

101 Mundane Treasures

RONIN ARTS

written by Philip Reed

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Requires the use of the *Dungeons and Dragons*®
Player's Handbook, Third Edition,
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Introduction

Not all treasures to be found in a fantasy campaign are of a magical nature. In fact, most of the items classified as “treasure” in a typical campaign are more mundane than they are magical. After all, how many magic items would there need to be in a world for every small sack or every heavy chest or every large hoard to be filled to the brim with them?

This book presents 101 of these more “mundane” treasures. While many of them are far from the dictionary definition of mundane, they do all have one thing in common: no magic. In addition to these mundane items, a short section on usual materials gives the gamemaster some assistance in creating his own “mundane” treasures. By mixing and matching these unusual materials with items found in the *Player’s Handbook* the gamemaster has hundreds of new treasures he can add to his campaign world with little work on his part. Just as with anything new, overuse of these materials (or, even, the treasures in this book) will tire players. Be certain to keep your treasure offerings varied and unique . . . your players will appreciate the effort.

Using This Book: Players

This book is written with the gamemaster in mind. While this doesn’t mean that players won’t enjoy reading the descriptions of the many items inside it isn’t in their power to introduce these items into their campaign. That responsibility lies with the gamemaster alone. Players of bards, wizards, rogues, or others with an interest in treasures may want to read this book to help expand their knowledge of treasure. Of course, just because an item might be described in here as being decorated with 10 perfect obsidian stones doesn’t mean that the gamemaster hasn’t modified the description so that the item is now adorned with 5 flawed topaz gems. Players should never assume that any item from this book is used without being modified by the gamemaster.

Using This Book: GMs

This book is designed specifically for the gamemaster of a *d20* fantasy campaign. The mundane treasures presented in this book all assume a “standard” campaign that is structured around the common elements of *d20* fantasy. Gamemasters running more unique campaigns may find that some of these items are of little to no use. Or maybe not. Once a

gamemaster has entered the realm of the bizarre it is impossible for others (such as myself) to know exactly what will and won’t work in their campaigns.

Each item in this book is presented using the following format:

Name

Appearance: What the item is and looks like including current state. What can be seen by looking at it. This is written to be read (or paraphrased) to a player when he finds this item.

Appraise Information: The information that can be learned from a successful Appraise check. This section includes the Appraise DC and gold piece value of the item.

Special Rules: Any special game rules the item requires.

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More Mundane Treasures!

If the treasures in this book just aren’t enough for you, take a peek at *The Book of Unusual Treasures*. This print product compiles the content of *101 Spellbooks*, *Tomes of Knowledge*, and *Forbidden Grimoires*, *101 Mundane Treasures*, and *101 Arcane Spell Components* in order to give the GM a selection of non-standard treasure items. Visit www.philipjreed.com for information.

Also, watch for *Another 101 Mundane Treasures*. Demand has been high enough that I’ve started work on this PDF. There’s no release date at the time of this writing but, once it’s available, GMs the world over will have a new selection of unique treasures for use in their campaigns.

Unusual Materials

Not all swords are constructed from the same type of metal just as all bows are not built of the same type of wood. This section is presented for those who desire to craft their own “mundane” treasures using unusual materials. This selection of unusual materials, while small, should prove a useful springboard for the creation of your own unusual materials.

In order to show these materials in use, some bonus mundane treasures are presented in boxes over the next few pages. While it would have been a simple matter to change the name of this PDF to *104 Mundane Treasures*, I think we can all agree that would have been lame.

Basilisk Skin

The reptilian skin of the basilisk, when properly harvested and prepared, can be used in the creation of heavy cloaks, robes, backpacks, and other things commonly made of leather.

Value: 15 gp/pound.

Hardness: 5.

Hit Points: 8/inch.

Uses: May be used instead of leather or other tough materials used in the creation of clothing, armors, satchles, etc.

Special Rules: The skin of the basilisk may only be used when crafting clothing or padded, leather, or studded leather armors. The DC of crafting an item with basilisk skin is modified by +3. The AC of armors crafted with hydraskin is modified by +1 as long as enough basilisk skin is used to account for the entire standard weight of the armor.

The Devil's Work Boots

Appearance: These heavy, dark red boots are fairly common in appearance with numerous belts and buckles securing them to the wearer's feet. A sense of doom fills the air surrounding the boots, making animals nervous and causing babies to weep.

Appraise Information: DC 16. These are common boots made of demon's hide.

