

CHALLENGE 5-10 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. They can find the entire hoard in one place or the GM can split it up among encounter areas.

D%	TREASURE HOARD	NOTES
01-04	Treasure hoard #1	No magic items
05-08	Treasure hoard #2	
09-12	Treasure hoard #3	
13-16	Treasure hoard #4	
17-20	Treasure hoard #5	
21-24	Treasure hoard #6	
25-28	Treasure hoard #7	
29-32	Treasure hoard #8	
33-36	Treasure hoard #9	No magic items
37-40	Treasure hoard #10	
41-44	Treasure hoard #11	
45-48	Treasure hoard #12	
49-52	Treasure hoard #13	
53-56	Treasure hoard #14	No magic items
57-60	Treasure hoard #15	
61-64	Treasure hoard #16	
65-68	Treasure hoard #17	
69-72	Treasure hoard #18	No magic items
73-76	Treasure hoard #19	
77-82	Treasure hoard #20	
83-86	Treasure hoard #21	
87-92	Treasure hoard #22	
93-96	Treasure hoard #23	
97-98	Treasure Hoard #24	
99-100	Treasure Hoard #25	

TREASURE HOARD 1

- **Coinage:** 644 cp, 9,044 sp, 1,981 gp, 64 pp.
- **Pearls (8):** The almost metallic lustre and light weight of these tiny, powder-pink spheres identifies them as pearls (each worth 100 gp; DC 10 Intelligence check identifies and values).
- **Large Wool Tapestry:** This wool tapestry, when unrolled, depicts a hunting party surrounding a unicorn, its flanks peppered with arrows and streaming with blood. The colours are particularly vibrant, and the workmanship sufficiently masterful that even a glint of fear may be detected in the unicorn's eye (worth 250 gp; DC 15 Intelligence check values).



TREASURE HOARD 2

- **Coinage:** 1,192 cp, 6,076 sp, 1,848 gp, 97 pp.
- **Bloodstones (2):** This matched pair of square-cut dark green stones have bright red flecks. They appear opaque, but admit a faint glow through the edges when held to the light (worth 50 gp each; DC 15 Intelligence check identifies and values).
- **Ivory Scroll Case:** The off-white surface of this cylinder is marked by gold wire inlay giving shape to a simple labyrinth design. Prying off one of the stitched leather end caps reveals rolled sheets of linen paper, each bearing painstakingly neat handwriting describing gourmet recipes (worth 250 gp; DC 15 Intelligence check values).
- **Scrimshaw Incense Burner:** An incense boat of beautiful ivory has intricate scrimshawed details of a mass of tiny undulating serpents. Gold fittings provide a gleaming trough to collect ash and a small receiver for the stem of an incense stick (worth 500 gp; DC 15 Intelligence check values).
- **Rope of Climbing:** This coil of sixty feet of silk rope shimmers with reflected light from the multitudinous thin, periwinkle dyed strands.

TREASURE HOARD 3

- **Coinage:** 842 cp, 5,046 sp, 2,768 gp, 54 pp.
- **Jade and Silver Tea Service:** A silver tray is the base of a tea service whose utensils and vessels are of carved, deep green jade. The fittings, handles and the base of the teapot are silver with a raised floral pattern matching the edges of the tray (worth 500 gp; DC 15 Intelligence check values).
- **Potions of Healing (3):** This waterskin contains three doses of a lavender-coloured liquid.
- **Bag of Holding:** This heavy black leather sack has a brown leather thong threaded through a series of small slits near its opening to serve as a drawstring. It already contains a carefully wound ball of waxed twine, a three-barb steel fishing hook with its points embedded in tiny cylinders of cork and the remains of a broken lantern.