

TREASURE TROVE



Treasure CR 1–4

INSTRUCTIONS

Reward your players with loot by rolling a d100 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.

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TABLE 1

d12	Item(s)
1-6	3 gp and 50 cp 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 song book concealing a folded paper penned in golden ink (bard cantrip <i>spell scroll</i>)

TABLE 2

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 3

d12	Item(s)
1-6	4 gp, 5 sp 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 4

d12	Item(s)
1-6	5 gp, 2 sp and 4 cp 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 two matching 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 5

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 6

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 7

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 8

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 9

d12	Item(s)
1-6	6 gp, 3 sp and 7 cp 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 10

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 11

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 12

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 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 13

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 14

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 15

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 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 16

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, and the phrase 'snuff it, or snuff it' (1st level wizard <i>spell scroll</i> , flask of alchemist fire)

TABLE 17

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 (2 <i>potions of climbing</i>)

TABLE 18

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 (2 <i>potions of healing</i>)

TABLE 19

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 20

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 21

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 22

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 23

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; <i>without</i> a chaperone
10–11	A set of studded leather armor with panels added where the previous owner started gaining weight
12	Two shards of pottery into which writing has been carved with a stone tool (2 1st level ranger <i>spell scrolls</i>)

TABLE 24

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 (2 sorcerer cantrip <i>spell scrolls</i>)

TABLE 25

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 sledgehammer, crowbar, 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 (2 warlock cantrip <i>spell scrolls</i>)

TABLE 26

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 a horse motif 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 (2 wizard cantrip <i>spell scrolls</i>)

TABLE 27

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 28

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 29

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 30

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 31

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 32

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 33

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 34

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 35

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 36

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 tealeaves, 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 37

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 38

d12	Item(s)
1–6	8 gp and 4 sp
7–9	A silver necklace chain providing the 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 39

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 of which have been tattooed with symbols (1st level ranger <i>spell scroll</i> , sorcerer cantrip <i>spell scroll</i>)

TABLE 40

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 41

d12	Item(s)
1–6	9 gp and 8 cp
7–9	A charmed velvet kerchief which will completely null 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 42

d12	Item(s)
1–6	Three gold buttons, worth 3 gp and 1 sp each
7–9	A charmed 1 gp coin, which will shriek 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 which 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 43

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 44

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 45

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 46

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 traveling 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 47

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 48

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 49

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 50

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>)

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