Value: 5,405 gp (5 gp for boots, 5,400 gp for the demon hide).

Special Rules: The boots radiate evil. **Weight:** 3 lbs.

Crystal Bell

Appearance: A tiny, lightweight bell that shimmers in the light. The bell can be rung and sounds a clear, low-pitched note when gently used. Vigorous shaking or rough handling can shatter the fragile work of art.

Appraise Information: DC 12. A extremely handsome work of art created of the highly valuable deepland crystal.

Value: 626 gp (1 gp for the bell, 450 gp for the crystal, and 175 gp for the artistry).

Special Rules: None. **Weight:** 1 lb.

Example: Leather armor weighs 15 lbs. To create basilisk skin armor with a +3 armor bonus (+1 over leather armor) would require 15 pounds of basilisk skin to be used in the construction.

Deepland Crystal

Found only at the deepest portions of the world beneath the surface, Deepland Crystal is a fragile, beautiful material used only in the creation of the finest works of art. It is a clear, sparkling material that shatters easily if dropped or roughly handled.

Value: 450 gp/pound.

Hardness: 0.

Hit Points: 1/inch.

Uses: Artistic items only.

Special Rules: There's a 10% chance when handled that the material will break, splintering and dealing 1d4 points of damage to the handler if he is not wearing gloves or gauntlets.

Demon's Hide

The outer skin of a demon, when stripped from the body and used in the manufacture of any number of items, infects the crafted item with the evil of the demon. Anything that can be made of leather can, with work, be made from the skin of a slain demon.

Value: 1,800 gp/pound.

Hardness: 12.

Hit Points: 30/inch.

Uses: May be used instead of leather or other tough materials used in the creation of clothing, armors, satchles, etc.

Special Rules: Creating an item with the skin of a demon triples the craft DC. On successful creation, the item permanently radiates an evil aura which can be detected with the proper spells (or supernatural abilities of some creatures and characters). If used in the creation of clothing or armor demon's hide grants the item a +3 armor modifier as long as the entire item is made of demon's hide.

The armor check penalty and arcane spell failure percentage of armor built with demon's skin is reduced by 50% (round up).

Example: Leather armor crafted of demon's hide would require 15 pounds of the material. Such armor would have a +5 armor bonus, an armor check penalty of 0, and a 5% chance of arcane spell failure.

Glow Steel

This peculiar metal can only be found deep underground. Dwarves value the material for its ability to glow, using it in the construction of lamps and rings. Some spellcasters know the secrets of glow steel and use it in the casting of [Light] spells (see *101 Arcane Spell Components*).

Value: 600 gp/pound.

Hardness: 10.

Hit Points: 30/inch.

The Glowing Shield of Razabachian

Appearance: This large, metal shield is decorated with fine blue gemstones and an ornate silver-colored pattern that is embossed in the face. Straps, of dark red leather, hang from the back of the shield and are constructed in a way that the shield may be either worn for battle or slung across the back when not in use. The shield constantly glows, casting light over a 43 ft. radius on the face side of the shield only (the side facing the wearer does not glow).

Appraise Information: DC 15. This heavy shield, built of glow steel, sapphires, and a rich, polished silver, is at least a thousand years old. The word "guardian" is engraved on the inside of the shield.

Value: 9,120 gp (20 gp for the shield, 9,000 gp for the glow steel, 80 gp worth of sapphires, and 20 gp worth of silver in the design).

Special Rules: Other than the glowing, none. *Weight:* 15 lbs.

Uses: May be used instead of iron or other metals.

Special Rules: A pound or less of glow steel used in the construction of an item does little to pierce the darkness, radiating an area only 1 ft. surrounding the item. It is when used in bulk that glow steel truly proves its worth as a bringer of light. For each pound over the first add three feet to the light radius of the item. The glow of this metal cannot be turned off and on at whim . . . it is the natural property of the metal to glow and glow it does. The glow can only be suppressed by covering it with a thick cloth or leather. Swords built of glow steel, when in their scabbard, do not shed any light.

Glow steel is as strong as most metals and can easily be used in the crafting of weapons or armor. This does not affect the strength or durability of the item.

There are rumors of suits of armor constructed completely of glow steel. It is said that the glow of these suits blinds opponents and makes it more difficult to attack the wearer. If true, such armor would be most valuable in battle.

Example: A shield built of glow steel and weighing 6 lbs. radiates an area 16 ft. around it.

