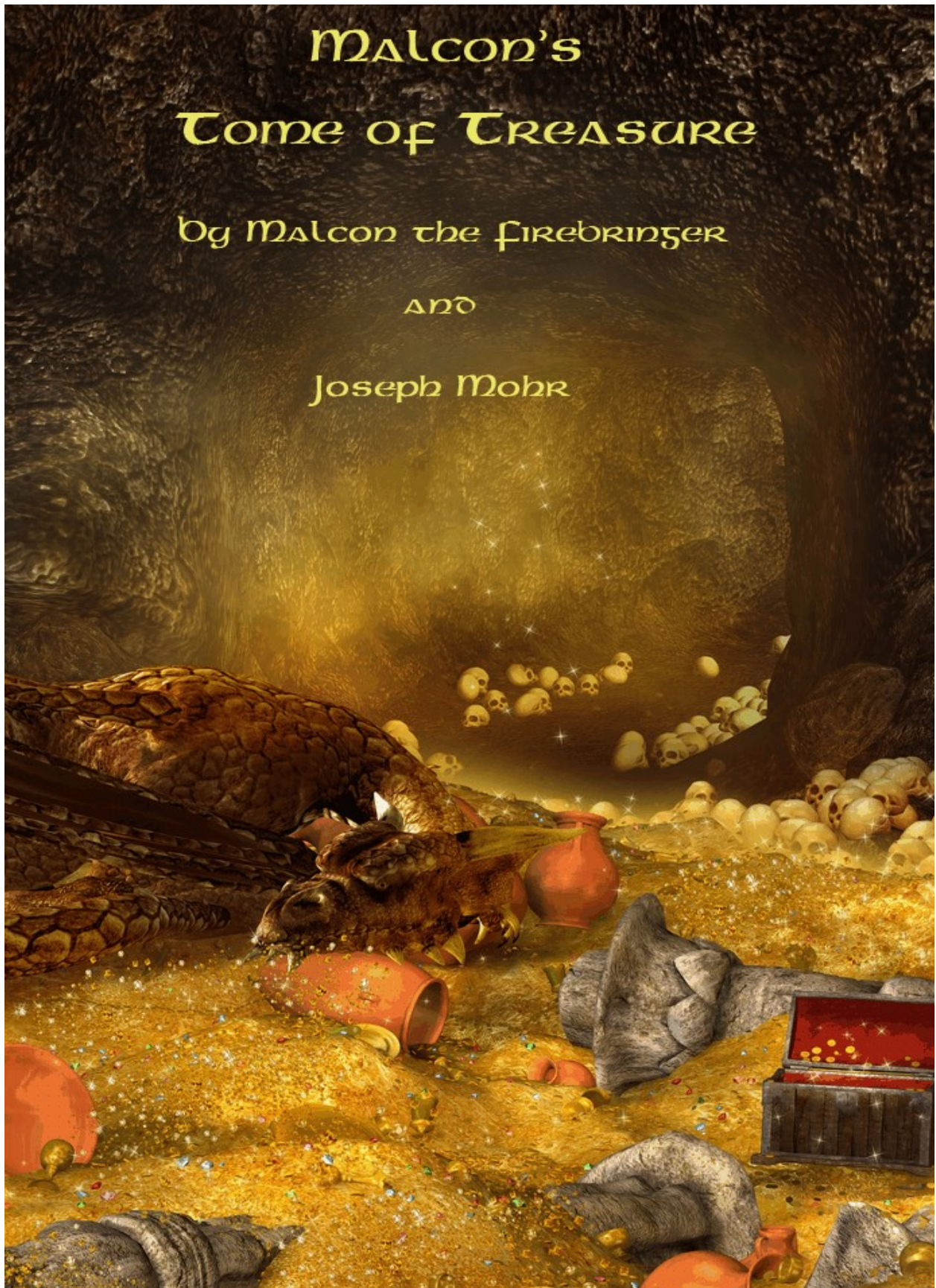


MALCON'S
Tome of Treasure

by MALCON the FIREBRINGER

AND

Joseph Mohr



malcon's tome of treasure

INTRODUCTION

As the chief villain in all of Zanzia it has been my pleasure to collect many treasures during my long un-life. Those of you familiar with Zanzian history may recall that I am the most powerful Lich in the history of this land. During my many years a large number of delvers and adventurers have visited my many dungeons and catacombs seeking wealth and fame. I have learned a great deal from this activity. I know what they are looking for. And I make it my mission in life to make it difficult for them in every way.

As a game master your pitiful game master guides and bestiaries suggest large amounts of coins as the primary means of rewarding adventurers that raid the mazes and tombs that you have spent hours (or perhaps days or weeks) preparing. Why make it easy for them to reap the rewards? Just because the manual suggests a lot of coins are found...perhaps they might find something else equally valuable but much harder to sell, carry or dispose of? This manual will attempt to help you in this cause by suggesting many other types of wealth that could be found.

This tome is intended to give you ideas on alternate types of treasure to reward your adventurers with...assuming that they survive their adventures. Hopefully, of course, they won't survive. But, in the event that they do, you can reward them with all sorts of unusual treasures that are more difficult to evaluate, remove from the dungeon or sell when all the dust settles. This sort of treasure is far more interesting than mere gold coins.

Malcon The Firebringer

CREDITS

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ARTWORK

There are some important things to remember about artwork treasure. Much of it is quite bulky. Most of it is quite fragile. Much of it is prohibitively heavy. Encumbrance is a major issue in its removal. Nothing, short of a total party kill of course, is quite so satisfying as giving the delvers some massively valuable object that they cannot successfully extract from the dungeon. A statue made of pure gold. Massive paintings. Frescoes that are part of the wall. Idols made of marble. Items that have artistic value but no gold in them.

All of these things will tempt the adventurers into trying to remove them from the dungeon and this may well be their undoing. Such things will slow them down. It will make noise. It will draw wandering monsters. In essence....it can be a trap for the greedy.

Tapestries

Tapestries are common in castles and palaces. They often depict royal symbols or coats of arms. They are often valuable. In ruins and dungeons these are virtually always fragile. They are weakened by time and poor weather conditions. They often have holes in them and sometimes they fall apart when handled or removed from where they hang. They are often dusty and even.....moldy....perhaps even....yellow moldy....Often they are extremely heavy and difficult to carry even if they are rolled up.

Statues

Statues are very heavy. They often weigh thousands of pounds. Some may even be carved out of the wall or may be secured to the floor. Sometimes they are made of precious metal but usually they are carved out of stone. Often they are worth a great deal to historians, artists and royals who wish to decorate their castles. It takes a great deal of effort to move them. It is doubtful that they will fit nicely in a bag of holding. Dropping them to engage in combat will make noise. A great deal of noise. This noise is highly likely to bring wanderers. Dropping statues is likely to damage them severely and reduce their ultimate value.

Idols

Temples, shrines and other places often have idols to their pagan gods. Often these idols have offerings around them. Sometimes they are decorated with gems for eyes, ivory for teeth, etc. Often they are trapped. Sometimes they are very large. And occasionally they are not quite stable to climb upon safely. Many of these idols are tens of thousands of pounds and cannot be moved by anything less than an army.

Figurines

Figurines come in many forms. Dragons are common. Other monsters are also fairly

common. Often they are made of precious metal and are decorated with gems. These items are fairly heavy but can be carried typically. Keep in mind that gold is very heavy metal. Encumbrance should always be considered.

Paintings

Paintings can range in size a great deal. Of course, kings and queens, prefer to see themselves in life size or bigger forms. Often they have frames gilded with gold or silver. The artistic and historic value of these makes them very valuable. But the size of them makes them difficult to carry off. Encumbrance is an issue. They are also quite fragile. If dropped they will make noise but they also may be heavily damaged. Paintings left in a dungeon or ruin setting for long will be damaged from the elements and may be extremely fragile. They are also a favorite hiding place of mine for scrolls and other things that can be easily slid behind the painting to be kept safe.

