i> spell once, before it falls apart

TABLE 58

d12	Item(s)
1–6	30 sun-shaped gp with a face on each side: one smiling, one crying
7–9	A rather rusty chain shirt with a slightly tattered silk lining, worth 80 gp
10–11	A copper chalice which turns any poisonous liquid within it an ominous, black color, worth 150 gp
12	A bamboo pan flute, engraved with whirling leaves, that can be used to cast the <i>wind wall</i> spell once (DC 14), after which it becomes a mundane set of pipes, worth 50 gp

TABLE 59

d12	Item(s)
1–6	A crescent-shaped piece of polished moonstone, worth 30 gp
7–9	A plush bedroll that stays warm no matter the conditions outside, worth 100 gp
10–11	A bullseye lantern with a quartz inlay that allows its bearer, while underground, to always discern the shortest route by which to reach the surface
12	A hideous, clay mask made to resemble the face of a grimacing demon, which can be used to cast the <i>fear</i> spell once (DC 14), before turning to ash

TABLE 60

d12	Item(s)
1–6	A set of decorative, bronze bracers and greaves, inlaid with precious stones, worth a total of 24 gp
7–9	A fist-sized piece of amber, with an ancient insect trapped inside, worth 100 gp
10–11	A deck of linen-finish playing cards with three jokers, each of which can be rubbed between the fingers to reveal tiny script (three <i>spell scrolls</i> : <i>charm person</i> , <i>comprehend languages</i> , and <i>disguise self</i>)
12	A large, rune-covered scroll, stored in the hollowed-out tusk of a mammoth, which must be worn across the back (spellbook containing <i>chill touch</i> , <i>dancing lights</i> , <i>ray of frost</i> , and <i>fog cloud</i>)



Treasure Tables
CHALLENGE RATING 9-12

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TABLE 1

d12	Item(s)
1-6	81 gp and 106 sp
7-9	Glimmering armor, a pendant of gold and jade, and a rune-etched battleaxe (<i>adamantine armor, necklace of adaptation, +1 weapon</i>)
10-11	A clay bottle painted with the image of a figure below a large, staring eye - within is a milky liquid that smells of old parchment (<i>potion of clairvoyance</i>)
12	A quiver of arrows, pouch of blowgun needles, quiver of crossbow bolts, or sack of sling bullets that glows faintly with a magical aura (+2 ammunition: 20 arrows, 50 blowgun needles, 20 crossbow bolts, or 20 sling bullets)

TABLE 2

d12	Item(s)
1-6	A worked-leather pack containing 110 gp
7-9	A jeweled quiver of 40 arrows, a supple suit of metal armor, and an elegant, folding fan (+1 ammunition, <i>mithral armor, wind fan</i>)
10-11	A sickly, sweet-smelling potion in a blue, glass bottle with a badly torn note hanging around the neck, the remnants of which read 'rink m-' (<i>potion of diminution</i>)
12	A well-made set of armor, bearing the crest of a badger (+1 armor: light, medium, or heavy)

TABLE 3

d12	Item(s)
1-6	Five uncut, precious gems, worth 26 gp each
7-9	A jeweled torque, a flask in the shape of an otter, and a shield with a mountain peak embossed on it (<i>amulet of proof against detection and location, oil of slipperiness, +1 shield</i>)
10-11	A round, glass bottle containing a mossy-green substance resembling fog lying low over water (<i>potion of gaseous form</i>)
12	A kite shield bearing countless nicks, holes, and scratches from missiles beside an unremarkable, but unscathed, set of leather armor (<i>arrow-catching shield</i>)

TABLE 4

d12	Item(s)
1-6	140 gp and 65 sp
7-9	A decorative bag stitched with golden thread, an egg-sized pearl, and a pair of high boots bearing stylized wings on the ankles (<i>bag of holding, pearl of power, winged boots</i>)
10-11	A metal flask, cold to the touch, containing a pale, blue liquid and what appears to be a sliver of a large toenail (<i>potion of frost giant strength</i>)
12	A thick, heavyweight belt, the buckle of which bears a grim, dwarven face, complete with a beard of woven, leather strips (<i>belt of dwarvenkind</i>)

TABLE 5

d12	Item(s)
1-6	A knot-work cloak clasp, worth 164 gp and 9 sp
7-9	A haversack embroidered with a playing card suits, a pendant of dark, red stone, and a shortsword inlaid with a ruby (<i>bag of tricks, periapt of health, +1 weapon</i>)
10-11	A smooth, marble bottle full of what appears to be a dark, strong ale (<i>potion of stone giant strength</i>)
12	A hide belt set with stones, upon which a layer of moss has begun to grow (<i>belt of hill giant strength</i>)

TABLE 6

d12	Item(s)
1-6	192 gp
7-9	Boots stitched with forest motifs, a jeweled amulet of deep purple, and a ring shaped like a leaping fish (<i>boots of elvenkind, periapt of wound closure, ring of swimming</i>)
10-11	A lopsided, glass flask of fiery, orange liquid, with a thin, earthy smoke emanating around the cork (<i>potion of fire giant strength</i>)
12	A handaxe, the blade etched with a face contorted in rage (<i>berserker axe</i>)

TABLE 7

d12	Item(s)
1–6	100 gp, 900 sp, and 1,000 cp
7–9	Low boots with stars stitched into the sides, as well as two rings: one silver, etched with a cricket; the other gold, with a red gem (<i>boots of striding and springing, ring of jumping, ring of warmth</i>)
10–11	A large skin of sticky, strawberry-scented potion (<i>potion of superior healing</i>)
12	A pair of shoes, the laces of which have been tied to a large stone (<i>boots of levitation</i>)

TABLE 8

d12	Item(s)
1–6	A single diamond earring, worth 208 gp
7–9	Heavy snow boots encrusted with inexplicable ice, a ring of platinum and jet, and a shield studded with blue stones (<i>boots of the winterlands, ring of mind shielding, +1 shield</i>)
10–11	A saddlebag containing a sturdy, leather flask of golden fluid with a metallic tang (<i>potion of heroism</i>)
12	A pair of supple boots with metal panels depicting galloping hares on the heels (<i>boots of speed</i>)

TABLE 9

d12	Item(s)
1–6	A single large bar of gold, worth 217 gp
7–9	Leather bracers embossed with concentric rings, a silver-wrapped, jade wand, and a stone-bladed longsword (<i>bracers of archery, wand of magic missiles, +1 weapon</i>)
10–11	A ceramic flask with a musty perfume, half-filled with what appears to be liquid metal (<i>potion of mind reading</i>)
12	A pair of unassuming, gold bangles with a satisfying heft (<i>bracers of defense</i>)

TABLE 10

d12	Item(s)
1–6	Four gold ingots, seemingly fused together by heat, worth 56 gp each
7–9	A shield-shaped brooch, a gnarled wand of ash wood, and a silver ring set with a pale, blue stone (<i>brooch of shielding, wand of secrets, ring of water walking</i>)
10–11	A tightly rolled parchment stuffed inside a wooden flute (4th level bard <i>spell scroll</i>)
12	A rakish half cape of red velvet trimmed with gold thread, which emits a minute amount of pale smoke when wafted (<i>cape of the mountebank</i>)

TABLE 11

d12	Item(s)
1–6	233 gp
7–9	A jeweled and gilded broom, a scarlet wand topped with a silver spider, and a fancy, many-pocketed robe (<i>broom of flying, wand of web, robe of useful items</i>)
10–11	A golden ritual cup engraved with a graceful script around the rim (4th level cleric <i>spell scroll</i>)
12	A heavy cloak of smooth, black fur, the edges of which are difficult to precisely identify (<i>cloak of displacement</i>)

TABLE 12

d12	Item(s)
1–6	10 dragon-claw and gold corset bonings, worth 24 gp each
7–9	A gold circlet inlaid with amber, a steel wand, and a silvery rope (<i>circlet of blasting, wand of the war mage +1, rope of climbing</i>)
10–11	A mat of densely woven hair, stitched with pictographs (4th level druid <i>spell scroll</i>)
12	A dark, almost translucent, cloak which incorporates thin, bone-like, flexible struts (<i>cloak of the bat</i>)

TABLE 13

d12	Item(s)
1–6	A gold mantel statuette, worth 250 gp
7–9	A cloak of elven fashion, a greataxe exuding red vapor, and silken slippers embroidered with spider webs (<i>cloak of elvenkind</i> , <i>+1 weapon</i> , <i>slippers of spider climbing</i>)
10–11	A scratchy, goat-hair undershirt with a rolled parchment edged with gold leaf in a concealed pocket (4th level paladin <i>spell scroll</i>)
12	A dagger in an oily, black pool that seems to be spreading from its wickedly sharp point (<i>dagger of venom</i>)

TABLE 14

d12	Item(s)
1–6	240 gp and 180 sp
7–9	A cloak with a large shield patch sewn onto the back, a small, pig-shaped jar of oil, and a pink tincture in a vial (<i>cloak of protection</i> , <i>oil of slipperiness</i> , <i>potion of hill giant strength</i> , <i>potion of greater healing</i>)
10–11	A dirty roll of paper, tied with a strip of hide from a long, tufted tail (4th level ranger <i>spell scroll</i>)
12	An elegant spear, engraved with the words 'Neither pain nor torture, sword nor death can stay the hand of the just' along its long, leaf-shaped blade (<i>dragon slayer</i>)

TABLE 15

d12	Item(s)
1–6	Gold rouge compact, worth 266 gp
7–9	A large, black cloak, a glass bottle filled with thick, green ichor, red fluid in a flask, and a red and black suit of splint mail armor (<i>cloak of the manta ray</i> , <i>potion of growth</i> , <i>potion of greater healing</i>)
10–11	A sturdy parchment scroll, carefully eaten into with acid rather than inked (4th level sorcerer <i>spell scroll</i>)
12	A light set of mail, with edges resembling the curves of an oak leaf (<i>elven chain</i>)

TABLE 16

d12	Item(s)
1–6	A fine, jeweled comb, worth 265 gp
7–9	A slim, gold-wrought jug, a shield with a large gem boss, and two steel flasks smelling of strawberry (<i>decanter of endless water</i> , <i>+1 shield</i> , two <i>potions of greater healing</i>)
10–11	A heavy scroll, blackened at the edges and reeking of brimstone (4th level warlock <i>spell scroll</i>)
12	A long, ribbon-like feather from an exotic bird, with a string of beads tied to the shaft (<i>feather token</i>)

TABLE 17

d12	Item(s)
1–6	2,662 sp
7–9	An ornate, hand-painted deck of cards, a violet substance in a silver flask, and a sturdy, steel breastplate etched with skulls (<i>deck of illusions</i> , <i>potion of greater healing</i>)
10–11	A large piece of parchment which has been torn into many pieces and crookedly repaired (4th level wizard <i>spell scroll</i>)
12	A bronze statuette, speckled with green patina, depicting a rearing griffon (<i>bronze griffon figurine of wondrous power</i>)

TABLE 18

d12	Item(s)
1–6	201 gp and 606 sp
7–9	300 gp, a skull-shaped, hinged box containing ash, and a mace in the shape of a gauntleted fist (<i>dust of disappearance</i> , <i>+1 weapon</i>)
10–11	A script for an impassioned oration, with notations of suggested delivery (5th level bard <i>spell scroll</i>)
12	A mottled-green stone in the shape of a watchful owl (<i>serpentine owl figurine of wondrous power</i>)

TABLE 19

d12	Item(s)
1–6	20 pp and 68 gp
7–9	A snuff box filled with black powder, a silvery rope, a flask of green liqueur, and a scroll that is cold to the touch (<i>dust of sneezing and choking, rope of climbing, potion of growth, 2nd level spell scroll</i>)
10–11	A silver scroll tube, from which dangles a small incense burner (5th level cleric <i>spell scroll</i>)
12	A longsword, the crossguard of which depicts a pair of golden dragons exhaling goutts of fire (<i>flame tongue</i>)

TABLE 20

d12	Item(s)
1–6	A single large, red gem worth 269 gp
7–9	285 gp, a quiver decorated with lapis lazuli, a vial of sweet-smelling liquid, and a scroll of blue clot (<i>efficient quiver, potion of greater healing, 2nd level spell scroll</i>)
10–11	A sheet of birch bark, upon which the pawprints of mice trace intricate patterns in ochre pigment (5th level druid <i>spell scroll</i>)
12	A double-bearded greataxe, one blade inscribed with 'The bigger they are', the other with 'The harder they fall' in dwarven runes (<i>giant slayer</i>)

TABLE 21

d12	Item(s)
1–6	A platinum purse clasp, worth 270 gp
7–9	A stone with stylized fire (or is it wind?) carved into it, a breastplate of red iron, and two scrolls wrapped with green ribbon (<i>elemental gem, 2nd level spell scroll, 1st level spell scroll</i>)
10–11	A small, marble obelisk, upon which are carved runes of devotion and duty (5th level paladin <i>spell scroll</i>)
12	A set of leather armor, with finely tooled runes slowly shifting and entwining around its steel studs (<i>glamoured studded leather</i>)

TABLE 22

d12	Item(s)
1–6	272 gp
7–9	A tall bottle seeping vapors, two flasks containing green and red liquids, and a scroll made of buff leather (<i>eversmoking bottle, potion of growth, potion of greater healing, 2nd level spell scroll</i>)
10–11	A scroll written in smudged, red ink, wrapped around the stripped central shaft of an enormous feather (5th level ranger <i>spell scroll</i>)
12	A reinforced, leather helmet with a plume of long, fiery-hued feathers (<i>helm of teleportation</i>)

TABLE 23

d12	Item(s)
1–6	A sack carrying 72 gp and 2,000 sp
7–9	150 gp, green-tinted spectacles, a longbow crafted in the likeness of tree branches, and a small decanter of rose-scented liquid (<i>eyes of charming, +1 weapon, potion of greater healing</i>)
10–11	A thin parchment upon which appears a single, glowing arcane word that morphs into the next, in sequence, as it is read (5th level sorcerer <i>spell scroll</i>)
12	The horn of an aurochs, bound with silver rings, depicting fur-clad warriors (<i>silver horn of Valhalla</i>)