Hydraskin

The thick, leather-like skin of the hydra is a perfect material for crafting clothing and light armors.

Value: 18 gp/pound.

Hardness: 6.

Hit Points: 10/inch.

Uses: May be used instead of leather or other tough materials used in the creation of clothing, armors, satchles, etc.

Special Rules: When used in clothing or armor, hydraskin provides the wearer with a +1 bonus to Fortitude saves when faced with the possibility of cold danger. Hydraskin may only be used when crafting clothing or padded, leather, or studded leather armors. The DC of crafting an item with hydraskin is modified by +5. The AC of armors crafted with hydraskin is modified by +1 as long as at least half the standard weight of the armor in hydraskin is used. Additionally, the speed of the wearer is reduced by 5 ft.

Example: A suit of studded leather armor crafted with hydraskin would require 10 lbs. of hydraskin be used in its construction in order for the +1 modifier to take effect. The base speed of someone wearing hydraskin leather armor would be 25 ft. or 15 ft. depending on race.

Other Special Properties

As with all game rules, these are meant to be modified and tweaked as necessary to suit your campaign. Some possible ways that you might modify the special rules of these unusual materials are:

- **Demon's Hide**, when used in the creation of clothing or armor, reduces all fire damage (magical or otherwise) by 1 point per +1 bonus of the armor. (A suit of armor with a bonus of +3 would reduce fire damage by 3 points).
- **Glow Steel's** light radius is reduced by 50% when on the surface. It is some strange connection with the underground that gives the metal an ability to glow. Perhaps, as the metal spends less and less time underground, the ability to fade weakens until it no longer glows at all.
- Your campaign world is under constant barrage from falling stars (perhaps an attack by an otherworldly race?). On such a world the value of star metal would be greatly reduced.

You're only limited by your own imagination.

Night Bark

Midnight wood, or night bark as it is more commonly known, is the wood made by cutting down the black trees that grow in the frozen forests of the far north. Night bark isn't actually bark but, instead, any lumber or wood taken from the trunk or heavy branches of these towering giants. The average Midnight tree stands 300 ft. tall and, if stories are to be believed, are the once-sentient guardians of the northern forests who have abandoned their posts. This wood is extremely strong and perfect for use in shields and bows.

Value: 900 gp/pound.

Hardness: 8.

Hit Points: 30/inch.

Uses: May be used instead of wood or lumber.

Special Rules: When used in the construction of shields, night bark increases the shield's armor bonus by +1. Bows built of night bark are a type of masterwork composite bow that double the strength bonus of the user (but only when used to fire the bow).

Spider Silk

Woven of only the finest strands of spider web, spider silk is a rare and valuable cloth used primarily in the creation of clothing used by those of noble birth. Spider silk shimmers in light, appearing to project a magical radiance.

Value: 1,000 gp/pound.

Hardness: 8.

Hit Points: 5/inch.

Uses: May be used instead of cloth or supple leathers in the creation of clothing, ropes, or other common items typically made with silk.

Special Rules: Spider's silk, when used in the creation of a heavy cloak or tunic, provides the wearer with some limited protection in battle. Every 4 lbs. of spider silk used in the crafting of clothing grants the wearer a +1 bonus to armor class. This bonus does not stack with worn armor. The DC of crafting clothing with spider silk is doubled.

Star Metal

Mined from a falling star, star metal is a rare and powerful material used only in the most impressive of items. Some craftsmen spend their entire lives tracking these falling stars and scrounging the metal a pound at a time. Only after decades of collecting will these craftsman have found enough of the metal to construct something marvelous.

Value: 3,500 gp/pound.

Hardness: 18.

Hit Points: 25/inch.

Uses: May be used instead of iron or other metals.

Special Rules: Star metal is actually a number of different metals but, for game purposes, all are assumed to have the same affect on crafted items. The metal may be mixed with standard metals when crafting weapon or armor (or anything made of metal for that matter). Items made of star metal have the following abilities:

- +1 bonus to armor or damage, as appropriate.
- If used in armor, SR 8. This stacks with that (if any) of the wearer.
- Arcane spell failure percentage, if star metal is used in the manufacture of armor, is reduced by 15% (minimum 5%).
- Obscures divination spells. A 5' radius around the item, as long as 10 lbs. of star metal was used in its construction, is immune to all divination spells. Such spells will not function in this area.