Mosaics and Frescoes

These items are usually built or carved into the walls of the dungeon or ruins. They may be extremely valuable. But how does one remove it? Consider Michelangelo's work in the Sistine Chapel. It is a priceless work of art. But how would one remove it to sell off after an adventure.

Such treasure is often ignored. Adventurers walk on by this and never even consider it. But they might. And if they did it would create major logistical problems for the delvers to deal with.

Vases

Vases and pottery may contain precious gems, coins or other items. But often the containers themselves are valuable works of art. Sometimes they are finely decorated. Sometimes their intrinsic value is obvious. Sometimes it is not. If a vase or amphora is empty.....the adventurers may just ignore it. If they decide to take it.....it is likely big, heavy and creates the same problems as other heavy objects taken.

Carvings

Carvings of wood, or other substances, are sometimes valuable. Primitive types such as ogres, goblins, kobolds, cannibals, barbarians and other such folks often make carvings as a form of art. Adventurers often see these and ignore them since they are not made of gold.

COINS THAT ARE NOT LEGAL TENDER IN THE REALM

Ok, sometimes you just must give your delvers some coins to pick up. I mean, most of us prefer to pay hard currency from time to time. Even I, a great Lich, sometimes like to feel gold coins in my bony fingers. But no one says that the coins have to be currency of the realm that the players live in. Ancient castles, ruins, dungeons and catacombs are likely to be filled with treasures from long ago. So long ago, in fact, that the current realm did not exist yet.

Giving the players this sort of treasure has it's pleasures. For one thing...they cannot just spend it. Gold coins that are not coins of the current kingdom are not likely to be accepted by merchants. They will not recognize the coins. They will not be sure of the quality of the gold or silver in them. They will not be sure about the weight of them. They cannot be totally sure that the coins are not just lead with a thin coating of gold over them.

This brings the money changer into play. The money changer will, of course, charge a percentage fee for exchanging coins. Such transactions will also be reported to the local tax authorities who will swoop in for their share as well.

Some possibilities of coins that might be found:

Hostile nations

Who in town is going to want to take these coins? Coins of nations that the realm is at war with are likely to be viewed very poorly. They might even draw interest from the local authorities as only spies would possess such currency.

Dead kingdoms

Kingdoms come and go. So many such nations exist and have existed that most will be unaware of all of the potential history of the land they live in. Coins have minted for virtually every king, emperor, petty dictator, warlord, baron, etc that ever existed.

Lost kingdoms not heard from in centuries

Some coins could potentially be worth more than their gold or silver value. Some might be historical artifacts or quite valuable to collectors of rare antiquities.

Money changers

Obviously these folks expect to make money off of every transaction. They can be quite funny that way. Of course, how much they charge for their "service" is up to you.... My

suggestion would be 10%. That is kind of steep....of course...but if one cannot spend the money they are likely to pay just about anything to make it usable.

Tax Collectors

All kinds of taxes are collected in cities, towns and nations. Anyone arriving in town with lots of foreign or old currency is likely to draw the attention of the tax man. Anyone who trades with the money collector is going to be noticed. It is likely that the money changer will report such transactions. Legally, they may, be required to do so. The tax man might also reward the money collector for such reports. In either event....the tax man will come.

JEWELRY

Jewelry is another favorite of mine. Despite the expertise in adventuring, the delvers, are unlikely to know much about jewelry.....or it's true value. This allows you, the dungeon master, to rip them off over and over when they sell these treasures in town. Goldsmiths, silver smiths, jewelers and gem cutters are all business men and women. They are going to take advantage of anyone they are dealing with that is not as familiar with the values as they are. And that is likely to be just about anyone they do business with. Jeweled treasures come in so many forms that it is difficult to catalog all of the possibilities in one document. Naturally, I will try to do so anyway. Some possibilities include:

Anklets

Arm bands

Belt

Belt buckles. Often these are made of precious metals.

Box

Bracelet

Brooch

Buckle

Chain

Chalice. What king or queen would drink from a plain glass or mug?

Choker

Clasp. Capes need something to hold them in place.

Coffer.	Why put treasure in a plain chest when you can put it in a coffer that is finely decorated and valuable itself?
Collar	
Comb	
Coronet	
Crowns.	Virtually every king, queen, prince, princess, warlord, emperor or other wannabe leader type has to have one. And, of course, it has to be expensive. These are a crown jewel of any kingdom.
Decanter	
Diadem	
Earring.	Pirates usually wear one. Queens and princesses and other royals are likely to have matched pairs that are quite valuable.
Ewer	
Fob	
Goblet	
Headband	
Idol.	Idols are often decorated with gems and precious metals. Taking them may anger a god!
Jewelry boxes	These are often made of precious metal and decorated with gems. Sometimes they are trapped too. They almost always are locked. Which means a key exists somewhere for it.
Locket.	In addition to being valuable it might also have something interesting hidden inside of it.
Masks	
Medal	
Medallion	In many of my adventures minions and flunkies wear medallions showing their loyalty to their masters.

Music boxes	Similar, to a jewelry box, these are often made of precious metals and are often decorated with gems. These usually would not be locked. But often there are hidden compartments within them that might have some treasure of significance.
Necklace	
Pendant	
Pin	
Orb	Orbs have long been considered a crown jewel of a kingdom.
Ring	Not all rings are magical. And not all rings are valuable. But many rings are magical or valuable or both.
Scabbards	for weapons which are made of precious metals and decorated with gems.
Scepter	These are one of the crown jewels of a kingdom. Typically it is a short rod with jewels decorating it.
Seal	
Statuette	
Thrones	I include this with jewelry because these are often made of precious metals and are often decorated with gems. Obviously they are not worn. But, other than this, they are pretty much in this category to me.
Tiara	
Vestments	
Weapons	Ceremonial daggers. Rich noble's swords. Weapons used by ceremonial guards or royal guards might be fancy or decorated or made from precious metals.

GEMS

There are many types of gems in the game. Some are more valuable than others. Gems are some times uncut and are worth less than the cut version of the same gem. Gems are sometimes flawed and worth quite a bit less than a perfect stone.

ARMOR AND WEAPONS

A quick look at the tables and one can see that usable armor and weapons have value if collected and sold. But they are bulky and cumbersome and often characters a few levels higher than first will stop bothering with them. But some armor and weapons have value even to higher level players even if they are not magical in nature. Some possibilities for this might include:

Ancient armor worn by kings, knights, paladins or famous people
Weapons once owned by historical figures, kings, royalty
Jeweled armor and jeweled weapons
Sacrificial daggers
Weapons with fancy engraving
Weapons made of silver

COMMODITIES

Dungeons, catacombs, caverns, castles and other such places often have provisions for the guards who watch over them. These provisions have value but are often ignored as a source of income by adventurers. Such possibilities include:

- Kegs of wine, ale, beer
- Bottles of fine aged wines
- Cheese wheels
- Bags of flour, wheat, grains
- Casks of dried meats, nuts, hard tack
- Rations

OTHER RARE OR VALUABLE OBJECTS

Many other things have great value. Some of these may be ignored by delvers and others might not. Some might be quite fragile and others might only be valuable if not damaged in some way during the process of taking it out of the dungeon.

Spices

Rare spices are often traded over long distances as they are so important for the preservation and preparation of food. The value for rare spices is 1-4 silver pieces per scruple. A scruple is an ancient unit of measure used by apothecaries equal to about 20 grains.