TABLE 24

d12	Item(s)
1–6	A gold holy symbol, worth 273 gp
7–9	Ornate jeweler's spectacles, a heady flask of brown water, and two scrolls that roll uphill rather than down (<i>eyes of minute seeing, potion of animal friendship, 2nd level spell scroll, 3rd level spell scroll</i>)
10–11	The glittering wingcase of a large beetle, scratched with glowing letters (5th level warlock <i>spell scroll</i>)
12	A curving horn of brass, carved with images of a drinking hall (<i>brass horn of Valhalla</i>)

TABLE 25

d12	Item(s)
1–6	2,740 sp
7–9	Leather-bound spectacles, a silver rope, a flask smelling of spring flowers, and a scroll held closed with spider-thread (<i>eyes of the eagle, rope of climbing, potion of resistance, 2nd level spell scroll</i>)
10–11	An elaborately penned parchment bearing a rosette, proclaiming it 'first class wizardry' in the same handwriting (5th level wizard <i>spell scroll</i>)
12	A set of four iron horseshoes which, almost imperceptibly, hum with energy (<i>horseshoes of speed</i>)

TABLE 26

d12	Item(s)
1–6	275 gp
7–9	30 pp, a silver raven statuette, two dried toads etched neatly with tiny writing (<i>silver raven figurine of wondrous power, two 2nd level spell scrolls</i>)
10–11	A golden statuette depicting a dragon, worth 700 gp, a pair of supple boots stitched with a vine pattern, and a dagger crafted from a large creature's serrated tooth (<i>boots of elvenkind, +1 weapon</i>)
12	A shining mace, the flanges of which depict a circle of angels, wings outward, joining hands in prayer (<i>mace of disruption</i>)

TABLE 27

d12	Item(s)
1–6	An ornamental, silver-cast sword replica, worth 275 gp
7–9	35 pp; a pair of heavy, iron gauntlets; a flask of pink, glowing vapors; and a scroll that drips black, disappearing ichor (<i>gauntlets of ogre power, potion of greater healing, 2nd level spell scroll</i>)
10–11	An electrum dagger with golden handle and a topaz set in the pommel, worth 1000 gp, concealed in a pair of soft, buckled boots with a comfortable, spongy lining (<i>boots of striding and springing</i>)
12	A black, iron mace which seems to gain exceptional momentum and weight over the course of a swing (<i>mace of smiting</i>)

TABLE 28

d12	Item(s)
1–6	An eye-patch set with a gem, worth 273 gp
7–9	250 gp; a pair of light, suede gloves with heavy pads on the palms; a vial of faintly glowing water, and a ribbon with an oath scrawled on it (<i>gloves of missile snaring, potion of resistance, 3rd level spell scroll</i>)
10–11	A pouch of 100 pp, each stamped with a bellowing elk, and a pair of sturdy, sealskin boots lined with lush fur (<i>boots of the winderlands</i>)
12	A jagged mace fashioned into a leering face, ingrained with chunks of shattered bone (<i>mace of terror</i>)

TABLE 29

d12	Item(s)
1–6	Six small, gold ingots, worth 46 gp each
7–9	10 pp; a suit of splint mail armor; a pair of clawed, webbed gloves; and a shortbow adorned with black gems (<i>gloves of swimming and climbing, +1 weapon</i>)
10–11	A wooden broom topped with a haphazard bundle of sticks concealing a crooked wand, a pouch of fine sand, and a bottle of musky liquid stoppered with a monkey figurine (<i>broom of flying, wand of magic missiles, dust of dryness, potion of animal friendship</i>)
12	A brightly reflective, black stone on a thin chain, resembling a drop of thick, dark liquid (<i>periapt of proof against poison</i>)

TABLE 30

d12	Item(s)
1–6	177 gp, and a large garnet worth 100 gp
7–9	250 gp; an owl motif ball mask; a small pot of sloshing, yellow goo; and a scroll with glowing, orange lettering (<i>goggles of night, potion of animal friendship, 3rd level spell scroll</i>)
10–11	A moss-green, malachite statuette of a beautiful, elven woman strumming a harp, with moonstone eyes, worth 1,000 gp, and a light gray (or is it green?) cloak fastened with a silver brooch, shaped like a leaf (<i>cloak of elvenkind</i>)
12	A short ladder, over which is draped a large sheet of folded black cloth (<i>portable hole</i>)

TABLE 31

d12	Item(s)
1–6	A platinum, dip-cast pixie corpse, worth 278 gp
7–9	45 pp stamped with a closed portcullis, an extraordinarily nondescript hat, and a scroll that sighs when touched (<i>hat of disguise</i> , 2nd level <i>spell scroll</i>)
10–11	A porcelain doll wearing scaled-down, but entirely genuine, finery and jewelry worth 1,000 gp, and a thick, dark cloak with a heavy cowl, trimmed with what appears to be a flexible metal (<i>cloak of protection</i>)
12	A dusty, brown robe embroidered with a myriad of eyes that seem to hold your gaze (<i>robe of eyes</i>)

TABLE 32

d12	Item(s)
1–6	A small, iron-hinged crate holding 2,784 sp
7–9	300 gp, a platinum headband inlaid with gems, a scroll which warms in the dark, and a flask filled with a light-green broth (<i>headband of intellect</i> , 2nd level <i>spell scroll</i> , <i>potion of growth</i>)
10–11	A salt-stained pouch containing a mixture of small shells, 90 pp and 100 gp stamped with eels, and a cloak resembling wings with a fine, scaled pattern, curiously damp to the touch (<i>cloak of the manta ray</i>)
12	A scepter fit for a monarch, inscribed with images of supplicants before a shining throne (<i>rod of rulership</i>)

TABLE 33

d12	Item(s)
1–6	Three strange, purple gems, worth 93 gp each
7–9	A helm crafted with a furrowed brow, a black dagger, and a scroll of green parchment paper (<i>helm of comprehending languages</i> , +1 <i>weapon</i> , 3rd level <i>spell scroll</i>)
10–11	An exquisite, wooden box, worth 500 gp, inlaid with polished bone and containing five exotically named poisons, each worth 100 gp to the right buyer, and an elegant, horn flask, decorated with gold camel figures (<i>decanter of endless water</i>)
12	A curved tower shield with decorative crenelations, the inside is scratched with tally marks (+2 <i>shield</i>)

TABLE 34

d12	Item(s)
1–6	249 gp and 310 sp
7–9	400 gp stamped with a maiden's profile, a helmet sculpted to look like an exposed brain, and a warhammer with a wolf-head pommel (<i>helm of telepathy</i> , +1 <i>weapon</i>)
10–11	A longbow of horn and ivory, inlaid with a twisting pattern of black jasper, worth 950 gp, and a pair of translucently thin gloves, stitched with an arrowhead design in silver thread (<i>gloves of missile snaring</i>)
12	A wooden shield which has been crudely painted to resemble an archery target (<i>shield of missile attraction</i>)

TABLE 35

d12	Item(s)
1–6	A bronze and silver crown with a single, smoky gem - worth 280 gp, if whole, or 120 gp each, if separated
7–9	25 pp, a heavy, leaden rod, a salty flask of blue tincture, and a scroll written in a child's wax crayon (<i>immovable rod</i> , <i>potion of water breathing</i> , 3rd level <i>spell scroll</i>)
10–11	A pouch, heavy with 100 pp, and a finely crafted pair of soft gloves with magical runes worked into the leather (<i>gloves of swimming and climbing</i>)
12	A staff carved with intertwining, curving patterns, with a carved, green dragon perched on the head (<i>staff of charming</i>)

TABLE 36

d12	Item(s)
1–6	10 gold and platinum game-playing pieces, worth 28 gp and 8 sp each
7–9	A splint mail suit of armor, lacquered blue with white blossoms; a bone powder in ancient, linen wrappings; and a spear that hums when thrust (<i>dust of dryness</i> , +1 <i>weapon</i>)
10–11	A string of 20 tiny, brightly painted clay masks, each worth 50 gp, and a gold ring in the shape of a crouching serval cat (<i>ring of jumping</i>)
12	An applewood staff, hung with fragrant, dried herbs (<i>staff of healing</i>)

TABLE 37

d12	Item(s)
1–6	A man's purse, carrying 28 pp and 3 gp
7–9	A prism that reflects more light than it catches, a crossbow with wing-shaped limbs, and a scroll that feels damp to the touch (<i>gem of brightness, +1 weapon, 3rd level spell scroll</i>)
10–11	A pair of fine, leather gloves, lined with ermine and buttoned with black pearls, worth 1,000 gp, and a silver ring bearing the design of a small figure between two large, sheltering hands (<i>ring of mind shielding</i>)
12	A thick, elm staff, marred with cankers and boreholes (<i>staff of swarming insects</i>)

TABLE 38

d12	Item(s)
1–6	291 gp
7–9	A javelin with lightning-shaped, opal inlays, a silvery rope, and a scroll sealed with black wax (<i>javelin of lightning, rope of climbing, 2nd level spell scroll</i>)
10–11	A small chest of tiny, blue gemstones, worth 1,000 gp, submerged in which is a silver ring in the shape of a playful otter (<i>ring of swimming</i>)
12	A thin, crooked staff of spongy, decaying wood, held together by a network of dried, parasitic vines (<i>staff of withering</i>)

TABLE 39

d12	Item(s)
1–6	Gem-studded, silver knitting needles, worth 299 gp
7–9	A green, filigreed breast plate, 20 triangular pp, and a bullseye lantern with an eye-shaped gem set into it (<i>lantern of revealing</i>)
10–11	A silver music box, worth 900 gp, which plays a nostalgic melody when opened, and contains a glowing, red ring, set with black stones, resembling a comforting hearth (<i>ring of warmth</i>)
12	A gnarled staff, the head of which resembles tree roots which have grown around a chunk of flint (<i>staff of the woodlands</i>)

TABLE 40

d12	Item(s)
1–6	10 pp and 207 gp
7–9	A gray-stoned medallion; a fish-scale-decorated, clay flask smelling of the sea; and a crystal wand capped in silver (<i>medallion of thoughts, potion of water breathing, wand of magic detection</i>)
10–11	A spear crafted from a spiraling piece of ivory, bound with gold, worth 500 gp; a bag of 40 pp stamped with a fishing net; and a ring of blue glass, the slowly shifting design of which resembles a calm sea (<i>ring of water walking</i>)
12	The hilt of a longsword, parts of which have been bleached as though exposed to blinding light (<i>sun blade</i>)

TABLE 41

d12	Item(s)
1–6	A wolf-headed torque, worth 315 gp
7–9	A fragrant, pink liqueur in a curved vial, a flask of what looks like quicksilver, a scroll written in gold, and a ring set with amber (<i>philter of love, potion of resistance, 2nd level spell scroll, ring of jumping</i>)
10–11	A jade teapot fashioned in the shape of a monkey (hideous, but worth 1,000 gp to the right buyer), and a delicate fan, folded closed and wrapped with a short length of chain (<i>wind fan</i>)
12	A wickedly sharp shortsword, engraved with a greedy, demonic face whose tongue laps along the blade (<i>sword of life stealing</i>)

TABLE 42

d12	Item(s)
1–6	32 platinum coins minted with holes in the centers, worth 1 pp each
7–9	A bird-skull-decorated flute, two scrolls written in green characters, and leather-bound spectacles with red gem chips for lenses (<i>pipes of haunting, two 3rd level spell scrolls, goggles of night</i>)
10–11	A lyre crafted from the shell of a now-extinct tortoise species and the gilded horns of an ox, still perfectly in tune and worth 800 gp, and a pair of sandals, laced up to mid-calf, with leather wings at the ankle (<i>winged boots</i>)
12	A scimitar with a pommel depicting an open-mouthed serpent (<i>sword of wounding</i>)

TABLE 43

d12	Item(s)
1–6	23 pp and 101 gp
7–9	A quaint pan-flute etched with mice, two hastily folded parchment pages covered in sloppy writing, and a cloak stitched to look like leaves (<i>pipes of sewers</i> , two 2nd level <i>spell scrolls</i> , <i>cloak of elvenkind</i>)
10–11	A chest containing several potions, all of them the same size and filled with a pink and red liquid (nine <i>potions of greater healing</i>)
12	A mace with a particularly nasty collection of spikes resembling a jagged crown (<i>vicious weapon</i>)

TABLE 44

d12	Item(s)
1–6	Two gold rings set with opals, worth 170 gp each
7–9	35 pp, cast in the shape of a wagon wheels, a regal staff carved in the likeness of a serpent, and a flashy rapier that purrs when wielded (<i>staff of the python</i> , <i>+1 weapon</i>)
10–11	A horde of weapons, ammunition, and shields, all of them imbued with gorgeous opals, gems, and crystals (one quiver/pouch/sack of <i>+1 ammunition</i> , two <i>+1 shields</i> , and three <i>+1 weapons</i>)
12	A wand resembling a length of rope with regularly spaced knots (<i>wand of binding</i>)

TABLE 45

d12	Item(s)
1–6	A bag of silver plates, decanters and eating utensils, worth 347 gp
7–9	A suit of gold-accented half plate armor, and a smiling, rotund man's face carved from green stone (<i>stone of good luck</i> (<i>luckstone</i>))
10–11	A trunk containing a large collection of scrolls, all rolled and held closed with blue, green and red ribbons (ten 2nd level <i>spell scrolls</i>)
12	A hazel wand, capped with a reddish agate (<i>wand of enemy detection</i>)

TABLE 46

d12	Item(s)
1–6	A pouch holding 357 gp
7–9	A fanciful, three-pronged spear; two scrolls smeared with chocolate fingerprints; and thick, leather gauntlets with gems set on the knuckles (<i>trident of fish command</i> , two 2nd level <i>spell scrolls</i> , <i>gauntlets of ogre power</i>)
10–11	A trunk containing a large collection of scrolls, all rolled and held closed with purple, yellow and black ribbons (ten 3rd level <i>spell scrolls</i>)
12	A thin wand made from a shard of a large rib bone, carved with arcane symbols (<i>wand of fear</i>)