NOTE: This material is most likely too powerful for most campaigns. GMs may balance the metal with its properties by increasing the value. The material also lends itself to adventures wherein the characters, either for themselves or a patron, spend several months hunting down falling stars and mining the valuable metal. A short campaign could be built around such an activity as the characters encounter rivals (friendly and otherwise) who also desire the valuable metal.

The Treasures

What follows is the “meat” of this book. These treasures are broken down into different categories to make finding specific treasures easier for the gamemaster. All treasures are listed alphabetically under their individual categories.

Gamemasters should make a small mark next to each treasure as it is used so that they don’t accidentally introduce the same item to their campaign more than once. (Doing so on purpose would have to be for reasons I leave to your own twisted imagination.)

ARMOR

The following treasures are all classified as “armor.” These include, in addition to full suits of armor, individual components such as helmets and gauntlets. Shields are also included in this category.

Chainmail of the Defender

Appearance: This chainmail shows signs of a deadly battle. The upper left chest area of the armor is horribly scarred with a 4” section missing. Around the area is dried blood. Burn marks mar the back of the armor. A dozen green and white gemstones are set into the armor’s gauntlets which are of the “fingered” design most popular amongst warriors. The gauntlets connect and are held to the armor with a series of small chains.

Appraise Information: DC 12. This is common chainmail, other than the emeralds and pearls used in the gauntlets. The damage to the armor could be repaired but, as it is, the value of the armor comes solely from the gemstones.

Value: 3,060 gp (3,000 gp for the emeralds, and 60 gp for the pearls). If the armor was repaired the value would be increased by 150 gp.

Special Rules: The damage this armor has suffered has reduced its armor bonus to +3. *Weight:* 40 lbs.

“Crusader” Helmet

Appearance: This heavy helmet provides the wearer with complete facial protection and was designed to be worn over smaller, lighter helmets. The helmet visor raises and lowers and the joints are adorned with

a single blue gemstone on each side of the helmet. Heavy metal chain hangs down from the helmet and protects the neck and shoulders of the wearer.

Appraise Information: DC 12. This is a fairly common helmet worn by knights and paladins. It is built of steel. The gemstones are blue garnets.

Value: 49 gp (25 gp for the helmet and 12 gp for each gemstone).

Special Rules: This heavy helmet increases all Spot and Listen DCs by 3. *Weight:* 9 lbs.

Dark Elf Buckler of the Spider

Appearance: This small metal shield is extremely light and the straps are made of a silky material that is strong and resists attempts to cut it with any non-magical blade. A silvery metal spider’s web pattern covers the face of the buckler.

Appraise Information: DC 15. The buckler is constructed of a mithril/steel composite metal that gives it increased strength and keeps

Making Things More Difficult

GMs with a mean streak can force players to make Appraise checks for each separate piece of a found item. This will make the final value of the item, as determined by the appraise check, fluctuate wildly but it is a more accurate representation of how an appraiser determines value.

After all, isn’t it more exciting if the players take one of the items from this book around to sell and get five different offers, each one very different?

GMs are encouraged to avoid using this option if their players don’t enjoy roleplaying each little detail. For those who love to shop and bargain, this method is perfect!

It’s for use those who use Appraise checks in this way that the items in this book include not only the total value but also the values of each separate component.

it lighter than the average buckler. The straps are made of a rare spider's web that can only be cut with enchanted blades. The pattern on the face is quite detailed and is made of polished steel.

Value: 1,040 gp (15 gp for the buckler, 500 gp for the mithril, 225 gp for the spider's web straps, 150 gp for the artistic qualities, and 150 gp for masterwork).

Special Rules: The armor check penalty is reduced to 0. *Weight:* 2 lbs.

Dragon Helm

Appearance: A heavy helmet shaped like a dragon's head that covers most of the wearer's head (but not the face). The Dragon Helm is constructed of metal and leather and, at a distance, appears to be the actual head of a young dragon. This helmet fits humans and other medium-sized creatures without difficulty.

Appraise Information: DC 14. A helmet of supreme beauty and marvelous construction, the Dragon Helm is a unique piece built hundreds of years ago. Each individual metal scale is made of electrum, the teeth are silver, and the horns are gold-plated copper. The eyes of the dragon are aquamarine gemstones.

Value: 13,500 gp (10,000 gp worth of leather and electrum, 2,500 gp for the superb craftsmanship and silver teeth, and 500 gp for each gemstone).