Perfumes

Rare perfumes are worth 1-6 gold pieces per dram

Furs

In addition to all of the monster and animal pelt values that I suggest later in this document the following furs have clearly defined values:

<u>Type</u>	<u>Pelt</u>	<u>Trimming</u>	<u>Cape or Jacket</u>	<u>Coat</u>
Beaver	2 gp	20 gp	200 gp	400 gp
Ermine	4 gp	120 gp	3600 gp	7200 gp
Fox	3 gp	30 gp	300 gp	600 gp
Marten	4 gp	40 gp	400 gp	800 gp
Mink	3 gp	90 gp	2700 gp	5400 gp
Muskrat	1 gp	10 gp	100 gp	200 gp
Sable	5 gp	150 gp	4500 gp	9000 gp
Seal	5 gp	25 gp	125 gp	250 gp

Poisons

Poisons are a valuable commodity but good aligned players rarely choose to handle them even for the purpose of selling them in town. Values are determined as follows

Ingestive Poison

<u>Type</u>	<u>Cost/dose</u>
A	5 gp
B	30 gp
C	200 gp
D	500 gp
E	1000 gp

Insinulative Poison

<u>Type</u>	<u>Cost/dose</u>
A	10 gp
B	75 gp
C	600 gp
D	1500 gp

Poisons secreted by certain animals and monsters might be milked or collected for sale to alchemists, assassins and others who might be interested in such things.

Silk

Silk has long been considered a valuable commodity for trading. The value is 1-3 gold pieces per square yard. Silk from rare types of monstrous spiders might be worth more.

Ivory

Tusk values are specified in the section regarding monsters and animals but individual objects made of ivory are worth 3-6 gold pieces per pound (unless the artistic value makes it worth more)

Incense

Rare incense is worth 5-30 gold pieces per stick

Unguent

Rare ointments are worth 10-60 gold pieces per gill. A gill is an archaic unit of measurement equal to a quarter of a pint.

Tapestries

Tapestries, fine rugs and fine carpets are worth 1-20 gold pieces per square yard.

Gold Bars and Ingots

These can vary in size and value

Platinum Bars and Ingots

These can vary in size and value

Silver Bars and Ingots

These can vary in size and value

Fine leather goods such as saddles, whips, saddle bags, leather armor

Values for these may be the normal PHB price or they might be worth more due to craftsmanship.

Taxidermy

Nobles and rich merchants often decorate their castles and homes with trophies from the hunt. These stuffed animals and monsters are likely to be worth a great deal to another

rich noble or merchant.

Torture devices

What is a dungeon without a rack and an iron maiden to put into it. What respectable noble would not want one for the dungeon beneath his castle?

Materials for construction of a castle or keep

Building a fortress, castle or keep is not cheap. Finding a source of large stones for building could cut the cost considerably.

NORMAL EVERY DAY OBJECTS

During any expedition into a dungeon setting your adventurers are very likely to come into possession of many normal items which are left behind by other adventurers or the creatures that live in the dungeon itself. Many times the delvers will not see the value in these items and will merely discard them. That does not mean that someone else would not consider them treasure. These items could be gathered and sold in town. Characters with low experience (and funding) are more likely to recognize these items as being valuable. At higher levels these items will likely be passed by without notice.

Some of these items might include:

Lanterns

Other adventurers are quite likely to leave lanterns behind. Some may be broken. Others may be usable. These may not be worth a ton of money but they are worth something to low level adventurers who have little starting money.

Holy Symbols

Depending upon the metal involved these may be worth quite a bit. And of course, not all holy symbols are for the good. Unholy symbols might be found as well as neutral ones.

Flasks of oil

Delvers like oil for a variety of purposes. Lighting lanterns of course is the primary use. But burning trolls is also a frequent use for it. I enjoy burning a few of my own trolls from time to time. It keeps the others from getting big ideas.

Normal armor and weapons

At low levels a suit of fine chain mail is worth a great deal. A suit of plate mail is likely to improve the armor class of one of the fighters and will be well regarded. At high levels finding normal armor of any kind is almost an annoyance. Do we really want to haul another twenty suits of plate mail to town again and have to haggle over the price with the merchants?

Clothing

Clothing has value....sometimes. Depending upon the material a fine dress or suit might bring a great deal of money. Most adventurers will likely bypass this source of wealth.

Herbs

Herbs have many uses in the game. Some of these might be found in the dungeon environment as delvers and adventurers feel the need to protect themselves from some of my friends. Some possibilities which might be found include:

- Belladonna (to cure lycanthropy)
- Garlic (vampires)
- Wolfsbane
- Nightshade
- Various herbs for normal food preparation

Spell Components

While most of the adventurers will see little value in most of the items used for spell preparations the spell casters of the group will (should) recognize the value of having an abundant supply of spell components at their disposal. The list of these items might include:

- Acid crystals
- Acorns
- Adder stomach
- Agate
- Alcohol
- Alkaline
- Amber, powdered
- Amber rod
- Amethyst, crushed (worth more than 500 gp)
- Aster seed
- Aventurine feldspar (sunstone)
- Bag, tiny
- Bar magnets, small
- Bark

Bark chips
Bark, from an oak
Basil
Bat fur
Bat hairs
Beads, glass or crystal
Beeswax
Bell, tiny
Bell without a clapper
Bitumen
Black opal, powdered and worth more than 5000 gp
Black pearl, crushed (worth more than 1000 gp in value)
Blood
Blood, black dragon's
Blood, mammal
Bones, human or humanoid
Bones from undead such as skeletons, zombies, ghouls, ghast or mummy
Brain of a newt
Brandy
Brass dust
Brass, powdered
Brazier
Bromine salts
Bucket, tiny
Burrs
Butter
Candle, small
Candles, black
Carbon, powdered
Carrot, dried
Carrot, essence, powdered
Carp, miniature
Caterpillar cocoon
Catnip
Chains, miniature, made of special iron or silver or nickel
Chalk
Chamomile
Charcoal
Charcoal, stick
Cherry juice, tart
Clay
Clay tablet, small
Cloth, fine
Club, oaken
Citric acid

Citrine, powdered
Coal
Cone, crystal or glass
Cone, small, made from a bull or ram's horn
Copper
Copper piece
Copper, small piece drawn fine
Cork
Corn extract, powdered
Crickets, live
Crushed pearl worth more than 100 gp (or the pearl itself)
Crystal
Crystal bead, small
Crystal rod
Crystal rod filled with phosphorescent material
Crystal sheet, thin
Cylinders, two, tiny, with one open end and connected by copper wire
Dart
Device made of four rings joined to form a slightly curved line with an "I" upon which the bottoms of the rings rests, and fashioned out of copper and zinc
Diamond, crushed
Diamond dust
Diamond (worth more than 1000 gp)
Diamond, powdered
Diamond or clear gem sphere
Digestive juice from giant slug
Disc, bronze
Dish
Displacer beast hide
Dirt
Divination counters (bones, ivory, sticks, carved runes)
Down, piece of
Dragon blood, various colored dragons
Dragon Bones
Drum, small
Dung
Dung from strong animal such as ape, bear, ox
Dust
Earth
Egg, rotten
Egg shell
Emerald, powdered
Evergreen, sprig
Eye of a hawk or eagle or a rok

Eyelash
Eyelash, from a basilisk
Eyelash of ogre magi, kirin or a spell using creature
Fan, tiny
Fat
Feather
Feathers, from a Couatl
Feather from an exotic bird or creature (rok, griffin, hippogriff, other)
Feather, white
Feather from a wing of a bird
Feather, chicken
Firefly, live
Firefly, tail portions
Fleece
Flint
Flour, white
Flower petal
Font
Food
Fur
Garlic, bud
Garlic, crushed
Gauze
Gem, various, worth more than 5000 gp
Gem inlaid sticks
Glass, small piece
Glass or mica or crystal, tinted yellow
Glass rod
Glove
Glove, leather
Glove, snake skin
Glowworm
Gold dust
Golden wire
Grain
Granite dust
Grass, blades
Grasshopper hind legs
Graveyard dirt
Grease
Gum arabic
Gum arabic in a sphere
Gut, strands of
Hair, from a titan
Heart of a hen