TABLE 47

d12	Item(s)
1–6	30 pp and 66 gp
7–9	A gray rod topped by a gold eagle's head, a flask holding brackish, green ichor, a silver-leafed scroll, and a stone with stylized water (or is it earth?) carved into it (<i>wand of magic detection</i> , <i>potion of water breathing</i> , 2nd level <i>spell scroll</i> , <i>elemental gem</i>)
10–11	A trunk containing a large collection of scrolls, all rolled and held closed with a variety of ribbons, some fine silk, others hempen twine (five 2nd level <i>spell scrolls</i> , and five 3rd level <i>spell scrolls</i>)
12	A dark, wooden wand, set with smooth, brilliantly orange gemstones at regular intervals (<i>wand of fireballs</i>)

TABLE 48

d12	Item(s)
1–6	A gold, serpent bracelet with platinum inlay, worth 403 gp
7–9	An exotic suit of foreign, half plate armor, and a chest containing a foreign-styled scimitar that feels lighter than its size (<i>+1 weapon</i>)
10–11	A trunk containing a large collection of potions of all different colors and shapes (two <i>potions of hill giant strength</i> , four <i>potions of growth</i> , and three <i>potions of greater healing</i>)
12	A wand of clear crystal, within which electricity branches and crackles (<i>wand of lightning bolts</i>)

TABLE 49

d12	Item(s)
1-6	A brass spittoon filled with 439 gp
7-9	A tall, blue, glass bottle, sealed with a silver stopper and wrapped in copper-studded leather, inside of which is a milky-white fluid smelling of parchment paper and tasting of wood (<i>potion of clairvoyance</i>)
10-11	A trunk containing five potions filled with a green liquid, and five potions filled with a white liquid (five <i>potions of poison</i> , five <i>potions of resistance</i>)
12	A stubby wand carved from a piece of granite (<i>wand of paralysis</i>)

TABLE 50

d12	Item(s)
1-6	A porcelain child's money bank rattling with 47 pp, 5 gp, 9 sp and 10 cp
7-9	An exquisite glaive and matching shortsword, which both bear gems and dragon iconography, and a red, silk scroll, also painted with a dragon (two <i>+1 weapons</i> , 4th level <i>spell scroll</i>)
10-11	A small box lined with silk - the dividers contain various sparkling gems (seven <i>elemental gems</i> : a <i>blue sapphire</i> , three <i>yellow diamonds</i> , two <i>red corundum</i> , and an <i>emerald</i>)
12	A plain wand, with a parchment wrapped around it: a table of wrist movements and desired effects is rendered unreadable by an exasperated scrawl reading, 'Point. Hope.' (<i>wand of wonder</i>)

TABLE 51

d12	Item(s)
1-6	Two platinum ingots, worth 25 pp each
7-9	An unusually heavy bag, containing a small number of dried beans, stitched with both a leaping kitten that has buttons for eyes, and raging flames (<i>bag of beans</i>)
10-11	A small, wooden box containing two satin pouches, inside of which are sparkling gems (six <i>elemental gems</i> : three <i>red corundum</i> , and three <i>emeralds</i>)
12	A scratched, oak wand, banded with steel (<i>+2 wand of the war mage</i>)

TABLE 52

d12	Item(s)
1-6	A green-gem false eye, worth 550 gp
7-9	A suit of armor designed to look like leaves (or scales?) - tiny specks of fey light sometimes drift from it, and touching the armor causes a short, static shock (<i>+2 armor</i>)
10-11	A finely crafted, wooden box with four smaller wooden boxes inside of it, each of which contains sparkling gems (ten <i>elemental gems</i> : two <i>blue sapphires</i> , three <i>yellow diamonds</i> , three <i>red corundum</i> , and two <i>emeralds</i>)
12	A halberd with a crescent-moon blade, glinting with innumerable ripples of folded steel, and a supple, leather-lined handle, which molds comfortably to the touch (<i>+2 weapon</i>)

TABLE 53

d12	Item(s)
1-6	A coral crown worth 300 gp, that once belonged to merfolk royalty
7-9	A strange, helmet-like apparatus which, when placed over the head of a corpse, can be used to cast the <i>animate dead</i> spell once per day
10-11	A beautifully forged copper nail, etched with cogs along its length, which can be hammered into an object in order to bring it to life, as per the <i>animate objects</i> spell, after which it loses its magic and is worth 100 gp
12	A small, ivory statuette of an angel which can be used to cast the <i>spirit guardians</i> spell once, as if using an 8th level spell slot (DC 16), worth 250 gp

TABLE 54

d12	Item(s)
1-6	A green dragon, rendered in jade, worth 250 gp but with an ominous aura
7-9	A trapped air elemental in a vial, which the wearer can use to cast the <i>gaseous form</i> spell once per day
10-11	An emerald amulet that can be placed around the neck of a willing beast, causing it to gain intelligence, as per the <i>awaken</i> spell, after which it loses its magic and is worth 1,000 gp
12	A book of nonsensical sonnets written by the poet Ispa von Isparov, that can be used to cast the <i>confusion</i> spell as if using an 8th level spell slot (DC 16) before losing its magic, worth 25,000 gp to a collector

TABLE 55

d12	Item(s)
1–6	A net bag filled with clams which, when pried open, yield 27 tiny pearls worth 10 gp each
7–9	A silver quill bearing the Grand Exorcist's mark, which never runs out of ink, and can be used to cast the <i>magic circle (undead)</i> spell once per day (DC 16)
10–11	A magnifying glass that swims with miniscule, arcane runes when looked through, and can be used to cast the <i>legend lore</i> spell on one item viewed through it before it loses its magic, worth 100 gp
12	A delightfully embroidered pair of silk gloves, covered with gemstones, which can be used to cast the <i>glibness</i> spell once, provided that their wearer gesticulates floridly for the spell's duration, after which they lose their magic and are worth 17,000 gp

TABLE 56

d12	Item(s)
1–6	A ceremonial, giant, tortoise shell shield inlaid with nacre, worth 260 gp
7–9	A silk hood, with platinum embroidery, which can be used to cast the <i>nondetection</i> (self only) spell once per day
10–11	A small, humanoid figure, made of ice, that stays permanently frozen until used to cast the <i>mislead</i> spell once, when it accurately takes on the caster's appearance and size before melting
12	A simple gold coin which, when willingly accepted by another creature, can be used to cast the <i>dominate monster</i> spell once (DC 16)

TABLE 57

d12	Item(s)
1–6	Two vials of viscous, neon-pink fluid that smells of raspberries in a small box, along with a loose label, clearly once attached to one of the bottles, reads 'not this one' (<i>potion of greater healing</i> , <i>potion of poison</i>)
7–9	A crimson gauntlet with razor-sharp claws which can be used as a longsword (one-handed only), and to cast the <i>vampiric touch</i> spell once per day (+8 to hit)
10–11	A tiny vial containing a single, bloated maggot with a disgustingly human-like face, that can be inserted into the ear of a sleeping creature to cast the <i>modify memory</i> spell once (DC 16)
12	A glass staff which can be used as an arcane focus, and can be smashed to cast the <i>antimagic field</i> spell once

TABLE 58

d12	Item(s)
1–6	A wooden case which opens to reveal a poisoner's kit, sixteen empty vials, and four vials of paralyzing poison (DC 10 Constitution saving throw or poisoned for 1 minute, and paralyzed while poisoned in this way)
7–9	A wooden mask, carved to resemble a face with a beard of oak leaves and acorns for eyes, which can be used to cast the <i>speak with plants</i> spell once per day
10–11	A pair of copper discs, connected by wooden handles, and an iron flask with a lightning insignia upon it in wire, which can be used to cast the <i>raise dead</i> spell once, after which the flask harmlessly explodes
12	A golden headpiece which, when worn, floats behind the head like a halo, granting a +1 bonus to AC, and can be used to cast the <i>holy aura</i> spell once (DC 16) before it loses its magic, worth 15,000 gp

TABLE 59

d12	Item(s)
1–6	A stack of 100 silver discs, each of which bears a different animal etching, worth 3 gp each
7–9	A silver chime which, when struck, allows the user to cast the <i>silence</i> spell once per day
10–11	A murky crystal ball which can be used as an arcane focus, and to cast the <i>scrying</i> spell once (DC 16)
12	A silver hand mirror, with a frame bearing infernal runes cunningly disguised within an otherwise-attractive pattern, that can be used to cast the <i>feeblemind</i> spell once (DC 16) before losing its magic, worth 25,000 gp

TABLE 60

d12	Item(s)
1–6	A leather pouch filled with 260 gp and a note which reads, 'For your silence'
7–9	A dwarven idol, rendered in iron, which can be used to cast the <i>heat metal</i> spell once per day (DC 16), and can be commanded to glow with dim, red light
10–11	A lyre, strung with golden strings, which plays beautifully and can be used to cast the <i>seeming</i> spell once (DC 16) before losing its magic
12	An ornate orrery, with gemstone planets, that can be used to cast the <i>control weather</i> spell once before losing its magic, worth 27,000 gp



Treasure Tables

CHALLENGE RATING 13-16

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TABLE 1

d12	Item(s)
1-6	A dragon-shaped comb with garnets for eyes, worth 916 gp
7-9	A heart-shaped, ruby pendant, a wand of black steel and blue jewels, and three red-tincture-filled flasks (<i>amulet of health</i> , +2 <i>wand of the war mage</i> , three <i>potions of superior healing</i>)
10-11	A thick, gold chain with a heavy pendant of pure gold impressed with the symbol of two hands cupping the sun, and a wool-lined satchel with many tall bottles of a reddish-pink liquid (<i>amulet of health</i> , eight <i>potions of superior healing</i>)
12	A container of projectiles which glow faintly with a magical aura (+3 <i>ammunition</i> : 20 arrows, 50 blowgun needles, 20 crossbow bolts, or 20 sling bullets)

TABLE 2

d12	Item(s)
1-6	An exotic copper and silver masquerade mask set with jewels, worth 1,099 gp
7-9	A ring bearing ram's horns, a blue, metal longsword, two foul fluids in leather flasks, and a crumpled scroll (<i>ring of the ram</i> , +2 <i>weapon</i> , two <i>potions of gaseous form</i> , 4th level <i>spell scroll</i>)
10-11	A beautifully decorated wooden chest reinforced with metal strapping and a sturdy lock; inside, a large assortment of items glisten and sparkle (<i>armor of resistance</i> , <i>mantle of resistance</i> , <i>ring of resistance</i> , 10 <i>potions of resistance</i> , <i>loun stone of protection</i>)
12	An round, onyx amulet set in a platinum bezel and hanging from a platinum necklace (<i>amulet of the planes</i>)

TABLE 3

d12	Item(s)
1-6	A gold bottle-stopper shaped like a laughing fairy, worth 1,283 gp
7-9	A stylish quiver holding 40 black arrows, a ball of wound-iron bands, a vial of blue sludge, and two scrolls of grey paper (+2 <i>ammunition</i> , <i>iron bands of binding</i> , <i>potion of frost giant strength</i> , two 4th level <i>spell scrolls</i>)
10-11	A simple, wooden chest containing many incredible items; each appears to give off a magical glow (<i>armor of vulnerability</i> , <i>arrow-catching shield</i> , <i>berserker axe</i> , two <i>potions of fire giant strength</i> , two <i>potions of superior healing</i>)
12	A beautiful shield made from a translucent, blue-green crystal material which glows with a faint, blue light around its edges (<i>animated shield</i>)

TABLE 4

d12	Item(s)
1-6	39 pp and 7 gems, worth 153 gp each
7-9	A suit of armor marked with smoldering runes, a cape smelling of brimstone, and 3 scrolls of sewn leaves (+1 <i>armor</i> , <i>cape of the mountebank</i> , two 5th level <i>spell scrolls</i> , 4th level <i>spell scroll</i>)
10-11	A beautifully decorated cloth bag filled with a handful of beans, and a fine piece of parchment rolled tightly and held closed with a silver ribbon (<i>bag of beans</i> , 8th level <i>spell scroll</i>)
12	A set of finely crafted armor with a pale, white opal set into the center of the chest piece (+2 <i>armor</i> : light, medium, or heavy)

TABLE 5

d12	Item(s)
1–6	A gold chain set with a small opal, worth 1,649 gp
7–9	A suit of armor marked with elemental glyphs, a wand of shifting colors, and three filthy scrolls (<i>armor of resistance</i> , <i>wand of wonder</i> , three 4th level spell scrolls)
10–11	A broken tassel from a larger ornate necklace with several black beads, and a large bottle filled with a reddish-pink liquid (six (1d4 + 4) <i>beads of force</i> , <i>potion of supreme healing</i>)
12	A quiver with a handful of beautifully crafted arrows/bolts, with tips that let off a faint, gray smoke (five (1d6 + 2) <i>arrows/bolts of slaying</i>)

TABLE 6

d12	Item(s)
1–6	A cast-gold family crest, worth 1,919 gp
7–9	60 pp, armor sculpted like flensed muscle, a platinum eye with a gem for the iris, and two green liqueurs in vials (+1 <i>armor</i> , <i>gem of seeing</i> , two <i>potions of clairvoyance</i>)
10–11	11 small, wooden chests, each containing 100 pp stamped with a succession of monarchs' faces, and a translucent, crystal cube (<i>cube of force</i>)
12	A bag made of leather with a menacing face worked into the cover flap (<i>bag of devouring</i>)

TABLE 7

d12	Item(s)
1–6	A backpack carrying 200 pp
7–9	350 pp stamped with a broken vase, a shield depicting a broken arrow, and a smooth stone bearing a glowing, green rune (<i>arrow-catching shield</i> , <i>stone of controlling earth elementals</i>)
10–11	A wind chime decorated with golden filigree, and a large bottle filled with a reddish-pink liquid (<i>chime of opening</i> , <i>potion of supreme healing</i>)
12	A wide belt made from studded leather with an enormous buckle depicting a clenched, stone fist (<i>belt of stone giant strength</i>)