Special Rules: This heavy helmet increases all Spot and Listen DCs by 4. Wearing the helmet for any length of time is tiring and puts a great deal of strain on the wearer's neck. All Strength and Constitution checks suffer a -2 circumstance penalty when the helmet is worn. *Weight:* 36 lbs.

Dwarven Half-Plate of Mithril

Appearance: The chainmail of this armor is a gray metal while the plates are a polished, almost silver metal. The gauntlets include wicked dozens of wicked black metal spikes and each one includes a golden metal lightning bolt design inlaid into the forearms. The leather straps of the armor are red in color and all of the buckles are also polished metal. The armor is too small for a man and obviously intended for a dwarf or other small humanoid.

Appraise Information: DC 14. This suit of armor is comprised mainly of mithril. It was crafted a thousand years ago in the great dwarven forges that once burned deep beneath the earth. The metal lightning bolt design is created from threads of solid gold and the leather is fashioned from the wings of an ancient dragon. The armor is extremely valuable and, if worn, a signature of a higher station.



Value: 16,130 gp (600 gp for half-plate, 5 gp for spiked gauntlets, 15,000 gp for the mithril, 100 gp for the lightning bolt design, 275 gp for the dragon leather, and 150 gp for masterwork).

Special Rules: As masterwork armor the armor check penalty of this suit is reduced by 1. In addition, the mithril used gives the armor an armor bonus of +7 while its light weight gives it a maximum Dex bonus of +1. *Weight:* 43 lbs.

Gauntlets of Aboz Ki'karan

Appearance: These armored gauntlets are human-sized and of the “mitten” variety and thus are not fitting for those requiring fine use of their fingers. A single white gemstone is set into the back of each gauntlet. The gauntlets have been kept in excellent condition, cleaned frequently and properly and show only minimal signs of wear.

Appraise Information: DC 15. These gauntlets are constructed of mithril sheets that are secured to the steel chain glove with iron rings. The gemstones are white jade.

Value: 858 gp (8 gp for the gauntlets, 150 gp for masterwork, 100 gp for each gem, and 500 gp for the mithril).

Special Rules: The “mitten” nature of the gauntlets forces a circumstance modifier of -4 on all Dexterity checks. *Weight:* 1 lb.

Gray Banded Mail

Appearance: This otherwise normal suit of banded mail is gray in color with red feathers decorating the “fingered” gauntlets. A large eye symbol, in metal, is sewn to the chest of the armor.

Appraise Information: DC 12. The feathers are those of a rare bird found in the southern jungles. The metal eye is made entirely of platinum. The armor itself is exceptionally well made.

Value: 535 gp (250 gp for the armor, 35 gp for the eye symbol, 100 gp for the feathers, and 150 gp for masterwork).

Special Rules: As masterwork armor, the armor check penalty of this suit is reduced by 1. *Weight:* 35 lbs.

Halfling's Shield

Appearance: This small, wooden shield, is custom-designed for halflings. It's a round shield with two leather straps. A green wolf is painted on the front of the shield. The shield is covered in countless nicks and scratches and one side of it has stopped a large, powerful axe blow at some time in the past. The shield seems heavy for its size.

Appraise Information: DC 12. The shield is constructed of steel with a false wooden covering.

Value: 309 gp (9 gp for the shield and 300 gp for masterwork).

Special Rules: As a masterwork shield, the armor check penalty of this suit is reduced by 1 (making it a 0 for this shield). This masterwork bonus applies to halflings only. *Weight:* 6 lbs.

Koralek's Jeweled Helm

Appearance: This large metal helmet is visored with a grill-like facial guard. The black helmet is finely etched with gold-colored patterns though some have worn away with age. A black stone is mounted on the right visor hinge while there is an empty space for a similar stone on the left hinge.

Appraise Information: DC 15. This steel helmet is a masterwork item, forged 350 years ago by a master armorsmith (his symbol can be seen along the inner edge of the helmet). The stone is obsidian.

Value: 185 gp (15 gp for the helmet, 20 gp for stone, and 150 gp for masterwork).

Special Rules: The visored helm increases all Listen and Spot DCs by 3. *Weight:* 5 lbs.

Micolai's Shield

Appearance: This large, spiked steel shield with black leather straps is decorated with a silver dragon that has been inlaid into the face. The edges of the shield are worn with age and some of the silver from the dragon design has been chipped away.

Appraise Information: DC 10. This is a common shield other than the silver used on the face. The leather is new, having been added in the past year, while the shield itself is around 100 years old. The spikes were added after the shield's construction.