Hemp, twisted
Herring scales, powdered
Hickory nut oil
Holly
Holly berries
Holly leaves
Holy/Unholy Symbols
Holy/Unholy water
Honey
Honey, specially fermented from bee larvae destined for royalty
Honeycomb
Hoof, from an animal, powdered
Hops
Horn, carved into a crescent shape
Humus
Iodine crystals
Incense
Ink
Ink, fine (composed of rare substances and worth more than 200 gp)
Ink, from squid
Ink, lead based and prepared by an alchemist
Iron bar (nail or spike)
Iron bars, magnetized, small
Iron blade
Iron filings
Iron, powdered
Iron pyrite
Iron, powdered
Iron rod, small
Iron, sheet, small
Ivory plaque (worth more than 100 gp)
Ivory, strips formed into a rectangle
Ivory baton
Jade circlet (worth more than 5000 gp)
Jailbird's tongue
Juice made from dried plums boiled in spring water
Kirin horn
Kirin, hair from it's tail
Lampblack
Lard
Leaf
Leaf, powdered, from poison ivy or oak or sumac
Leather, finely cured and blessed by a cleric
Leather loop, small
Leaves, ash

Leaves, green
Leaves, oak
Leaves, yew
Leek, whole and crushed
Legume seed
Lemon balm
Licorice root, shaving
Lime, crushed
Lime, powdered
Linen, white
Loam
Lodestone
Luckstone
Magnets, small
Mandrake root
Marble, polished, piece of
Marigold flowers, crushed
Melatonin
Mercury
Mercuric-nitric acid crystals
Metal bar, small
Metal rod, small
Metal rod, small and forked
Meteorite
Mica, chip
Milk fat, solidified
Mineral spheres - clay, glass or crystal
Minute tort
Mirror, silver, highly polished and valuable (1000 gp or more)
Mistletoe
Mistletoe, greater
Mithril plate, small
Model of a ziggurat made of clay
Mud
Mushroom spores
Needle, magnetized
Needle, tiny and golden
Nettle leaves, stinging, crushed (seven of them needed)
Nitre
Nitric acid
Numbered wheel
Nut shells
Oak leaf, dead
Oak leaves
Oil, drop of

Oil made from beans of a castor plant
Ointment made from mushroom powder, saffron and fat (or the
adventurers might just find these individual components and make their
own ointment)
Ointment made from oil, poppy dust and pink orchid essence (or the
individual components themselves might be found)
Opalescent feldspar (moonstone)
Owl feather
Parchment
Parchment, cone of
Parchment, loop, twisted
Passion fruit
Peas, powdered
Pearl
Pearls, crushed (worth more than 1000 gp)
Pen (special and expensive)
Phosphorus
Pigments
Pigments, specially prepared, worth more than 1000 gp each
Pine, sprig
Pine tar
Pinecone
Pineal gland, powdered (from human or humanoid)
Pin made of ivory or silver
Pitch
Pole
Polluted Water
Portal, miniature, made of ivory
Pork rind
Powdered Diamond worth 2000 gp (or the diamond itself)
Powder or sand colored red, yellow and blue
Prayer beads
Prayer book
Prayer device
Prayer wheel
Prism, crystal
Quartz
Quartz, smoky
Quiver, miniature
Quicksilver
Raisins
Reed
Resin
Resin from a camphor tree, lump of
Rhubarb leaf, powdered

Rock
Rock crystal
Rock salt
Rod made of glass, amber or crystal
Rope
Rose petals
Rosemary, sprig
Ruby, powdered (and worth more than 5000 gp before crushed)
Sacrificial creature (lamb perhaps)
Salt
Saltpeter
Sand
Sapphire dust
Sapphire, white (worth more than 1000 gp)
Scale, from a devil
Scrapings from beneath a dung pile
Seashell
Seeds from a moonseed plant
Sesame seeds
Shamrock, leaf
Shell, tortoise
Shell, turtle
Shovel, miniature
Silk, black
Silk, small square piece
Silk braided so as to form a miniature whip
Silk, multi-colored
Silver dust
Silver pins
Silver, powdered
Silver horn, small (worth more than 100 gp)
Silver whistle, tiny
Silver wire, fine
Sinew, from a strong animal
Skunk cabbage leaves
Small silver mirror
Small, straight piece of iron
Smoke, bottled
Snake scales
Snake skin
Snake tongue
Soot
Spectre, essence of
Spiders, live
Spider web

Split dried peas
Spoon, silver
Soot
Stalactites, tiny
Stalks from an amaryllis
Statuettes, canine (ivory and ebony)
Steel, small piece
Stick
Stone
Straw
String
Sting, knotted
Stone, square chip of
Stylus
Sugar
Sulphur
Sumac leaf
Sweet oil
Sword, platinum, miniature (with a copper and zinc pommel)
Talc
Tallow
Tea
Tea leaves
Tentacle from giant squid or octopus
Thistledown
Thorns, sharp
Thread
Topaz, powdered
Topaz, powdered, oriental
Tube, hollow and minute, made of gold
Treacle
Tree sap
Tryptophan
Twig
Twig, from a tree
Twigs, sharpened
Umber hulk blood
Unguent
Valerian root
Vampire, dust of
Vellum (special and expensive)
Vermillion
Vestment
Vine
Vinegar

Walnut oil
War hammer
Water
Wax, lump
Wet leaves of an infusion
White cloth strip
Whitewash, dram
Willow, bent
Wood, flexible
Wood, small piece
Wood, splinters
Wooden paddle, tiny
Wool
Wytchwood
Zinc

Note - these items are taken directly from the spell descriptions of various cleric, magic user, druid and illusionist spells.

If you allow home brewed spells in your game you might also consider the following possibilities for material components:

Acid
Arrow, silver, bent and etched, less than 3 inches long worth 500 gp
Ash, volcanic
Antennae, from an ankheg
Balance, miniature, made of gold (scale)
Ball, lead
Balloon, small, not inflated
Bat wings
Beads, glass, various colors
Bee wing
Bell, small, golden
Blood, animal
Book, small, containing numero-logical formulae and notes
Bone, hollow, made from a vulture wing (and carved into a whistle)
Bottle, glass, stoppered
Box, small
Bows, small, made of silver, worth 100 gp each
Brain, from a lizard
Bust, of a human head, small
Cage, made of silver wire, small
Caltrop, made of gold
Candelabra, silver, miniature
Centipede legs

Chain, made with five gold links worth more than 1000 gp
Chalice, worth more than 1000 gp
Circles, concentric, made of bronze or silver
Circles, concentric, made of gold or platinum
Claw, from a black or grey cat
Claw, from an umber holk
Cloth taken from a priest's robe
Coffee beans
Coins, iron
Coins or dice specially made from platinum and worth 1000 gp
Corn, kernal
Crozier, from a priest (or a religious standard or staff)
Crystal box, tiny, worth more than 1500 gp
Cube, made of cast iron
Cube, iron, one inch by one inch
Cube, made of sugar and milk thickened
Cylinder, brass, small
Cylinder, obsidian, small
Dice, silver
Die, bronze
Die, cubic
Die, small, unmarked
Dirt or earth, from a grave
Dirt, taken from a dragon's footprint
Discs, made of polished bone with number runes engraved on them
Doppleganger blood
Dust, from a mummy's corpse
Dust, from a wizard's tomb
Eelskin, piece
Egg yolk
Eye, from a cyclops
Eye of newt
Eyes, from a beholder
Feather, from a cockatrice
Feather, from an eagle
Feathers, from a harpy
Fingernails, from ghouls or ghouls
Four leaf clover
Frog's leg, dried
Fur, from a bloodhound
Fur, from a cat
Glove, made of black silk
Graphite, powdered
Hand, miniature, made of clay
Hand, miniature, carved from stone