TABLE 8

d12	Item(s)
1–6	Two fire opals, worth 1,040 gp each
7–9	A colorful bag containing large beans, a longbow of bone and steel, two flasks of berry scents, and a scroll of vellum (<i>bag of beans</i> , +2 <i>weapon</i> , two <i>potions of superior healing</i> , 4th level spell scroll)
10–11	A strange, golden bowl decorated with wavy designs, a finely crafted set of armor with a water motif, a matching battleaxe, and a satchel containing four bottles filled with a pinkish-red liquid (<i>bowl of commanding water elementals</i> , +1 <i>armor</i> , +2 <i>weapon</i> , four <i>potions of superior healing</i>)
12	A great, thick belt made from hairy hide with a massive buckle depicting a frost giant's scowling face (<i>belt of frost giant strength</i>)

TABLE 9

d12	Item(s)
1–6	A strong box containing various sizes of platinum and gold coin, worth 2,168 gp
7–9	A sack of black marbles, a glimmering mace, a vial of clear, tart fluid, and two scrolls bound with sinew (<i>bead of force</i> , <i>mace of smiting</i> , <i>potion of resistance</i> , two 5th level spell scrolls)
10–11	A pouch containing five large, glowing rubies, each worth 500 gp, an ornately decorated brazier, a necklace decorated with several dangling orange gems, and a copper wand decorated with silver filigree (<i>brazier of commanding fire elementals</i> , <i>necklace of fireballs</i> , <i>wand of fireballs</i>)
12	A thick, red belt studded with chunks of volcanic stone (<i>belt of fire giant strength</i>)

TABLE 10

d12	Item(s)
1–6	2,251 gp stamped with the sign of an evil deity
7–9	65 pp; a gemmed, steel belt; a dragon effigy battleaxe; and two bottles, the contents of which smell of salt water (<i>belt of dwarvenkind</i> , <i>berserker axe</i> , two <i>potions of heroism</i>)
10–11	A censer which smells of wonderful incense, and a bottle containing a gray liquid that floats around as if unaffected by gravity (<i>censer of controlling air elementals</i> , <i>potion of flying</i>)
12	A thick, wax candle with alternating marbled colors, wrapped with a ribbon from which hangs the icon of a deity (<i>candle of invocation</i>)

TABLE 11

d12	Item(s)
1–6	Four large peridots, worth 51 pp each, and three amethysts, worth 100 gp each
7–9	A wide girdle of leather, set with stones; an ornate, bladeless longsword hilt; and three jars of milky liquid (<i>belt of hill giant strength</i> , <i>sunblade</i> , three <i>potions of mind reading</i>)
10–11	A smooth stone decorated with strange runes, and a hollow, stone tube, containing a roll of paper (<i>stone of controlling earth elementals</i> , 7th level <i>spell scroll</i>)
12	An ornate rug with a fine tassel at each corner (<i>carpet of flying</i>)

TABLE 12

d12	Item(s)
1–6	The deed to a tiny tavern (more of an alley, roofed over, with room enough for a few kegs, some stools, and a bar keep), worth 2,417 gp
7–9	An axe that growls when first hefted, a staff topped with a maiden statuette, and three scrolls of deep-blue cloth (<i>berserker axe</i> , <i>staff of healing</i> , two 4th level <i>spell scrolls</i> , 5th level <i>spell scroll</i>)
10–11	A pair of heavy, gold shackles connected by a thick chain, and a rough piece of parchment rolled closed with an iron bangle (<i>dimensional shackles</i> , 8th level <i>spell scroll</i>)
12	A finely crafted cloak, made from black silk, which shimmers in the light with a silvery glow (<i>cloak of arachnida</i>)

TABLE 13

d12	Item(s)
1–6	A gold music box lined with black silk, worth 2,500 gp
7–9	Boots embroidered with clouds, a wand with a padlock end-cap, and three sheets of childlike, handwritten symbols (<i>boots of levitation</i> , <i>wand of paralysis</i> , three 4th level <i>spell scrolls</i>)
10–11	A wooden box containing a rolled piece of tough canvas, and a luridly decorated rum bottle filled with a pinkish-red liquid (<i>folding boat</i> , <i>potion of supreme healing</i>)
12	A finely crafted wooden box containing a perfectly spherical, crystal ball and a small, cast-iron stand (<i>crystal ball</i>)

TABLE 14

d12	Item(s)
1–6	An elegantly embroidered lady's choker, hung with a single sapphire, worth 2,583 gp
7–9	Boots made of exotic, spotted animal fur, a mace crowned with a sun symbol, a flask of ruby syrup, and two scrolls written in blood (<i>boots of speed</i> , <i>mace of disruption</i> , <i>potion of superior healing</i> , 4th level <i>spell scroll</i> , 5th level <i>spell scroll</i>)
10–11	A bag containing 25 large gems each worth 500 gp, and a large, transparent gem set in a frame on the end of short handle (<i>gem of seeing</i>)
12	A sword with a brilliantly bright blade, a platinum handle, and a dazzling, blue gem set into the hilt (<i>dancing sword</i>)

TABLE 15

d12	Item(s)
1–6	A simple, terracotta cat, packed tightly with 2,666 gp worth of small gems
7–9	342 pp, a bowl cast in copper with waves around its lip, made of sapphire, and an exquisite handaxe bearing elven filigree (<i>bowl of commanding water elementals</i> , +2 <i>weapon</i>)
10–11	A finely crafted backpack with seemingly magical qualities, and an apparently empty bottle, sloshing with unseen liquid (<i>handy haversack</i> , <i>potion of invisibility</i>)
12	A set of bright, untarnished plate armor with a grinning, horned figure worked into the chest piece, and a faint eminence of brimstone (<i>demon armor</i>)

TABLE 16

d12	Item(s)
1–6	A small sack of pearls and opals, worth 2,675 gp
7–9	Steel and gem bracers, a dagger with a hilt fashioned like a scorpion's tail, and four bottles of red liquid (<i>bracers of defense</i> , <i>dagger of venom</i> , four <i>potions of superior healing</i>)
10–11	An ornately decorated war horn, and a collection of finely crafted dwarven axes (<i>horn of blasting</i> , four +2 <i>weapons</i>)
12	A full set of armor, made from reptilian scales, engraved with runes retelling the tale of a famous dragonslayer (<i>dragon scale mail</i>)

TABLE 17

d12	Item(s)
1–6	An elaborate sword pommel, worth 2,682 gp
7–9	70 pp, a brazier studded with rubies, a sword with a blade of absolute black, and two vials of lilac-scented water (<i>brazier of commanding fire elementals</i> , <i>sword of life stealing</i> , two <i>potions of stone giant strength</i>)
10–11	A small figurine of a fly made of ebony, and a multifaceted tube containing a stained, rolled parchment (<i>ebony fly figurine of wondrous power</i> , 6th level <i>spell scroll</i>)
12	A masterfully forged set of armor built in dwarf proportions and decorated with sturdy, geometric shapes (<i>dwarven plate</i>)

TABLE 18

d12	Item(s)
1–6	269 pp stamped with the crest of an ancient empire
7–9	A coal-blackened cape, a cloak with twin tassels ending in boney spikes, and three gilded, elegant scrolls (<i>cape of the mountebank</i> , <i>cloak of displacement</i> , three 4th level <i>spell scrolls</i>)
10–11	A bag of 3,000 gp, two small, golden figurines shaped like lions, and a longsword and shortsword with leonine pommels (two <i>golden lion figurines of wondrous power</i> , two +2 <i>weapons</i>)
12	A solid, steel hammer of dwarven make; it is decorated with two large emeralds and feels light in the hand (<i>dwarven thrower</i>)

TABLE 19

d12	Item(s)
1-6	A royal flagstaff topper, worth 2,697 gp
7-9	A diamond-studded censer, a blackened brazier of red platinum, and two scrolls written in Draconic (<i>cen­ser of controlling air elementals, brazier of commanding fire elementals, 4th level spell scroll, 5th level spell scroll</i>)
10-11	1,000 pp stamped with an elaborate bridge, and three goat figurines carved from ivory: one friendly and curious, one aloof and haughty, one fierce and powerful (<i>ivory goats figurines of wondrous power</i>)
12	A brass bottle painted in a gorgeous, multicolored pattern suggestive of a prostrate figure (<i>efreeti bottle</i>)

TABLE 20

d12	Item(s)
1-6	A clay pot filled with platinum sewing needles, worth 2,705 gp
7-9	80 pp, a key-shaped chime, a mace in the likeness of a skull, a seemingly empty jar, and a flask of golden liquid tasting of mead (<i>chime of opening, mace of terror, oil of etherealness, potion of heroism</i>)
10-11	A gold and ivory ankus, set with emeralds, worth 7,500 gp; a large rectangle of padded, tasseled silk, worth 2,500 gp; and a weighty piece of marble in the shape of a trumpeting elephant (<i>marble elephant figurine of wondrous power</i>)
12	A polished, obsidian horse figurine that fits in your palm; deep within it, a faint light pulses (<i>obsidian steed figurine of wondrous power</i>)

TABLE 21

d12	Item(s)
1-6	A giant ear cuff, worth 2,712 gp
7-9	75 pp, a deep-purple and black animal pelt cloak, a wickedly barbed sword, and two vials of purple, oily tincture (<i>cloak of displacement, sword of wounding, two potions of superior healing</i>)
10-11	A solid-gold sarcophagus, worth 10,000 gp, containing a mummified dog, alongside a smooth, black stone carved in the shape of an alert hound (<i>onyx dog figurine of wondrous power</i>)
12	A sword with a blue, rime-coated blade etched with many strange runes and emitting a thin fog of freezing vapor (<i>frost brand</i>)

TABLE 22

d12	Item(s)
1-6	15 gold spheres, worth 181 gp each
7-9	Two cloaks - one black with a dagged hem, the other white with a feathered mantel - and three bottles smelling of fresh-turned earth (<i>cloak of the bat, wings of flying, three potions of stone giant strength</i>)
10-11	A perfectly shaped, stone cube with a shield-like rune carved into one of its six faces, and a large, ovoid stone which appears to move and shift on its own (<i>instant fortress, dragon egg</i>)
12	An incredible, steel helm, with a mirror finish, decorated with dozens of amber and violet gems (<i>helm of brilliance</i>)

TABLE 23

d12	Item(s)
1-6	A pendant shaped like a cog, worth 2,725 gp
7-9	A cube with shapes on each face, a silvered and jeweled hooded mantel, a tub of ointment, and two waxen scrolls (<i>cube of force, mantle of spell resistance, oil of etherealness, two 4th level spell scrolls</i>)
10-11	A pouch of 500 pp, stamped with gorgon heads; a deep-navy shoulder cape, embroidered with runes of protection; a finely trimmed set of chainmail; and a shining spear (<i>mantle of spell resistance, +1 armor, +2 weapon</i>)
12	A bronze horn with a leather strap; the artwork etched into the metal is common among the northmen (<i>bronze horn of Valhalla</i>)

TABLE 24

d12	Item(s)
1–6	2,600 gp and 1,350 sp, both stamped into hexagonal shapes
7–9	A curved dagger inlaid with emeralds, a crystal wand capped in sapphire, and three scrolls that emit mist in sunlight (<i>dagger of venom</i> , <i>wand of lightning bolts</i> , two 4th level <i>spell scrolls</i> , 5th level <i>spell scroll</i>)
10–11	A delicate, silver necklace dripping with vibrant, orange gemstones, and a shortsword, dagger, and shield bearing matching flame engravings (<i>necklace of fireballs</i> , two +2 <i>weapons</i> , +2 <i>shield</i>)
12	A set of four horseshoes crafted from platinum (<i>horseshoes of a zephyr</i>)

TABLE 25

d12	Item(s)
1–6	A black-steel and platinum siege arbalest bolt head, worth 2,742 gp
7–9	A small chest of 350 pp, each coin set with pearls, ornate manacles of gold, and an amulet depicting a ruby flame (<i>dimensional shackles</i> , <i>necklace of fireballs</i>)
10–11	A bundle of smooth rope, which seems to slowly ripple like a coiled serpent, around a clay jar stoppered with a turtle statuette, containing a syrupy, red liquid (<i>rope of entanglement</i> , <i>potion of supreme healing</i>)
12	A finely decorated, wooden box with a few pots of glittering paints and a horse hair paintbrush (<i>marvelous pigments</i>)

TABLE 26

d12	Item(s)
1–6	A large, uncut ruby, worth 2,750 gp
7–9	A dragon-motif sword of green metal; a simple, feather-decorated fetish; and three etched, clay tablets (<i>dragon slayer</i> , <i>feather token</i> , three 4th level <i>spell scrolls</i>)
10–11	A dark-blue, crystal prism, tied with rough string to a flask bearing the image of a goddess and filled with bright-red, fruity-smelling potion (<i>Ioun stone of awareness</i> , <i>potion of supreme healing</i>)
12	A large mirror, beautifully decorated with gold and emeralds, but a tiny skull set in the gold is menacing and eerie (<i>mirror of life trapping</i>)

TABLE 27

d12	Item(s)
1–6	275 pp, cast in the likeness of leaves
7–9	80 pp; a set of supple, green chainmail; a warhammer with cruel barbs that rend with impact; and two flasks shaped like toadstools (<i>elven chain</i> , <i>vicious weapon</i> , two <i>potions of diminution</i>)
10–11	A pair of golden book covers, each worth 2,000 gp, the contents having rotted away; 200 pp stamped with an owl; a pristine quarterstaff; and a pale-pink, crystal pyramid (+2 <i>weapon</i> , <i>Ioun stone of protection</i>)
12	A necklace decorated with several beads, crafted from fine gems, that dangle from golden chains (<i>necklace of prayer beads</i>)

TABLE 28

d12	Item(s)
1–6	A lady's precious-metal gorget, shaped like dragon wings, worth 2,765 gp
7–9	A bronze griffon paperweight, a flawless rope, and two wads of old vellum (<i>bronze griffon figurine of wondrous power</i> , <i>rope of entanglement</i> , 4th level <i>spell scroll</i> , 5th level <i>spell scroll</i>)
10–11	A roll of five torn canvasses, all masterpiece still-lives thought lost or destroyed, each worth in excess of 2,000 gp, and a faintly glimmering, vibrantly purple crystal (<i>Ioun stone of reserve</i>)
12	A sword with a smoky, gray blade and a pommel shaped like the skull of a cat, holding a ruby in its jagged fangs (<i>nine lives stealer</i>)