Hand lens, small
Hair, from a skunk
Hair, human
Hair, from an infant (human or humanoid)
Hair, from a jackalwere
Hair, lock, from a female elf
Horn, from a gorgon
Horn, from a unicorn
Horseshoe
Hourglass, miniature
Iron hinge, rusty, squeaks
Key, silver
Leaf, dry
Linen cloth with threads of gold in its weave
Log
Lotus blossom
Manticore spikes
Marble, black, chunk
Mesh of fine threads
Metal cube, perfect
Millipede legs
Mirror, broken
Mirror, silver, smaller than 3 inches in diameter
Mirror, made of platinum, tiny, worth more than 500 gp
Mirror, made of silver, but worth at least 10000 gp
Molasses
Mortar, powdered
Nose ring, from a minataur
Oar, small, carved and decorated with aquamarines worth 500 gp
Obsidian
Page, from a calendar
Paint, pots
Paintbrush, small
Parchment map, scrap, at least 100 years old
Paper
Pebbles
Pennants or standards from the local kingdom
Pendant, made of precious metal with a circle fashioned inside of a square
Petal, apple blossom
Petals, from a giant venus flytrap or man trap
Petal, from a rose
Philosopher's egg
Philosopher's stone
Phony emerald, ruby or diamond
Pillow tickling, scrap of

Pitch, pot of
Plank
Plumb bob, tiny, with the plumb line made of platinum and the bob being made from a gem worth more than 1000 gp
Pouch, small
Quartz, powdered
Rain water, gathered during a thunderstorm, in a vial
Ribbon, colored
Rod, iron, broken
Ruby, crushed, worth more than 200 gp
Sapphire, crushed
Scales, from fish
Scales, from various colored dragons
Scales, from a dark naga
Shell, turtle, fragment
Sheet of platinum worth 500 gp
Shoe leather
Siege engine model, miniature
Skin, preserved, from a creature with natural magic resistance
Skull fragments, from a demi-lich
Skull fragments, from a lich
Silk bag, small, studded with black opals worth at least 5000 gp
Silk cord
Silk handkerchief
Silk streamer
Silk veil
Silver, sheet, hammered
Silver coin, polished
Soap
Sphere, obsidian
Spinner, brass
Sponge, small
Staff, from an ash tree
Staff, made of oak
Steel dust
Stinger, from a catoblepas
Stinger, from a purple worm
Stones
Table of numerological formulae, inscribed on an ivory plaque
Tentacle from a creature that feeds off of carrion
Tentacle from a flayer of minds
Tail, from a Kirin
Tissue, made of gold and worth more than 5 gp
Tissue, made of platinum worth more than 15 gp
Toad stools

Tube, glass, small
Venom, from the snakes on a medusa's head
Walnut shell
Wand, cut from a 100 year old oak tree
Wax, white, square
Weeds
Whiff of the ethereal plane, bottled
Whisker, from a mouse
Whisker, from a rodent
Whiskers, from a were-rat or were-wolf
Whistle, small, made of bone
Wing, piece, from a Lammasu
Wire, gold, loop
Wire, platinum, woven
Wire, silver, coiled
Wood, sliver, scorched
Wool, uncarded

These suggested components come from later editions of the game or from third party sources.

Imagine the reaction of the fighters in a group when they raid a powerful wizard's laboratory or some alchemist's workshop and all they find is jars and vials full of these things. "Where is the real treasure?" as they trash the lab and destroy all of these vials and containers. But of course....these items were the real treasure. To any wizard (or other spell caster) this trove was worth a great deal.

The beauty of this kind of "treasure" is that the adventurers will almost certainly not see the value in any of it. They will likely pass it by looking for gold or silver. And that, frankly, is their problem not mine. Spell components can be quite valuable to those who need them.

And of course... you do not need to make it obvious either. The adventurers enter a room and find...dirt on the floor...dust in the corners...cobwebs and bat hair. Wow! There is nothing in this room. Time to go down the hall.....

To make things even more confusing you can throw in all types of garbage that sounds like it might be a spell component but really is just useless crap. Now your adventurers might be walking around the dungeon with a ton of worthless stuff that eats up all their encumbrance. Some possibilities for this type of "treasure" might include:

Antennae, from giant ants or bees
Claws, from giant spiders
Fangs, from giant spiders

Floor tile pieces, chipped or cracked
Hair, from giant bees
Peanut shell

BOOKS, TOMES, ANCIENT WRITINGS

Books are an often overlooked form of treasure. Adventurers come across shelves filled with books frequently and overlook any of the tomes that are not magical in nature. Obviously they are hoping to find those wonderful texts which magically transform them into one experience level higher. Alternatively a book which gives them one more point of their primary attribute would be welcome. Other than these, however, for the most part the delvers are likely to create a bonfire out of the rest of them.

But books, scrolls, tomes, and other ancient writings can be very valuable. Such texts will be quite sought after by sages, librarians, wizards and others. Some of these books may not contain spells or magic but they might very well contain other valuable accumulated knowledge. Books in specialty areas of sages are going to be worth a great deal to those who practice those professions. Books on chemistry or alchemy may be valuable to other professionals. Books on arcane subjects are likely to be valuable to wizards.

And some ancient texts were often illustrated by the efforts of monks and scribes and may be worth a great deal just for their artistic value.

A library filled with nothing but normal books is likely to be worth a great deal. Of course, books are heavy and cumbersome. They are not as obviously valuable as gold or diamonds. And they are quite susceptible to fire. But they are treasure just the same.

There are some wonderful online library generators which will create a valuable tome along with the supposed writer which have been made for use with role playing games. These can help you quickly develop a library for your adventurers to plunder.

MIRRORS

As with books adventurers tend to overlook mirrors as being valuable. If the mirror is magical, of course, the delvers will be quite interested. But mirrors are often made of silver or may be decorated with precious metals. Even if a mirror is not made of any valuable metals it is likely to be decorative and artistic and possibly valuable to someone. And it is quite fragile. Mirrors are also quite large typically and may be heavy and cumbersome. In medieval times typically only the rich and powerful would own such a looking glass. It is likely that these types of individuals would be interested in buying them as well.

THIEVES TOOLS

Every thief has a set of these. And they are worth a bit of money to a starting player. But how often have your players bothered looting them from the bodies of dead thieves? Probably not at all. There is also the possibility that one set of tools might be better than another. Masterwork and magical tools are certainly valuable to any thief in the group.

BARDING

Knights, paladins, and royals are likely to have armor protecting their beloved horses from harm during battles. This barding is often as valuable as other armor. It is also possible that some might even be magical in nature. As many adventurers travel without horses or consider horses merely as a way to get from point A to point B it is likely that barding will not be considered particularly valuable to them.

SHIPS, BOATS, GALLEYS, WAGONS AND OTHER TRANSPORTATION

From time to time adventurers will find the need for transport over water. They may come across vessels that they take from others during combat. Pirates, buccaneers, etc often have ships and boats. Once the battle is over and the dust has settled what becomes of these transports? Most of the time..... nothing at all. A quick look at the PHB will show the true value of such. They are often worth quite a lot of money. And most of the time they will be left behind or destroyed.

ADVENTURING SUPPLIES

From time to time the delvers may find evidence that other adventurers have come to the dungeon before them....or perhaps are still in the dungeon with them. Naturally these other adventurers will have brought the same kinds of things with them that the delvers have brought. Some of these things may have been dropped, lost or taken from them during the course of their adventures. Some possibilities might include:

- Rope
- Torches
- Lanterns
- Rations
- Arrows, bolts, bullets and other forms of ammunition
- Weapons

To the monsters now in possession of these items these things are treasure. In some cases these items may be found abandoned at camps or battle sights within the dungeon.

FURS, ANIMAL HIDES, EGGS

Some items of value are taken from the animal or monster itself. Often adventurers overlook these items of value. In some cases....the item is extremely valuable....and forgotten about. Some of these items may be potential spell components. Some items might be useful for some side quest that you feel might enhance your game. And other items might just be worth a lot of money.

Below is a list of items which either have a known market value or in which you might assign a market value or assign some other value to. Anything with no gold piece value next to it has no known market value....yet...but you might consider assigning one. Some of them are mentioned specifically as having value in the various monster compendiums but no specific value is given for them. Others would seem to have some obvious arcane value to a magic user or alchemist. Additionally, do not discount the possible value of large animals or monsters as a source of exotic meat. If killed and frozen or brought to town fresh these creatures might be worth something to the local butcher. Live specimens might be worth a great deal to a local arena or menagerie.

<u>Item</u>	<u>Possible Value</u>
Aboleth	slime of the aboleth is used in making potions of water breathing (2 nd edition)
Ankheg	the acid is powerful and has value. The shells can be used to create armor equal to AC 2 (in 2 nd edition)
Aurumvorax	the fur of this creature is shiny golden and possibly valuable. In 2 nd edition if the body is burned in a forge 150-200 lbs of gold is left behind. In 2 nd edition claws and teeth are worth 1 gold piece each. In 2 nd edition the hide is worth 21-40 lbs of gold if burned in a forge separately from the body.
Basilisk	eyes
Bear	the fur of various bears, including the polar bear, might bring quite a bit of money
Beaver	pelts (giant) 500-2000 gold pieces and young 100-200 gold pieces per hit point
Bee, giant	the royal jelly is used to make extra healing potions. It can also be used to make a special unguent to treat aging which is quite valued by noble women. It often brings as much as 3000-5000 gold pieces. It is also found only 20% of the time in bee hives. Honey likely is valuable as a spell

Beetle, bombardier	component or for preparation of potions alchemists value the chemicals that this creature can form internally to make a blast. If the creature is killed before it fires off two of these blasts it is possible to cut the creature open and retrieve these chemicals (2 nd edition)
Beetle, fire	glowing glands are prized by miners
Beetle, rhinoceros	Priests of Egyptian pantheons value the colorful shells of these creatures and use them for decorating scarabs and other such uses (2 nd edition)
Behir	the scales are incredibly hard and might be used in armor making. In 2 nd edition they are listed as worth 500 gold pieces to an armorer
Beholder	eyes are probably useful as a spell component or for preparation of various potions
Bird, condor	eggs and hatchlings are worth 30-60 gold pieces (2 nd edition)
Bird, hawk	2 nd edition lists them as worth 1200 gold pieces
Bird, vulture, giant	2 nd edition lists their eggs and hatchlings as worth 30-60 gold pieces
Blink Dog	pups are worth 1000-2000 gold pieces
Brain mole	2 nd edition lists the value for a captured adult specimen as being worth 50 gold pieces and young as being worth 5 gold pieces each
Bulette	great scales behind the head are prized by dwarven shield makers
Carrion crawler	tentacles likely have arcane value to a wizard or alchemist
Catoblepas	tail might have arcane value
Cave fisher	the filaments of this creature are prized by thieves guilds who use them to create a nearly invisible rope
Cheetah	the hide of these animals might be valuable
Chimera	wings likely have arcane value
Cockatrice	feathers are prized by wizards and scribes for use as quill pens, their eggs are sometimes sought by others for unusual pets
Couatl	wings have possible arcane value
Crabman	the legs and claws of these creatures are sought after for the meat
Crabs, giant	the meat is valuable as is the hard shell which is sometimes used in armor making and shield making
Crayfish, giant	the meat is valuable to humans as well as many monsters that prize it
Crypt thing	the bones of this creature can be used to create pipes of haunting in 2 nd edition
Cyclops	eye (undamaged)
Dinosaur	eggs, various

Displacer beast	tentacles and hides may have some arcane value (such as in creating a displacement cloak). Thieves often prize the eyes of this creature for use as a good luck charm
Dracolich	these creatures crumble to dust when destroyed. The powder from this may be gathered and is a component for making potions of undead control and similar objects
Dracolisk	presumably they lay eggs and these might be valuable
Dragon	eggs and young and the dragons themselves if subdued. Some RPG systems allow for production of armor from these scales. Even if you decide not to allow this you might still allow the scales to have monetary value if sold to an armor maker.
Dragon horse	if a Kirin skin is valuable (and the MM says it is) and a dragon horse looks like a Kirin without a horn (and the MM2 says it does) then it should follow that the skin of this creature would also be potentially valuable
Dragonne	eggs
Dragon turtle	Presumably they lay eggs which might be worth something. Their turtle shells are hard and may be used to make armor and shields (+1 equivalent in 2 nd edition and armor itself gets +4 to saves against steam damage)
Eagle	500-800 gold pieces each for giant eagle eggs. 60-100 gp for normal eagle eggs or their young eaglets
Eagles, baby	can be tamed
Elephant	tusks 100-600 gold pieces each
Ettercap	poison gland holds one ounce of poison which can be sold for 1000 gold pieces (2 nd edition)
Eye of deep	central eye. the undamaged eye might be worth something
Falcon, small or large	they can be trained to hunt. 2 nd edition lists them as worth 1000 gold pieces once trained
Firedrake	blood burns when exposed to air causing the creature's breath weapon
Firenewt	eggs
Fish, giant, various	the meat of these animals is always valuable if fresh when brought to town (or frozen)
Frog, giant, poisonous	the poison drained from one might be worth something
Gargoyle	the horn might have some arcane value (in 2 nd edition it is used to make potions of invulnerability and potions of flying)
Gorgimera	the wings or hooves might have arcane value
Gorgon	blood is used in protection from petrification scrolls and hide can be fashioned into fine scale mail (+2 and providing a +2 bonus to the wearer in saves versus petrification) in 2 nd edition
Grell	various parts of the creature can be used to manufacture

Griffon	items involving levitation or electricity in 2 nd edition young are worth up to 5000 gold pieces, eggs are worth up to 2000 gold pieces
Harpy	wings might have some arcane value
Hippocampus	in 2 nd edition these creatures eggs sell for 1500 gold pieces and young sell for 2500 gold pieces
Hippogriff	eggs 1000 gold pieces, young are worth 2000 to 3000 gold pieces
Hoar Fox	pelt. only valuable if the pelt is undamaged
Hollyphant	the golden fur of these creatures glows and might have arcane or monetary value
Horses, wild	should be worth money if captured and tamed
Intellect devourer	in 2 nd edition the creature provides components for making esp and mind control items
Invisible stalker	in 2 nd edition a high level wizard may make scrolls that will summon one of these creatures which sell for 5000 to 10000 gold pieces. Using one of these scrolls is very dangerous as even a small mistake may end tragically for the caster
Kenku	presumably they would lay eggs which might be valuable. Kenku often make money by holding and trading hostages. perhaps offering them back their young hatchlings or eggs might be profitable in return. In 2 nd edition the eggs are worth 250 gold pieces and hatchlings are worth 300-500 gold pieces
Kirin	Skin of. if taken intact it is worth up to 25000 gold pieces
Kraken	this rare and waterborne creature is a perfect one for epic type quests of high level characters
Lammasu	wings have possible arcane value
Leopard	fur
Leucrotta	in 2 nd edition the hide of these creatures are used for making boots of striding and springing and saliva from these creatures can be made into an antidote for love philters
Lurker above and trapper	in 2 nd edition the eggs from these creatures can be sold for 900 gold pieces and young may be sold for 1100 gold pieces
Manticore	spikes and wings might have arcane value or use in creating weapons and in 2 nd edition the hide of a manticore, if taken intact and cured, is worth up to 10000 gold pieces
Mastodon	Tusks. 100-600 gold pieces each (according to the book, personally I would assign them double value due to the rarity and difficulty of killing a mastodon)
Medusa	the asp like hair of a medusa has powerful poison. If this poison would be taken it would certainly be valuable