TABLE 29

d12	Item(s)
1–6	24 inscribed jet and gold rods, worth 115 gp each
7–9	A wooden toy bug, an exotic scimitar set with gems, and three scrolls of silvery parchment (<i>ebony fly figurine of wondrous power</i> , +2 weapon, three 4th level spell scrolls)
10–11	A lunchbox containing a clear crystal, and a seemingly empty vial which sloshes as though it contains liquid (<i>loun stone of sustenance</i> , <i>potion of invisibility</i>)
12	A beautiful longbow decorated with gold filigree and strange runes that glow in a faint, white light (<i>oathbow</i>)

TABLE 30

d12	Item(s)
1–6	A lump of gold ore weighing 56 lbs, worth 2,780 gp
7–9	Two gold lion miniatures, an owl statuette, two vials of orange liquid, and a green, wax-sealed scroll (two <i>golden lion figurines of wondrous power</i> , <i>serpentine owl figurine of wondrous power</i> , two <i>potions of superior healing</i> , 4th level spell scroll)
10–11	A sphere of bloodstained, metal bands, clustered around some broken-off arm bones, and two daggers: one jagged, one with a slightly wet sheen (<i>iron bands of binding</i> , <i>vicious weapon</i> , <i>dagger of venom</i>)
12	A finely crafted robe made from many different hues of thread that faintly shimmer in the light (<i>robe of scintillating colors</i>)

TABLE 31

d12	Item(s)
1–6	Three small, platinum and crystal skulls, worth 929 gp each
7–9	60 pp, three ivory, carved goats, a shield set with a seven diamond constellation, and two elegant scrolls (three <i>ivory goat figurines of wondrous power</i> , +2 shield, two 4th level spell scrolls)
10–11	A wooden ring bearing the image of a mockingbird, a set of armor crafted from tough, reptilian hide, and a handaxe with a hunting scene carved into the blade (<i>ring of animal influence</i> , +1 armor, +2 weapon)
12	A finely crafted, black robe embroidered with small, silver and white stars; cascading down from the shoulders are larger shimmering, red stars (<i>robe of stars</i>)

TABLE 32

d12	Item(s)
1–6	A small chest carrying 279 pp
7–9	An elephant figurine of marble, a clockwork crossbow, two pots of magenta-pigmented juice, and a scroll in a bottle (<i>marble elephant figurine of wondrous power</i> , +2 weapon, two <i>potions of superior healing</i> , 4th level spell scroll)
10–11	A chest containing 12 gilded votive statuettes of animal-headed humanoids, each worth 900 gp, and a ring showing a meditating figure beset by monstrous forms (<i>ring of evasion</i>)
12	A thick, golden rod decorated with matching, silver end-pieces in the shape of castle turrets (<i>rod of absorption</i>)

TABLE 33

d12	Item(s)
1–6	Three titanic tooth-fillings, worth 933 gp each
7–9	An onyx dog statuette, a shield emblazoned with a palm-out hand, and three flasks of a lavender-scented liquid (<i>onyx dog figurine of wondrous power</i> , <i>shield of missile attraction</i> , three <i>potions of resistance</i>)
10–11	A gold, antlered crown worth 3,000 gp; a curving dragon horn worth 2,500 gp; a fine recurve bow, in need of a string; a beautifully inlaid glaive; and ring bearing the image of a flying squirrel (two <i>+2 weapons</i> , <i>ring of feather falling</i>)
12	A silver rod finely decorated with golden roping that makes its way up the handle to a large, amber gem (<i>rod of alertness</i>)

TABLE 34

d12	Item(s)
1–6	2,810 gp, stamped with the crest of a nearby kingdom
7–9	A green, stone owl miniature, a wand of fused chain links, and three scrolls that change color when held (<i>serpentine owl figurine of wondrous power</i> , <i>wand of binding</i> , three 4th level <i>spell scrolls</i>)
10–11	A deformed human skull, decorated with jade, with opal and emerald eyes set in the sockets, worth 10,000 gp, and a turquoise ring bearing the image of a broken chain (<i>ring of free action</i>)
12	A thick, steel rod with a square cube at both ends - one decorated with the relief of a lock, the other with the relief of a key (<i>rod of security</i>)

TABLE 35

d12	Item(s)
1–6	An unlocked strongbox carrying 170 platinum nails, worth 16 gp and 5 sp each
7–9	A glowing sword, forked at the tip, a staff capped with a seductive maiden, and three scrolls pinned closed with talons (<i>flame tongue</i> , <i>staff of charming</i> , two 4th level <i>spell scrolls</i> , 5th level <i>spell scroll</i>)
10–11	A half-sized bust depicting a tiefling queen, surfaced with an intricate mosaic of gemstone fragments, worth 10,000 gp, and a tarnished, steel ring in the shape of a shield (<i>ring of protection</i>)
12	A finely crafted scimitar with a very thin blade, hilt, and handle, and a pommel made from a large, yellow diamond (<i>scimitar of speed</i>)

TABLE 36

d12	Item(s)
1–6	Seven gold and platinum dice, inlaid with gems, worth 403 gp each
7–9	A small crate carved with the image of a sailing ship, a four-limbed shortbow, and three scrolls written in glowing runes (<i>folding boat</i> , <i>+2 weapon</i> , three 4th level <i>spell scrolls</i>)
10–11	A ceremonial, gold helmet, crested with the dancing figure of a forgotten god with sapphire eyes, worth 9,500 gp, and a long, jointed ring resembling the claw of a dragon (<i>ring of resistance</i>)
12	A finely crafted shield with beautiful, gold filigree and many glittering gems set in its face (<i>+3 shield</i>)

TABLE 37

d12	Item(s)
1–6	An undamaged masterpiece painting depicting a rearing hippogriff, worth 2,830 gp
7–9	70 pp, a large, ring-shaped gem, a staff of interwoven branches and rubies, and two sheets of vellum marked in dwarven script (<i>gem of seeing</i> , <i>staff of healing</i> , two 4th level <i>spell scrolls</i>)
10–11	A ring bearing the device of an open, weighty tome; a smooth, white oak staff; and a set of fine, leather armor which adjusts to any size (<i>ring of spell storing</i> , <i>staff of charming</i> , <i>+1 armor</i>)
12	A runed, leather tube containing a rolled piece of fine parchment (6th level <i>spell scroll</i>)

TABLE 38

d12	Item(s)
1–6	A gem-studded hound's collar, worth 2,910 gp
7–9	A massive, crystalline axe; a wand capped with a pointing, golden hand; and two scrolls with royal seals (<i>giant slayer</i> , <i>wand of enemy detection</i> , 4th level <i>spell scroll</i> , 5th level <i>spell scroll</i>)
10–11	A ring bearing the image of a face, which shifts into a skull when viewed from certain angles, a set of runed leg-irons, and a platinum bowl which reverberates faintly (<i>ring of x-ray vision</i> , <i>dimensional shackles</i> , <i>bowl of commanding water elementals</i>)
12	A piece of fine parchment, rolled tightly and held closed with a blue wax seal (7th level <i>spell scroll</i>)

TABLE 39

d12	Item(s)
1–6	A satchel of various gems and coins, worth 2,990 gp
7–9	350 pp, unique studded leather armor, and a glaive of ebony and obsidian (<i>glamoured studded leather</i> , +2 <i>weapon</i>)
10–11	A ring fashioned from horn, bearing the image of a ram rampant, and a leather skin of thin, pink liquid which smells faintly of marzipan (<i>ring of the ram</i> , <i>potion of supreme healing</i>)
12	A leather case containing a pile of curling, yellowed papers (8th level <i>spell scroll</i>)

TABLE 40

d12	Item(s)
1–6	A silver and gold candelabra, worth 3,070 gp
7–9	A sturdy and useful traveling pack, a staff carved with scarabs, and three flasks smelling of the ocean (<i>handy haversack</i> , <i>staff of swarming insects</i> , three <i>potions of water breathing</i>)
10–11	A baggy cloak with material between the arm and body sections that resemble a bat's wings, and a vial containing a gray liquid that floats around inside the container as if unaffected by gravity (<i>wings of flying</i> , <i>potion of flying</i>)
12	A masterfully crafted shield decorated with gold leaf and over four-dozen emeralds, sapphires, garnets, and opals (<i>spellguard shield</i>)

TABLE 41

d12	Item(s)
1–6	A gilded eggshell art-piece, worth 3,150 gp
7–9	A winged helm, a silver and garnet ring, and three fragrant, lace scrolls (<i>helm of teleportation</i> , <i>ring of spell storing</i> , two 4th level <i>spell scrolls</i> , 5th level <i>spell scroll</i>)
10–11	A bottle containing a clear liquid that sparkles and, when poured, has the consistency of honey (<i>oil of sharpness</i>)
12	A black and red staff made of metal with a small, lit brazier at the top (<i>staff of fire</i>)

TABLE 42

d12	Item(s)
1–6	A pair of gold riding spurs, with gem clasps, worth 3,230 gp
7–9	A regal war-horn, a wand made of bone and jet, and three scrolls bearing a unique monogram (<i>horn of blasting</i> , <i>wand of fear</i> , three 5th level <i>spell scrolls</i>)
10–11	A bottle containing a gray liquid that floats in globs around in the container as if unaffected by gravity (<i>potion of flying</i>)
12	A staff made of pure ice as hard as steel, with two handholds of wrapped leather (<i>staff of frost</i>)

TABLE 43

d12	Item(s)
1–6	42 stylized feathers, molded in gold, worth 79 gp each
7–9	A silver ram's horn fitted with a mouthpiece, a staff of desiccated deadwood, and three ancient scrolls (<i>silver horn of Valhalla</i> , <i>staff of withering</i> , three 5th level <i>spell scrolls</i>)
10–11	A bottle of liquid that looks and smells like a strong, earthy liquor (<i>potion of cloud giant strength</i>)
12	A simple, metal staff decorated with runes along the entire length (<i>staff of power</i>)

TABLE 44

d12	Item(s)
1–6	An opulent keg-tap with a gem handle, worth 3,390 gp
7–9	80 pp, a brass war-horn etched with shield-maidens, a quarterstaff wrapped in red silk, and two scrolls of an eastern script (<i>brass horn of Valhalla</i> , +2 <i>weapon</i> , two 4th level <i>spell scrolls</i>)
10–11	A large bottle filled with a pinkish-red liquid (<i>potion of supreme healing</i>)
12	A thin, metal staff with a diamond-shaped cross section, decorated with runes (<i>staff of striking</i>)

TABLE 45

d12	Item(s)
1–6	The deed to a small farm, worth 3,470 gp
7–9	65 pp, four jeweled horseshoes, a staff topped by growing twigs and fronds, and two scrolls oozing green vapor (<i>horseshoes of speed</i> , <i>staff of the woodlands</i> , two 5th level <i>spell scrolls</i>)
10–11	A seemingly empty vial, yet sloshing with an unseen liquid (<i>potion of invisibility</i>)
12	A metal staff decorated with lightning bolts along the shaft, and a cluster of lightning bolts extending from the top that crackle and hum with sparks (<i>staff of thunder and lightning</i>)

TABLE 46

d12	Item(s)
1–6	A pouch containing three star rubies, worth 1,183 gp each
7–9	An iron rook chess piece, a ruby wand, and three sheets of music (<i>instant fortress</i> , <i>wand of fireballs</i> , two 4th level <i>spell scrolls</i> , 5th level <i>spell scroll</i>)
10–11	A bottle with a fine, silver cork in the shape of a swooping hawk (<i>potion of speed</i>)
12	A finely crafted sword with serrations down one side of the blade (<i>sword of sharpness</i>)

TABLE 47

d12	Item(s)
1–6	A gem-topped, gold cask-bung, worth 3,630 gp
7–9	A small, purple prism, a wand capped with an iron spike, and three bottles of fruity-scented liqueur (<i>Ioun stone of reserve</i> , <i>wand of lightning bolts</i> , three <i>potions of superior healing</i>)
10–11	A rolled piece of fine parchment with an inscription made with silver ink, tied with a silver ribbon (6th level <i>spell scroll</i>)
12	A thick book with a fine, leather cover made from white elkskin (<i>tome of clear thought</i>)

TABLE 48

d12	Item(s)
1–6	A pair of gilded and gem-flecked masquerade wings, worth 4,030 gp
7–9	A simple bottle of dark-red, wine-like liquid, smelling of sweets, and labeled 'Carry the Day' (<i>potion of supreme healing</i>)
10–11	A piece of parchment bearing creases where it was once tightly crumpled, now kept neatly rolled by a polished, wooden ring (7th level <i>spell scroll</i>)
12	A thick tome with a metal cover decorated in gold-leaf and fine gems (<i>tome of leadership and influence</i>)

TABLE 49

d12	Item(s)
1–6	48 small, silver spheres, each with a small pearl set in it, worth 91 gp each
7–9	A roll of extraordinary, black vellum, sealed with a glowing rune; touching it scatters faint sparks (8th level <i>spell scroll</i>)
10–11	A thin slate, etched with glowing letters (8th level <i>spell scroll</i>)
12	A sturdy trunk containing a thick tome with a finely-tooled, red, leather cover (<i>tome of understanding</i>)

TABLE 50

d12	Item(s)
1–6	476 pp, stamped with a subterranean language
7–9	A leather-bound roll of parchment, seething with humming, silver glyphs, and a mace fashioned after a cracked anvil (7th level <i>spell scroll</i> , <i>mace of disruption</i>)
10–11	A silk handkerchief, stitched with harsh, runic letters (6th level <i>spell scroll</i>)
12	A stick carved with images of surprised-looking animals (<i>wand of polymorph</i>)

TABLE 51

d12	Item(s)
1–6	A baldric studded with gold and gems, worth 5,131 gp
7–9	A scroll sealed with what looks like red wax, but is—on closer inspection—coagulated blood, and a longbow of crystal and heartwood (8th level <i>spell scroll</i> , +2 <i>weapon</i>)
10–11	A gold scroll tube, which appears to have partially melted at some point, containing a lopsided parchment (7th level <i>spell scroll</i>)
12	A thick, metal wand with a collection of fine opals set in to the handle, and a large, orange crystal set into the tip (+3 <i>wand of the war mage</i>)