Mimic	in 2 nd edition the ichor of a mimic is used in creation of polymorph potions and items and their glue is prized by alchemists
Mind Flayer	tentacles might have some arcane value. In 2 nd edition these creatures provide components for making esp and mind control items and potions
Minotaur	the nose ring would make an excellent quest item. The horns might have some arcane value. In 2 nd edition the Minotaur may provide components for creation of items and potions involving strength, location and misdirection
Mummy	wrappings might have some arcane value. In 2 nd edition the dust from a mummy is a component for making items involving rotting and disease
Myconoid (fungus man)	in 2 nd edition the spores have value for alchemists in preparing poisons and potions of delusion
Naga	scales, various. These have possible arcane value. Perhaps the scales can be made into some special armor.
Nightmare	hooves have possible arcane value
Nonafel, skin	is worth up to 1500 gold pieces
Nymph	the tears of a nymph are used in creation of a philter of love
Octopus, giant	the tentacles or the ink might be valuable. In 2 nd edition the ink is used in writing magical scrolls and their hides may be used for creating water proof items
Ogre, magi	the horn on their skull might be valuable or might be a suitable quest item
Oliphant	tusks are worth 100 to 400 gold pieces
Otter	the pelts have value not defined in the MM2 but in 2 nd edition the giant otter pelt is worth 1000-4000 gold pieces
Owl	Eggs are worth 1000 gold pieces, young are worth 2000 gold pieces
Owlbear	eggs are worth 2000 gold pieces, young are worth 5000 gold pieces. In 2 nd edition this was changed to silver pieces
Pegasus	eggs are worth 3000 gold pieces, young are worth 5000 gold pieces
Peryton	antlers might have arcane value and in 2 nd edition the eggs can be sold for 10-120 gold pieces each
Phoenix	the feathers are attractive and might have monetary or arcane value. Beak and talons are blue-violet and the eyes are ruby colored. These might have arcane value. In 2 nd edition the talon, beak and eyes may be worth 5000 gold pieces or more if one can find a buyer at all willing to pay for these trophies from such a good creature
Pixie	pixie dust is used in making dust of disappearance
Porcupine, giant	spikes could have value in weapon making
Pseudo-dragon	wings might have arcane value. In 2 nd edition the eggs are

	worth up to 10000 gold pieces and a hatchling might be worth as much as 20000 gold pieces
Purple worm	the tail stinger has a valuable poison
Rakshasha	in 2 nd edition the essence of this creature may be used to make potions of delusion
Ram, giant	the fur may make fine wool
Raven, giant	the feathers might have arcane value. The giant ravens themselves can sometimes be tamed and used as guardians
Remorhaz	eggs are worth 5000 gold pieces. In 2 nd edition the heat secretion (called thrym) can be bottled and sold to an alchemist (the creature will have 10 flasks worth of the substance per hit die and these sell for 5-10 gold pieces each)
Retriever	the four eyes that fire rays might have some arcane value
Rok	eggs are known to be valuable, the wings might have arcane value as could the beak or talons. In 2 nd edition the feathers are used in brooms of flying and in quaal's feather tokens and in wings of flying
Roper	in 2 nd edition the glue from these creatures can be collected and sold to alchemists along with it's digestive acid which must be stored in a platinum vial (or it will leak away)
Rust monster	tentacles might have value for use in creating a destructive weapon (to armor or weapons)
Salamander	the ichor is used in creation of potions of fire resistance and the metal in their spears is used in the creation of rings of fire resistance (2 nd edition)
Scorpion	venom is prized by alchemists
Sea lion	the young can be tamed
Seal, giant	the skin might have monetary value
Selkie	the skin might have monetary value
Shark, giant	the Megalodon variety would have giant teeth which could be valuable
Shrieker	spores are used to make potions of plant control
Snake, giant	the poisonous variety could be milked for the poison
Spider, phase	the silk might be valuable for making displacement cloaks. Other parts might be valuable for making oil of etherealness or similar items
Spiders, various	poisons, silk
Tabaxi	pelts are worth 250 gold pieces each in 2 nd edition
Tako	in 2 nd edition the ink is greatly prized
Tenebrous worm	the mandibles set is worth 1000-3000 gold pieces
Toad, giant, poisonous	poison might be valuable
Treant	roots might have some important alchemical properties
Trolls, various	in 2 nd edition the blood of these creatures can be used in making healing potions, poisons and antidotes and is worth

Umber hulk	400 gold pieces (for the blood of one troll taken)
Unicorn	mandibles have possible arcane value the unicorns themselves may be tamed and used as mounts by elven and human maidens of pure heart (25% chance if they are good alignment). In 2 nd edition the horn can be sold for 1500 gold pieces
Weasel, giant	pelts are worth 1000 to 6000 gold pieces
Wemic	in 2 nd edition the cubs can be sold for 500 gold pieces
Whale, carcass	is worth 100 gold pieces per hit die
Wolf, winter	is worth 5000 gold pieces
Wyvern	tail has poison which should be valuable. Presumably wyverns lay eggs like a dragon and these might be valuable. The wings might have some arcane value
Yeti	the furs of these rarely seen creatures should be valuable. In 2 nd edition it is worth 300 gold pieces for a pelt

TREASURE MAPS

Treasure maps are an often overlooked treasure item by game masters. It provides value without being easily converted to money. It is easily destroyed during combat and might easily be lost or ruined before the delver gets any opportunity to put it to use. And there is always the possibility that it is just a red herring anyway. Someone else might have gotten to the treasure first. The owner may have moved the treasure. Or the map might just be fake or perhaps even a set-up or trap for the unwary adventurer.

DEEDS, INSTRUMENTS, DOCUMENTS

Even in medieval times paper existed and often contained important legal documents. Documents transferred title to land. Documents provided promissory notes. The Knight's Templar were known to have used paper promissory notes for purposes of banking. There is no reason why the nobles, rich merchants and other non player characters in your game would not do the same from time to time. As with other, paper treasures, these are fragile and easily ruined or destroyed.

SIEGE ENGINES

Armies of orcs, goblins, men and others are likely to be hauling such devices off to war. These items have value. If taken intact they could possibly be dragged to a town and sold.

SPECIFIC TREASURES FROM MY CAMPAIGN

A golden nose ring taken from the carcass of a dead Minotaur the party had just slain. It was made of solid gold and worth 25 gold pieces.

A jeweled horn taken from an Ogre Magi that the adventurers defeated in combat. The horn is worth at least 500 gold pieces.

A golden jewel box. The box is decorated with emeralds and rubies and was once owned by a queen whose tomb the box is found in. Inside the box are pieces of jewelry she once owned. The box itself is worth at least 1500 gold pieces.

A suit of polished silver plate mail with a coat of arms in the breast plate made from diamonds and sapphires. The suit was once owned by a king and is decorative only. It is not suitable for use as a real set of armor. It is worth at least 5000 gold pieces.

A two handed sword with a large ruby in the pommel. The handle is made of braided gold. The sword was owned by a powerful noble and was rarely used in combat. It is worth at least 5500 gold pieces.