TABLE 52

d12	Item(s)
1–6	A handful of small, fiery, orange gems in a powder box, worth 5,498 gp
7–9	A seemingly empty vial, yet sloshing with unseen liquid, and an ocarina fashioned from a padlock (<i>potion of invisibility</i> , <i>chime of opening</i>)
10–11	A thin piece of metal, into which glyphs have been burnt (8th level <i>spell scroll</i>)
12	A finely crafted weapon decorated with fine gemstones that give off a pale glow (+3 <i>weapon</i>)

TABLE 53

d12	Item(s)
1–6	A net of spun silk filled with platinum fishes, worth 2,750 gp
7–9	A circular shield, belt, and necklace bearing the flag of the region you are in (+2 <i>shield</i> , <i>belt of hill giant strength</i> , <i>periapt of wound closure</i>)
10–11	The image of a healing spirit, rendered in alabaster, that can be used to cast the <i>resurrection</i> spell once per day
12	A sleigh pulled by spectral reindeer, and an enormous, empty, red sack (<i>carpet of flying</i> , <i>bag of holding</i>)

TABLE 54

d12	Item(s)
1–6	A golden crown, decorated with gleaming pearls, that was stolen from the Queen six months ago, worth 3,000 gp
7–9	A gnarled, wooden staff that spirals from bottom to top, where it flays out into a moss-covered claw which clutches an agate stone (combined <i>staff of the woodlands</i> (+3 bonus) and <i>stone of controlling earth elementals</i> in one)
10–11	A brightly colored couatl feather that can be used to summon its couatl owner once per day, as per the <i>conjure celestial</i> spell
12	A knife handle of wrapped, black leather with a purple gemstone pommel which can be pressed to cause the razor-sharp blade to emerge (dagger with the properties of a <i>sword of sharpness</i>)

TABLE 55

d12	Item(s)
1–6	A platinum sculpture of the famous racing horse Zephyr, worth 2,500 gp
7–9	A three-pronged rod which crackles with arcane energy (combined <i>wand of fireballs</i> , <i>wand of lightning bolts</i> , and <i>wand of the war mage</i> , +2 in one)
10–11	A sprig of holly which, among the red berries, has a single white berry that can be eaten as an action to benefit from the <i>regenerate</i> spell, and grows back over the course of 24 hours
12	A mirrored, platinum helm which disguises its wearer's face but does not impede their vision (helmet with the properties of a <i>spellguard shield</i>)

TABLE 56

d12	Item(s)
1–6	A marble gravestone with a gilt inscription in gold leaf, proclaiming to be that of The Prophet of Ama'tun, worth 2,500 gp
7–9	A folded-up piece of black silk that is relatively unremarkable (<i>portable hole</i> containing a <i>rod of rulership</i> and <i>sword of life stealing</i>)
10–11	A small, iron ball, attached to a chain, which floats inexplicably and must be kept anchored to avoid drifting away, that can be used to cast the <i>reverse gravity</i> spell once per day (DC 18)
12	A dwarven pickaxe, possessed by a fervent mining spirit (a war pick with the properties of a <i>scimitar of speed</i>)

TABLE 57

d12	Item(s)
1–6	A masterpiece landscape of a summer dawn over frozen peaks, rendered in impressionistic style, worth 2,900 gp
7–9	A silver horn, that flares out to a wide bell of platinum, and the clarion call of which causes those nearby to shudder (combined <i>chime of opening</i> , <i>horn of blasting</i> , and <i>silver horn of valhalla</i> in one)
10–11	A beautiful, crystal snow globe containing a delightful winter scene which can be used to cast the <i>fire storm</i> spell once per day (DC 18, the damage is changed to cold, and the spell does not ignite flammable objects)
12	A torch, much like many others, but which creates no heat (torch with a permanent <i>continual flame</i> spell upon it, and the properties of a <i>rod of alertness</i>)

TABLE 58

d12	Item(s)
1–6	A prosthetic arm, made of precious metals, that can replace a lost limb, worth 3,150 gp
7–9	A gleaming, golden mace engraved with prayers to the deity of war (combined <i>mace of disruption</i> , <i>mace of smiting</i> , and <i>mace of terror</i> in one)
10–11	A sapphire key that can be used to open any mundane lock, and to cast the <i>magnificent mansion</i> spell once per day
12	A black blade which drips with sizzling acid when unsheathed and reeks of burning hair (<i>frostbrand</i> that deals acid, instead of cold, damage)

TABLE 59

d12	Item(s)
1–6	A ceremonial staff, topped with a platinum crescent moon which smokes ceaselessly, worth 3,000 gp
7–9	A silver ring with a sapphire lightning-bolt set into it (combined <i>ring of evasion</i> , <i>ring of protection</i> , and <i>ring of lightning resistance</i> in one)
10–11	A diamond cube that can be used to cast the <i>forcecage</i> spell once per day (DC 18)
12	A mask and headdress combo, made from flamboyantly colored feathers, further beautified with precious stones (mask with the properties of a <i>robe of scintillating colors</i>)

TABLE 60

d12	Item(s)
1–6	A pair of spectacles with incredibly thin, diamond lenses and platinum frames, worth 2,800 gp
7–9	A vicious-looking battleaxe with a blade far larger than a human torso, yet able to be swung with ease (combined <i>giant slayer</i> and <i>berserker axe</i> in one, with a +2 bonus)
10–11	A finger-sized sword, cut from a ruby, which can be used to cast the <i>arcane sword</i> spell once per day (+10 to hit)
12	A silver spyglass with six small diamonds along its length (a spyglass with the properties of a <i>robe of stars</i>)



Treasure Tables
CHALLENGE RATING 17-20

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TABLE 1

d12	Item(s)
1–6	A pearl and bone drinking stein, filigreed in gold, worth 2,000 gp
7–9	A roll of parchment scribed with poetry of sublime skill (or total nonsense), held closed with a green, gemstone pendant (7th level bard <i>spell scroll</i> , <i>amulet of health</i>)
10–11	A finely crafted piece of parchment with gold lettering, wrapped tightly and held closed with a golden ribbon (9th level <i>spell scroll</i>)
12	A massive, metal barrel fashioned to look like a crab with mechanical legs and pincers (<i>apparatus of the crab</i>)

TABLE 2

d12	Item(s)
1–6	Fine, steel scissors, inlaid with emeralds, worth 2,500 gp
7–9	A rolled-up leaf with druidic symbols eaten into it, as if by caterpillars, and armor of living wood (7th level druid <i>spell scroll</i> , <i>+1 armor</i>)
10–11	Two large bottles filled with a sparkling, pink and red liquid (two <i>potions of supreme healing</i>)
12	A set of expertly designed armor with the pearlescent, rainbow sheen of spilled oil (+3 <i>armor</i> : light, medium, or heavy)

TABLE 3

d12	Item(s)
1–6	A filthy sack, containing a mysterious, unidentified carcass, and 3,000 gp
7–9	An elegant wand resembling a tongue of flame, capped with a ruby, and a set of gleaming, unnaturally unblemished armor (<i>wand of fireballs</i> , <i>armor of resistance</i>)
10–11	A pair of matching glass bottles, wrapped in leather, with a feather dangling from a beaded tassel tied around their necks (two <i>potions of flying</i>)
12	A set of plate mail, masterfully inlaid with gold filigree in elegant, looping patterns, and glowing with a faint, blue aura (<i>armor of invulnerability</i>)

TABLE 4

d12	Item(s)
1–6	A pair of fancy, slash-and-puff pantaloons, and a jeweled codpiece, worth 3,500 gp
7–9	An eons-old, green, soapstone tablet carved with unknown glyphs, and vile armor depicting an octopus (7th level warlock <i>spell scroll</i> , <i>+1 armor</i>)
10–11	A tall, glass bottle, stoppered with a silver lightning bolt, containing a thick, green liquid (<i>potion of storm giant strength</i>)
12	A broad, woven belt of studded leather, with a twisted, obsidian buckle (<i>belt of storm giant strength</i>)

TABLE 5

d12	Item(s)
1–6	A gold cup, decorated with emeralds (pretty, but perhaps a poor choice for some occasions), worth 4,000 gp
7–9	A wand of rigid quicksilver, and a dwarven girdle with an emerald clasp (<i>wand of lightning bolts</i> , <i>belt of dwarvenkind</i>)
10–11	A lavender crystal, oblong in shape, which gives off a very faint humming sound (<i>loun stone of absorption</i>)
12	A perfectly spherical crystal; when staring straight into it, a tiny constellation of stars can be seen (<i>crystal ball of mind reading</i>)

TABLE 6

d12	Item(s)
1–6	410 pp, tied in a bag to a length of rope, in turn tied to a heavy stone
7–9	A scroll which, when held, gives the bearer a sense of serenity, and a baldric studded with precious stones (7th level cleric <i>spell scroll</i> , <i>belt of hill giant strength</i>)
10–11	A red, granite sphere that spins slowly in a counter-clockwise direction, if set on a flat surface (<i>loun stone of agility</i>)
12	A perfectly spherical crystal; when staring directly into it, a faint glow can be seen pulsing and changing colors at random every few seconds (<i>crystal ball of telepathy</i>)

TABLE 7

52	Item(s)
1-6	21 platinum discs with indecipherable characters on them, worth 200 gp each
7-9	A scroll of pure-white paper, inscribed with golden ink, supple as silk, as well as a gore-stained, bone-flecked battleaxe (7th level paladin <i>spell scroll</i> , <i>berserker axe</i>)
10-11	A pink, rhomboid-shaped crystal that pulses slowly with a dim, white light (<i>Ioun stone of fortitude</i>)
12	A perfectly spherical crystal; when staring directly into it, a tiny storm cloud can be seen (<i>crystal ball of true seeing</i>)

TABLE 8

d12	Item(s)
1-6	A gem-encrusted inkwell, worth 4,300 gp
7-9	Red parchment paper drawn with terrible, glowing characters, and fine, leather boots stitched with song birds (7th level sorcerer <i>spell scroll</i> , <i>boots of levitation</i>)
10-11	A blue, crystal sphere that gives off a subtle glow (<i>Ioun stone of insight</i>)
12	A six-sided box, made of lusterless metal, and decorated with strange symbols on each side; a faint hum can be heard when it is held next to one's ear (<i>cubic gate</i>)

TABLE 9

d12	Item(s)
1-6	10 jade and gold bangles, worth 440 gp each
7-9	A short ballad scrawled on a wanted-poster, and a pair of boots with soles stitched with a tessellated arrowhead pattern (8th level bard <i>spell scroll</i> , <i>boots of speed</i>)
10-11	A hollow, crystal sphere that glows with a faint, blue light (<i>Ioun stone of intellect</i>)
12	An ornately carved, wooden box containing a tatty deck of cards (<i>deck of many things</i>)

TABLE 10

d12	Item(s)
1-6	The deed to a stable in a nearby town, worth 4,400 gp
7-9	A scroll made from the dried skin of a dryad, and armored bracers of matching gold and blue (8th level druid <i>spell scroll</i> , <i>bracers of defense</i>)
10-11	A pink and green, marble sphere that feels heavier than it, by all rights, should be (<i>Ioun stone of leadership</i>)
12	A fine sword inside an equally well-crafted scabbard, with the symbol of a shield worked into the metal (<i>defender</i>)

TABLE 11

d12	Item(s)
1-6	A burlap sack holding 440 pp, stamped with a single, runic letter
7-9	A sinister cloak, somehow hard to grab hold of, with a similarly grave scroll stuffed into its pocket (<i>cloak of displacement</i> , 8th level wizard <i>spell scroll</i>)
10-11	A pale-blue, oblong crystal that shines with a green light from deep within (<i>Ioun stone of strength</i>)
12	A massive maul with a head fashioned in the likeness of a wrathful god; it has a faint, white glow (<i>hammer of thunderbolts</i>)

TABLE 12

d12	Item(s)
1-6	A foot locker containing 221 large platinum pieces, worth 4,420 gp in total
7-9	A black cloak with a twin-peaked hood, and a purple crustacean shell, etched with strange words (<i>cloak of the bat</i> , 8th level warlock <i>spell scroll</i>)
10-11	A velvet-covered manual, criss-crossed with delicate goldwork embroidery; the text inside bolsters those who read it (<i>manual of bodily health</i>)
12	A silver sword with a blue spinel set in the middle of outstretched wings at the hilt (<i>holy avenger</i>)

TABLE 13

d12	Item(s)
1–6	A non-magical, pearl-hafted wand, topped with a gold dragon head, worth 4,424 gp
7–9	A regal-looking note, sealed by a king and tied to a pouch containing an odd, metal knucklebone die (8th level ranger <i>spell scroll</i> , <i>cube of force</i>)
10–11	A thick book with a copper-etched, lamb's leather cover; the text inside is written in sepia calligraphy (<i>manual of gainful exercise</i>)
12	An iron horn with a leather strap; the artwork etched into the metal is a mixture of looping patterns and longships packed with burly warriors (<i>iron horn of Valhalla</i>)

TABLE 14

d12	Item(s)
1–6	A small, cylindrical, metal canister with a strap, containing 143 pp and three rubies worth 1,000 gp each
7–9	An incense-scented scroll wrapped around the hilt of a vile, curved dagger; the two separate with a sigh (8th level cleric <i>spell scroll</i> , <i>dagger of venom</i>)
10–11	A heavy, printed volume with a hardened-clay cover, into which the image of a lumpy, misshapen figure has been carved (<i>manual of clay golems</i>)
12	A marbled, lavender crystal that feels lighter than it, by rights, should (<i>Ioun stone of greater absorption</i>)

TABLE 15

d12	Item(s)
1–6	73 large, gold coins, depicting a mountain with a single small gem set at the peak, worth 60 gp and 7 sp each
7–9	A saddlebag containing jeweled shackles, and a scroll that briefly emits light when opened (<i>dimensional shackles</i> , 8th level paladin <i>spell scroll</i>)
10–11	A thick book, bound with cured human flesh, stitched together from several different skin tones (<i>manual of flesh golems</i>)
12	A pearly-white crystal with eight perfectly flat sides and points at either end; it shimmers in firelight and direct sunlight, and glows in moonlight (<i>Ioun stone of regeneration</i>)

TABLE 16

d12	Item(s)
1–6	A dirty bundle of rags concealing dozens of small gems, worth 4,442 gp altogether
7–9	A broad, serrated sword made of blue precious stone, and a flame-wreathed scroll (<i>dragon slayer</i> , 8th level sorcerer <i>spell scroll</i>)
10–11	A hefty tome with a tarnished, metal cover, into which the likeness of an angular, massive figure has been etched (<i>manual of iron golems</i>)
12	An iron flask with a brass stopper decorated with ancient runes; when held up to one's ear, a strange sound can be heard from within (<i>iron flask</i>)

TABLE 17

d12	Item(s)
1–6	A battered, but elegant, silver watering can, trimmed in gold and depicting leaves made from jade, worth 4,448 gp
7–9	Glowing-ink sheet music, and chainmail with links of autumnal colors, elven made (6th level bard <i>spell scroll</i> , <i>elven chain</i>)
10–11	A weighty book with pages made from thin slabs of stone, into which the writing has been chiseled (<i>manual of stone golems</i>)
12	A sword with an ornate handle of various green gems, and a four-leafed clover etched into the base of the blade (<i>luck blade</i>)

TABLE 18

d12	Item(s)
1–6	A small, gem-headed key and single silver manacle, lined with soft fur and studded with jewels, worth 4,454 gp
7–9	A tattered scrap of an army standard, bearing elegantly inked script, and a figurine of a bird tied to a single large feather (6th level druid <i>spell scroll</i> , <i>feather token</i>)
10–11	A thick book with a finely crafted, leather cover, decorated with a silver-wired fleur-de-lis; the text inside is likewise written in a gleaming, silver ink (<i>manual of quickness of action</i>)
12	A set of plate armor with a single smoky-gray opal set in the center of the chest piece; within the opal, a swirling vortex of cloud flashes with lightning (<i>plate armor of etherealness</i>)

TABLE 19

d12	Item(s)
1–6	A belt pouch stuffed with twelve small, topaz rods, wound with vines and leaves of gold, worth 371 gp each
7–9	Cryptic scrawl in a sealed envelope, and a sword with a blade fashioned as winding, licking flames (6th level wizard <i>spell scroll</i> , <i>flame tongue</i>)
10–11	A copper ring set with dozens of tiny emeralds along the band, like leaves on a vine (<i>ring of regeneration</i>)
12	A gold ring made to look like a series of swirling clouds with a large, blue gem set in the top; it appears to resist dirt and cannot be scratched (<i>ring of djinni summoning</i>)

TABLE 20

d12	Item(s)
1–6	A lidless chest filled with 400 pp, 360 gp, and 160 sp
7–9	A wand of pure-white wood inlaid with irregular, sapphire veins, and a green gem set in a monocle (<i>wand of magic missiles</i> , <i>gem of seeing</i>)
10–11	A platinum ring with a large setting, decorated with several tiny diamonds (<i>ring of shooting stars</i>)
12	A platinum ring, decorated with beautiful filigree; it has three gems set in a round section on the top and is attached to a thick, platinum bracelet with a tiny chain (<i>ring of elemental command</i>)

TABLE 21

d12	Item(s)
1–6	A beaten saddlebag containing a huge star sapphire, worth 4,000 gp, and five pearls, worth 95 gp each
7–9	A plain roll of vellum in a leather scroll case, with shifting writing, and an enormous, spiked, straight-bladed sword (6th level ranger <i>spell scroll</i> , <i>giant slayer</i>)
10–11	A platinum ring with a large nugget of gold in a setting of two grasping hands (<i>ring of telekinesis</i>)
12	A thick-banded, unadorned platinum ring; when looking at the interior of the band, it appears not to give off a reflection (<i>ring of invisibility</i>)

TABLE 22

d12	Item(s)
1–6	A trunk of large, rectangular, silver coins, stamped with a royal crest, weighing 90 lbs, and worth 4,478 gp
7–9	A roll of parchment marked with a holy symbol, stuffed into a suit of red-studded, leather armor (6th level cleric <i>spell scroll</i> , <i>glamoured studded leather</i>)
10–11	A sturdy, wooden box containing 10 vials full of gray liquid, neatly arranged in a custom-made rack (<i>oil of etherealness</i>)
12	A gold ring set with a large, flat gem which acts as a tiny mirror (<i>ring of spell turning</i>)

TABLE 23

d12	Item(s)
1–6	A string of 52 pearls, worth 4,482 gp, but 70 gp each if separated
7–9	A wand of simple wood, charred at one end, stuffed into a luxurious haversack (<i>wand of fireballs</i> , <i>handy haversack</i>)
10–11	A weathered piece of parchment, rolled tightly and sewn shut with neat, gold stitches (9th level bard <i>spell scroll</i>)
12	A gold ring with a large, round bezel; set within it are three teal gems, each surrounded four amber-colored gems (<i>ring of three wishes</i>)

TABLE 24

d12	Item(s)
1–6	A lurid figurine of gold and precious stones, anatomically detailed, worth 4,490 gp
7–9	Only the bearer of this scroll can hear the faint screams of the souls trapped in the writhing runes written upon it (9th level warlock <i>spell scroll</i>)
10–11	A fine piece of parchment, rolled and held closed with a wax seal depicting two hands clasped in prayer (9th level cleric <i>spell scroll</i>)
12	A beautifully crafted robe made of fine, white silks with gold appliqué and braiding along the edges (<i>robe of the archmagi</i>)

TABLE 25

d12	Item(s)
1–6	A gem cut in the likeness of a clenched fist, worth 4,496 gp
7–9	A long, golden rod bearing a switch of some sort, capped by an odd, round ball of iron, and small discs (<i>wand of lightning bolts</i>)
10–11	A crude piece of parchment, folded and fastened with a piece of hempen twine (9th level <i>spell scroll</i>)
12	A lightweight mace with a flanged head at one end, and a smaller head at the other; there are six gems set along the handle (<i>rod of lordly might</i>)

TABLE 26

d12	Item(s)
1–6	A large map case filled with 450 pp
7–9	A quaint, porcelain bottle shaped like (and smelling of) a boot, and a regal helm crowned with a violet gem (<i>potion of speed</i> , <i>helm of teleportation</i>)
10–11	A roll of lush fabric, stitched with letters, held closed with a jade pin in the shape of a frog (9th level paladin <i>spell scroll</i>)
12	A beetle-shaped medallion made of gold and dark-blue gems, the edges of which glow with a faint light when the medallion is held in one's open palm (<i>scarab of protection</i>)

TABLE 27

d12	Item(s)
1–6	A wooden case inlaid with silk and precious stones, containing a jeweled, straight razor and scissors, and a fine, platinum comb, worth 4,500 gp
7–9	A flask of odorless, clear fluid, that tastes like nothing at all, and a war horn tied with a note that reads, 'Use with Caution' (<i>potion of invisibility</i> , <i>horn of blasting</i>)
10–11	A weathered piece of parchment, folded into a square and tucked closed (9th level ranger <i>spell scroll</i>)
12	A glass bottle containing a viscous, milky-white liquid that shimmers if the bottle is disturbed (<i>sovereign glue</i>)

TABLE 28

d12	Item(s)
1–6	Gold and jewel decorated saddle horn, cantle and stirrups, worth 4,515 gp
7–9	A bottle of pink, foamy cream, smelling of candied lemon peel, and a pewter nicknack in the shape of a stone tower (<i>potion of supreme healing</i> , <i>instant fortress</i>)
10–11	A polished shoulder bone carved with runic letters (9th level sorcerer <i>spell scroll</i>)
12	A 2 ft. diameter black sphere, hovering off the ground, which appears to absorb any light set upon it, and gives off no reflection (<i>sphere of annihilation</i>)

TABLE 29

d12	Item(s)
1–6	A torn backpack brimming with 403 pp and 490 gp
7–9	A flask the size of a canteen, filled with mineral-rich fluid, and a stone carved into the likeness of a shield (<i>potion of cloud giant strength</i> , <i>loun stone of protection</i>)
10–11	A well-crafted piece of parchment folded widthwise and held closed with a black, wax seal, melted to resemble a spider (9th level warlock <i>spell scroll</i>)
12	A simple, wooden quarterstaff carved with strange runes that glow and shift when the staff is held with two hands (<i>staff of the magi</i>)

TABLE 30

d12	Item(s)
1–6	An embroidered coin purse containing 92 pp, and three gems worth 1,200 gp each
7–9	A flask decorated with feathers and containing a fluid of light-bluish tint, and a set of interlinked, iron rings (<i>potion of flying</i> , <i>iron bands of binding</i>)
10–11	A small tapestry depicting a studious mage; the folds of his cloak disguise tiny letters (9th level wizard <i>spell scroll</i>)
12	An ivory amulet in the shape of a goddess with arms outstretched (<i>talisman of pure good</i>)

TABLE 31

d12	Item(s)
1–6	A dented fiddle case hiding 110 large, platinum coins stamped with a wolf's head, worth 41 gp each
7–9	A small tub of clear oil flecked with silver, and an elegant mace in the likeness of an unopened blossom (<i>oil of sharpness, mace of smiting</i>)
10–11	Two scrolls: one closed with a green wax seal depicting a viper, the other closed with a red wax seal depicting a shield (6th level <i>spell scroll</i> , 7th level <i>spell scroll</i>)
12	A heavy amulet made of black metal and inlaid with green gems; a metal demon skull with glowing, green eyes and gaping mouth is set in the center (<i>talisman of ultimate evil</i>)

TABLE 32

d12	Item(s)
1–6	A plain crate weighing 91 lbs., and containing 4,538 gp
7–9	A vial of deep-red juice with the scent of cherries, and a mace crafted to look like cowering angels (<i>potion of supreme healing, mace of terror</i>)
10–11	A cracked, peeling, and blackened scroll case, containing two immaculate rolls of parchment (7th level <i>spell scroll</i> , 8th level <i>spell scroll</i>)
12	A thick necklace with a gold amulet in the shape of a satyr's head with emeralds set in the eyes and a gaping mouth (<i>talisman of the sphere</i>)

TABLE 33

d12	Item(s)
1–6	A buckler-sized, square, platinum plaque, set with a several rubies and sapphires, worth 4,544 gp
7–9	A flask molded with a falcon symbol, and an embroidered mantel, plated with small, mirrored panels (<i>potion of speed, mantle of spell resistance</i>)
10–11	Two scrolls: one secured with the purple wax seal of a magical college, the other with a counterfeit (6th level <i>spell scroll</i> , 8th level <i>spell scroll</i>)
12	A glass vial filled with a watery, milky-white liquid that shimmers when disturbed (<i>universal solvent</i>)

TABLE 34

d12	Item(s)
1–6	A pair of jeweled anklets, worth 2,275 gp each
7–9	A bottle of scentless, clear fluid, and a necklace of three large, orange gems (<i>potion of invisibility, necklace of fireballs</i>)
10–11	Two pieces of ocher and sienna silk, tied together in an elaborate knot; on closer inspection, each is embroidered with tiny runes (two 6th level <i>spell scrolls</i>)
12	A fairly plain, but improbably sharp, sword, whose scabbard depicts a hero battling a spindly, winged beast (<i>vorpall sword</i>)

TABLE 35

d12	Item(s)
1–6	An ornate hair pin and chain, heavily jeweled, worth 4,556 gp
7–9	A great flagon of frothy brew sits near a strange, perfectly round hole in the ground/wall, about ten feet in depth (<i>potion of cloud giant strength, portable hole</i>)
10–11	Two dog-eared, slightly gnawed scrolls, wrapped in a large, dry leaf (two 7th level <i>spell scrolls</i>)
12	A piece of fine, black silk that folds to the size of a handkerchief, and unfolds into a circular sheet, 6 ft. in diameter (<i>well of many worlds</i>)

TABLE 36

d12	Item(s)
1–6	A long-dry keg, filled with 456 pp stamped with an eagle sigil
7–9	A flask of viscous, sparkling oil, and a ring bearing a paw-print-shaped gem (<i>oil of sharpness, ring of animal influence</i>)
10–11	A pair of wooden owl bookends, the flats of which are carved with symbols (two 8th level <i>spell scrolls</i>)
12	A black and red staff made of metal with a small, lit brazier at the top, and a rolled piece of parchment held closed with a wax seal (<i>staff of fire, 9th level spell scroll</i>)

TABLE 37

d12	Item(s)
1–6	A large conch shell made of gold, with sapphire designs inlaid, worth 4,568 gp
7–9	A vial of light-orange syrup, smelling of citrus, and a silver and onyx ring (<i>potion of supreme healing, ring of evasion</i>)
10–11	A masterfully crafted set of armor, embossed with a mythic scene of warring gods (+2 armor: light, medium, or heavy)
12	A staff made of pure ice as hard as steel, with two handles wrapped in leather, and a piece of parchment folded into the shape of a diamond (<i>staff of frost, 9th level spell scroll</i>)

TABLE 38

d12	Item(s)
1–6	A worn cookie tin, held shut with a leather strap, filled with 457 pp
7–9	A bottle of light-bluish liquid which, if dropped, falls unnaturally slowly to the ground, and a ring cast in the likeness of a curled feather (<i>potion of flying, ring of feather falling</i>)
10–11	A shield depicting a dragon in red lacquer, with onyx eyes and a gout of fiery garnets pouring from its maw (+3 shield)
12	A simple metal staff decorated with runes along the entire length, and a length of flax rolled and held closed with braided twine (<i>staff of power, 9th level spell scroll</i>)

TABLE 39

d12	Item(s)
1–6	46 platinum rod with threading at one end and a gem at the other, worth 99 gp each
7–9	A scroll of vellum which wiggles near lawful adventurers, and a stone ring set with a tiny, platinum coin (9th level <i>spell scroll, ring of free action</i>)
10–11	A beautifully balanced, elegant weapon, the edges of which hum softly with faint magic (+3 weapon)
12	An angular, chromatic staff with a diamond-shaped cross section decorated with faint runes; a large, torn page is loosely wound around the base (<i>staff of striking, 9th level spell scroll</i>)