A helm made for a king. It has griffin feathers rising out of the top. It is made of iron but has gold trim and emeralds and rubies decorating it. While it is functional as a helm for combat it has never been used as such. It is worth at least 4500 gold pieces.

A jeweled coffin owned by an ancient vampire who likes his comfort. The inside is filled with plush red velvet. The outside is decorated with emeralds, rubies, blue diamonds and black opals. It is worth at least 25000 gold pieces.

An abacus used by a tax collector with larcenous tendencies. The abacus is made of gold and uses small gems for the counting stones. The gems are various low value types. The abacus is worth at least 2500 gold pieces.

An hour glass made of solid gold owned by a wizard who likes to play with time. It is worth at least 1000 gold pieces. It is quite large.

A throne made of stone but decorated with many gems. The gems are all the most valuable types as the owner of this throne was once a powerful king that ruled Zanzia at it's beginning. The gems are emeralds, sapphires, rubies, diamonds and other quite valuable stones. The throne is worth a great deal and is quite heavy but the stones themselves are easily taken.

A golden candle dish holding a black candle made from human skin in an evil temple which lights the high priest's private study. The dish is worth 100 gold pieces.

A jeweled silver dagger used by an evil high priest in ritual sacrifices of innocents at the Temple of Domi.

Golden eating utensils, serving ware, dishes, plates, vessels, decanters and other assorted ware for entertaining powerful nobles at the table. These were once owned by a powerful king. The table also had golden candlesticks and crystal chandeliers above it. All of these

things were quite valuable.

A strand of fine pearls once owned by a queen. At the bottom of the strand is a fine black pearl centerpiece. The whole set is worth well over 9500 gold pieces.

A golden statue of Malcon the Fire Bringer found in a temple owned by one of his allies. The statue is quite heavy but obviously very valuable.

A fine oak chessboard. Half of the pieces are made of fine jade. The other half are made from pure ivory. The whole set is worth at least 1000 gold pieces.

A fine vase made from Juralian potters who make the best pottery in any of the lands of Dunar. The vase is painted with artistic patterns and is worth at least 500 gold pieces alone. Inside of the vase are gold coins. Naturally the adventurers took the coins and left the vase which was worth a great deal more.

Fine portraits of an ancient Zanzian King and Queen which were killed during a siege of the city of ONM long ago. No pictures or paintings are known to still exist of these royals and the historic value of these paintings now is great.

A portrait of the Lich, Malcon, prior to his conversion to a Lich. He was once the Grand Vizier of the King of Zanzia and is shown here in his official robes. This painting is quite rare and valuable due to the subject matter and historical importance of it.

A golden bust of the head of Malcon the Fire Bringer prior to his becoming a Lich. The bust is quite valuable due to it's gold content and it's historical importance to Zanzia.

A scientific tome written by a Lich that was once an expert in the Astral Plane. The tome is entitled "Studies in the Astral Plane" and is quite valuable to sages and wizards with an interest in this plane. This is the only existing copy known.

A masterfully carved longbow made of fine oak from the oldest trees known in the Dark Forest of Zanzia. The bow was made by the high elves of that forest. It is etched with gold and has the finest carvings in the wood.

An alchemist's lab filled with many powders and liquids. Some are unmarked. Others are. All contain spell components.

A figurine made of solid gold depicting a five headed female dragon known to be the queen of evil dragons. The figurine has gems for eyes.

A beautiful chandelier made with real diamonds. This treasure was found in a castle owned by an ancient vampire that has haunted Zanzia for centuries.

A figurine made of solid platinum depicting an ancient dragon known to be a king among

good dragons.

A jeweled collar worn by an evil Naga encountered by the adventurers.

A painting depicting the siege of Onm...an important historical even in Zanzian history. The painting is found in the ruins of the great city of Onm itself and the artist was long killed in that great conflict.

A jeweled silver holy symbol.

A golden unholy symbol with black opals decorating it. This symbol was found in an evil shrine to a chaotic god named Simaru. This demonic demi-god is often depicted in idols made of red clay with gleaming diamonds for eyes and ivory teeth and horns. In fact, he looks very much, like the picture on the cover of a handbook used for players of this game.

A jeweled eye patch once owned by a dangerous pirate that sailed the seas south of Zanzia and raided many ships.

A statue of a unicorn with a golden horn made of real gold.

An epic painting of historical battle between great adventurers and the oldest known ancient Red Dragon known as Xaa. This battle took place long ago and the winged beast was slain at the cost of many lives. Bards still sing of this tale in Zanzia today.

SOME IDEAS I HAVE **FOUND IN OTHER SOURCES**

A potted baby Treant. It could be raised to become a powerful guardian by some druid or wizard perhaps.

A baby dragon (or the egg itself)

A deed to an estate with a small castle on it

Siege engines owned by a tribe of Orcs which intend to lay siege to the city

A fine tome made of expensive vellum bound in leather and with gold and silver etching. The pages are blank. It clearly was intended to be used as a spell book by some wealthy wizard but has never been used.

A bottle of fine elven wine which is several hundred years old...perhaps even thousands...

Keys made of platinum, gold and silver. Each of these keys opens an important door in

the dungeon but the keys are also worth money due to their rare metal content.

Keys made of precious metals and decorated with jewels. These keys might open treasure rooms or passages to important locations that cannot otherwise be reached in the dungeon or castle.

A massive key made of gold or silver with gems decorating it. It might be three feet long. It is merely decorative. There are not locks that it fits. Or perhaps there is a lock for it.

A scabbard made of ivory and decorated with gems and gold tracings.

A mechanical songbird in a metal cage. The cage might be made of precious metals. A hand crank causes the bird to sing a song.

A fine suit of plate mail made out of platinum which was once worn by a Dwarf king and has been lost for centuries.

A suit of fine armor crafted from the scales of an ancient black dragon. The set includes plate mail, gauntlets and a helm. The statistics for this set do not provide any magical bonus to armor class but the wearer might be immune to the effects of that particular dragon's breath weapon (Acid). Or might have significant resistance to this effect.

A deed to a silver mine which has long been abandoned and is now filled with goblins, spiders and other such vile things. The silver has long since played out as far as anyone knows. The goblins now claim it as their home.

A golden harp which was once played by a princess of the kingdom that adventurers are living in but centuries ago.

A sculpture of a Minotaur chiseled out of fine marble. It wield's a two handed axe above it's head as if charging in combat.

A wedding dress made from the finest silk in the land.

A prism that if put into bright light will display a treasure map.

A fine set of Tarot cards made of electrum.

A ship's bowsprit (the statue at the bow of a ship) carved out of the finest woods. It is exquisitely carved and depicts a beautiful lady.

Climbing gear once owned by a long lost explorer.

A bolt of Silk formed by an enormous phase spider that was slain by adventurers long ago.

A herd of sheep.

A pair of finely engraved bone dice

A fine silk handkerchief

A fine silk embroidered robe

A tapestry made from the finest silk

A golden bird cage

A bottle of fine Elven wine aged for a thousand years or more

A painted gold war mask

A masterpiece from some long dead artist.

A game board made of jade with solid gold game pieces

A jeweled drinking horn

A deed to a parcel of land in close proximity to the dominant major city of the region. The land has access to a river and is lush and green. It would be a highly sought after property.

A favor owed by a king, powerful noble, rich merchant or other such person. One would not be able to find this in a dungeon or treasure horde but clearly it might be a very valuable thing to be rewarded with.

Titles. Only a king or powerful noble could bestow such a thing but clearly it is an important sign of status for the recipient.

Strongholds. These could be acquired by deed, by reward, or be taking it with force.

A spyglass taken from a pirate. The piece is made of solid gold.

A jeweled sextant once owned by a famous seafarer.

A small parchment of paper with a single word written on it in Elvish. The word turns out to be the code word to use his wand which is found earlier by the adventurers (or later).

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