TABLE 40

d12	Item(s)
1–6	A set of three rubies set into a broken scabbard, worth 1,528 gp each
7–9	A folded note of arcane runes which, when held, brings back memories best left forgotten, and a silver ring set with an emerald that stills a quivering hand (9th level <i>spell scroll, ring of protection</i>)
10–11	A chest containing numerous flasks of blood-red liquid (18 <i>potions of superior healing</i>)
12	A metal staff decorated with lightning bolts along the shaft and, extending from the top, a cluster of lightning bolts that crackle and hum with sparks, along with a charred sheet of parchment, its ribbon burnt away (<i>staff of thunder and lightning, 9th level spell scroll</i>)

TABLE 41

d12	Item(s)
1–6	A clockwork bear toy, made of precious metals and jeweled, but missing the key, worth 4,592 gp
7–9	A wand capped with a star sapphire arrowhead and fletched base, and a ring bearing the symbol of an anatomical heart (<i>wand of magic missiles, ring of resistance</i>)
10–11	A chest containing over a dozen scrolls, some with red tassels, some with silver ribbons, all sealed with gold wax stamped with a taloned foot (nine 4th level <i>spell scrolls</i> , eight 5th level <i>spell scrolls</i>)
12	An exquisite sword with razor serrations down one side of the blade, and a shield with a glowing, purple opal set into the boss (<i>sword of sharpness, +3 shield</i>)

TABLE 42

d12	Item(s)
1–6	A bowl made from a skull, silver-dipped and tessellated with hexagonal, jet mosaic pieces, worth 4,600 gp
7–9	A clay flask tied with a tag that reads ‘quaff during dire emergency’, and a ring bearing an unknown glyph (<i>potion of supreme healing, ring of spell storing</i>)
10–11	A hoard of weapons, armor, and shields, unadorned but crafted with incredible skill (two sets of +1 armor, two quivers/pouches of +2 ammunition, two +2 shields, four +2 weapons)
12	A weighty manuscript with a fine leather cover made from white elkskin, and a rusty-red, marble sphere (<i>tome of clear thought, loun stone of intellect</i>)

TABLE 43

d12	Item(s)
1–6	A single yellow diamond, worth 4,600 gp
7–9	A crate containing a single weapon of other-worldly crafting and ornamentation, and a gold ring set with a crystal lens (+3 weapon, ring of x-ray vision)
10–11	A set of acid-etched armor with a vibrantly green mirror-finish (+2 armor: light, medium, or heavy)
12	A substantial tome with a gilded cover, inlaid with gold-leaf, and a pink and green, marble sphere (<i>tome of leadership and influence, loun stone of leadership</i>)

TABLE 44

d12	Item(s)
1–6	An extravagantly jeweled horse bridle, worth 4,700 gp
7–9	A robe embroidered with peering eyes, and a scroll sealed with a wax eye signet (<i>robe of eyes, 8th level warlock spell scroll</i>)
10–11	A quiver with a handful of beautifully crafted arrows/bolts, the tips of which let off a faint, gray smoke (five (1d6 + 2) arrows/bolts of slaying)
12	A sturdy trunk containing a hefty tome with an embossed, red, leather cover, and a mismatched heap of various scrolls and scraps of paper (<i>tome of understanding, eight 6th level spell scrolls, six 7th level spell scrolls, two 8th level spell scrolls</i>)

TABLE 45

d12	Item(s)
1–6	A claim to a gem mine, worth 4,800 gp
7–9	A holy writ in scrambled letters, and a shield of crystal and gold banding (8th level cleric <i>spell scroll, +2 shield</i>)
10–11	A set of bright, untarnished plate mail with spiked shoulder pieces, clawed gauntlets, and a smoky, gray aura that gives it a malevolent look (<i>demon armor</i>)
12	A gnarled stick with a living frog encased in a glass orb at the head, and a tattered piece of parchment barely kept rolled with a fraying, grass reed (<i>wand of polymorph, 9th level spell scroll</i>)

TABLE 46

d12	Item(s)
1–6	A silk shawl hung with teardrop rubies, worth 4,900 gp
7–9	A smudged and dirty scroll, tied with leather, hung from a staff that stands unsupported on a cluster of roots (8th level druid <i>spell scroll, staff of healing</i>)
10–11	A full set of armor made from thick, weathered dragon scales (<i>dragon scale mail</i>)
12	A delicate, metal wand with series of black opals at the handle and a purple crystal at the tip, around which a piece of parchment is rolled extremely tightly with a black piece of twine (<i>wand of the war mage +3, 9th level spell scroll</i>)

TABLE 47

d12	Item(s)
1–6	A masterfully designed gold leaf fan, set with small diamonds, worth 5,000 gp
7–9	A scroll of vellum that twitches in the presence of chaotic adventurers, and a sword with a blade that is difficult to directly look upon (8th level paladin <i>spell scroll</i> , <i>sun blade</i>)
10–11	A beautiful longbow decorated with gold inlay and strange runes that glow with a faint, white light (<i>oathbow</i>)
12	A chest containing four glass bottles filled with sparkling, pink and red liquid, held snugly in place by satin pillows (four <i>potions of supreme healing</i>)

TABLE 48

d12	Item(s)
1–6	A decorative, gold, mail coif, worth 6,000 gp
7–9	A sweet-smelling flask of berry-flavored wine, and a drooping staff reminiscent of decaying flesh on bones (<i>potion of supreme healing</i> , <i>staff of withering</i>)
10–11	A crudely forged sword with a strange blade – a flame-like wave along one side, and serrated on the other (<i>sword of sharpness</i>)
12	A set of shining, lacquered armor; magical energy glows between each plate (+3 <i>armor</i> : light, medium, or heavy)

TABLE 49

d12	Item(s)
1–6	A simple statue of a swooning woman in platinum, with two blood-red rubies pocket-marking the curve of her neck, worth 7,000 gp
7–9	A glass bottle shaped like a hourglass, labeled 'time heals all wounds', and a wand of green, patina-covered bronze (<i>potion of supreme healing</i> , <i>wand of lightning bolts</i>)
10–11	A thick, metal wand with a twisting, elaborately carved handle, and a large, yellow crystal set into the tip (<i>wand of the war mage</i> , +3)
12	A masterfully crafted sword with a large, egg-shaped topaz inlaid in the hilt; it glows with a faint, orange light when drawn from its sheath (<i>vorpal sword</i>)

TABLE 50

d12	Item(s)
1–6	Two black sapphires, worth 4,000 gp each
7–9	An arrow, around which is rolled and tied a piece of parchment paper with glowing runes, and a wand of black wood, hatch-marked with kills (8th level ranger <i>spell scroll</i> , <i>wand of the war mage</i> , +2)
10–11	A sword with a blue blade etched with many strange runes; the hilt runs an uncomfortable chill through the hand, and the blade is too cold to touch (<i>frost brand</i>)
12	A platinum-embossed set of armor with a matching weapon still encased in the attached scabbard (+2 <i>armor</i> , +3 <i>weapon</i>)

TABLE 51

d12	Item(s)
1–6	An ivory and gold filigree chamber pot, studded with precious stones and gems, worth 9,000 gp
7–9	A smoldering scroll that is cold to the touch, and a short, hooded cloak of black feathers (8th level sorcerer <i>spell scroll</i> , <i>wings of flying</i>)
10–11	A sword with a smoky-gray blade and a hilt decorated with several carved skulls, each holding a dark-red ruby in its mouth (<i>nine lives stealer</i>)
12	A one-handed weapon engraved with the image of a hunting party, and a matching shield depicting the same group returning with a fresh kill (+3 <i>weapon</i> , +3 <i>shield</i>)

TABLE 52

d12	Item(s)
1–6	A platinum death-mask inlaid with jewels and etched with gold, worth 10,000 gp
7–9	An evil-looking parchment of black and red, issuing whispers of doom, and a fantastical, golden, clockwork wand, studded with multi-colored gems (8th level warlock <i>spell scroll</i> , <i>wand of wonder</i>)
10–11	A wonderfully light scimitar with a very thin, whippy blade, and a pommel made from a large, yellow diamond (<i>scimitar of speed</i>)
12	Two identical weapons, made as a matching set, each with three many-hued opals set into their handles (two +3 <i>weapons</i>)

TABLE 53

d12	Item(s)
1–6	The keys to ‘Blueshield Commerce’, a long-abandoned trading post some 10 miles away
7–9	A battered, rusty shield guardian and the its associated control amulet
10–11	A winding, wooden staff of black-stained wood, capped with an emerald snake’s head, which can be used to cast the <i>conjure woodlands beings</i> spell (snakes only) once per day (<i>staff of the python</i>)
12	An aurochs hide fashioned into a suit of armor and boots, alongside a shinbone sharpened to a point, and a belt which bears the beast’s horns (<i>hide armor of cold resistance</i> , <i>boots of the winterlands</i> , <i>frost brand</i> , <i>belt of frost giant strength</i>)

TABLE 54

d12	Item(s)
1–6	A drinking horn made from the gilded horn of a black dragon, worth 9,000 gp
7–9	An enchanted twig which can be snapped as a bonus action to restore an 8th-level spell slot
10–11	An emerald banner bearing a golden oak leaf, surrounded by a scalloped border (+1 <i>quarterstaff</i> and druidic focus; when used to cast a druid spell, the spell is cast one level higher than the spell slot expended, where possible)
12	A pair of enormous elk antlers crafted into a giant bow strung with a silver bowstring (+3 <i>oathbow</i>)

TABLE 55

d12	Item(s)
1–6	A jade divination bowl with runestones cast in solid gold, worth 7,500 gp
7–9	A suit of armor and boots made from bark, with a cloak of knitted vines, and a wooden amulet carved in the likeness of a dryad, which can be used to cast the <i>tree stride</i> spell once per day (<i>boots of elvenkind</i> , <i>elven chain</i> , <i>cloak of elvenkind</i>)
10–11	A bronze mask, the dispassionate face of which glares at those it looks upon (a mask with the properties of a <i>spellguard shield</i>)
12	A battered suit of iron armor, and a notched longsword, both of which gleam with a magical luster (+2 <i>breastplate</i> , +3 <i>longsword</i>)

TABLE 56

d12	Item(s)
1–6	A suit of plate armor that is covered with gold and inlaid with amber chips, worth 3,500 gp
7–9	A suit of azure splint armor that makes soft, wave-like sounds when its wearer moves, and reduces the nonmagical damage its wearer takes by 1d6
10–11	A ruby amulet, carved with arcane runes, that can be used to cast the <i>burning hands</i> spell (DC 20) once per day (<i>amulet of the planes</i>)
12	A set of magically preserved red dragon wings, attached to a ruby-encrusted leather harness, that can be used to cast the <i>scorching ray</i> spell (+12 to hit) once per day as if using a 9th level spell slot (<i>wings of flying</i>)

TABLE 57

d12	Item(s)
1–6	A poison-filled brooch made from ivory and emerald which, when pinned on a creature, slowly poisons them as per the <i>contagion</i> spell
7–9	A strange piece of magnetic metal, sculpted into a flat-cornered triangle with a hexagonal hole in its center, that can be used to knock one creature within 30 feet of it prone as an action, if they fail a DC 20 Strength saving throw
10–11	A black, iron axe with glowing red runes upon it, and a set of matching black iron gauntlets (+3 <i>greataxe</i> , <i>bracers of defense</i>)
12	A tattered, ashen cloak that wafts wildly in the slightest of winds and leaves a trail of soot in its wake, that can be used to cast the <i>fire shield</i> spell one per day (<i>cloak of protection</i> with the additional properties of a <i>wand of the war mage</i> , +3)

TABLE 58

d12	Item(s)
1–6	A shining steel warhorse (AC 16) that can be used as per the <i>find steed</i> spell
7–9	A roughly triangular, golden amulet, bearing the face of a lion, which can be used to cast the <i>cure wounds</i> spell once per day as if using a 5th level spell slot (+6 bonus)
10–11	An onyx amulet, cut into the shape of an octopus, that allows its user to cast the <i>black tentacles</i> (DC 20) spell once per day (<i>Ioun stone of fortitude</i>)
12	A platinum-plated, humanoid skull, attached to a black, iron chain and blackthorn club, forming a hideously sneering flail that deals an extra 10d6 necrotic damage to any target it hits

TABLE 59

d12	Item(s)
1–6	A shortbow, formed from magically enchanted jet that bends like wood, worth 5,000 gp
7–9	A brass rod, capped with a sneering devil's face with curling horns whose mouth and eyes contain polished emeralds, that can be used to cast the <i>inflict wounds</i> spell once per day as if using a 5th level spell slot (+12 to hit)
10–11	A black, iron arrow, its shaft covered with infernal runes and fletched with stretched, humanoid skin, that can be used to cast the <i>conjure celestial</i> spell once, after which the runes disappear (<i>arrow of celestial slaying</i>)
12	A green longbow, capped on each end with a golden four-leaf clover (longbow with the properties of a <i>luck blade</i>)

TABLE 60

d12	Item(s)
1–6	A heavy crossbow, carved from basalt stone, that glows with veins of magma that run through it without emitting heat (heavy crossbow with the properties of a <i>flame tongue</i>)
7–9	An ivory cup, filled with pure, white cloud, which escapes in ephemeral strands, and imbues those that drink from it with the <i>holy aura</i> spell (DC 20)
10–11	A chain whip with a red-dyed, leather handle and a spiked butt (whip with the properties of a <i>dancing sword</i>)
12	A humanoid spine, with the skull still attached - the teeth have been replaced with tiny, platinum ingots, and the eyes are filled with obsidian stones (<i>staff of the magi</i>)

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A large, dark dragon with a long, pointed snout and sharp teeth is breathing a stream of fire. Below it, a vast treasure hoard is spread out on the ground, featuring numerous gold coins, several ornate treasure chests, a sword with a glowing blue hilt, and various pieces of armor and jewelry. The scene is set in a dimly lit, cavernous space with rocky walls.

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