Value: 40 gp (20 gp for the shield, 10 gp for spikes, and 10 gp worth of silver in the design).

Special Rules: The spikes allow the shield to be used as a martial piercing weapon that deals 1d6 points of damage (x2 crit). *Weight:* 20 lbs.

Orcish Warlord's Half-Plate

Appearance: A suit of half-plate, the plates of the armor constructed from bones that have been tied together with leather straps. The knee, shoulder, and elbow guards are all built from humanoid skulls that have been reinforced with metal. “Commander,” in the orcish language, is written on the right shoulder protector of the armor.

Appraise Information: DC 13. This half-plate was the property of an orc warlord some 600 years ago. While it would be useful in combat its real value is as a collector's item.

Value: 420 gp (600 gp for half-plate, 120 gp for the rarity, -300 gp for the poor craftsmanship).

Special Rules: The bones used in the construction of this half-plate armor make it slightly less protective than standard half-plate; the armor bonus is reduced to +6. *Weight:* 50 lbs.

Shield of the Falcon

Appearance: This small metal shield has a green-painted metal falcon embossed in the face and two red gemstones set into the falcon to represent eyes. The shield is in excellent condition and appears to be newly constructed.

Appraise Information: DC 12. It is the adamantine this shield has been constructed of that gives it such a fresh look and it is, in fact, 800 years old. The falcon on the face is made of gold that has turned green with age and the gemstones are flawed rubies.

Value: 2,179 gp (9 gp for the shield, 2,000 gp for adamantine, 20 gp worth of gold, and 150 gp for each flawed ruby).

Special Rules: +1 armor enhancement bonus. *Weight:* 7 lbs.

Spider's Shell

Appearance: This suit of full plate armor is black in color and polished to a high shine. A finely etched spider's web pattern covers the breastplate, shoulder protectors, and helmet of the armor. Gold striping wraps around the upper right arm. The left gauntlet of the armor is of the "mitten" variety while the right is the easier to use "fingered" style.

Appraise Information: DC 12. This armor, identified as "Spider's Shell" by elvish writing on the inside of the breastplate, is fashioned of black mithril. The padding is of the highest quality and the craftsmanship of the armor is some of the finest ever seen. The armor is at least 600 years old.

Value: 15,750 gp (1,500 gp for full plate, 250 gp for the artistry and gold, 500 gp per pound of mithril (28 lbs.).

Special Rules: As masterwork armor the armor check penalty of this suit is reduced by 1. In addition, the mithril used gives the armor an armor bonus of +9 while its light weight gives it a maximum Dex bonus of +2. *Weight:* 30 lbs.

Superior Leather Armor

Appearance: The boiled leather breastplate of this armor has been dyed black and a dozen shining ringlets across the right shoulder secure the thick, goblin skin shoulder protector to the breastplate. There is no

left shoulder protector. The image of a flame, in red, has been painted on the center of the breastplate.

Appraise Information: DC 12. The fine craftsmanship of this armor is immediately apparent to almost all who study it. The leather of the breastplate is actually fashioned from the hide of a basilisk.

Value: 360 gp (10 gp for the leather armor, 200 gp for the basilisk hide, and 150 gp for masterwork).

Special Rules: The basilisk hide of this armor gives it an armor bonus of +3 (leather armor is usually +2) and the masterwork qualities reduce the armor check penalty by 1. *Weight:* 15 lbs.

Wregan's Sallet Helmet

Appearance: This sallet helmet is of the close-fitting variety with the thin, open slit for viewing. The helmet is lightweight and finely decorated with a skull pattern inlaid on one side. The inside of the helmet is carefully padded with velvet making it comfortable to wear.

Appraise Information: DC 15. The helmet is constructed of mithril. The skull pattern is fashioned of cheap iron that has been carefully painted though it is of a high artistic quality. The velvet padding, while a cheap velvet, does add some value to the helmet.

Value: 1,058 gp (15 gp for the helmet, 35 gp for the artistic qualities of the skull pattern, 1,000 gp for the mithril, and 8 gp for the velvet padding).

Special Rules: The visored helm increases all Spot DCs by 3 while the thick, padded inside of the helmet increases all Listen DCs by 4. *Weight:* 2 lbs.

CLOTHING

These treasures are finely-crafted clothes including sequined gloves, fashionable boots, beautiful cloaks, and stylish dresses.

Back Scabbard

Appearance: This scabbard is designed to be worn on the back, the weapon easily drawn while being worn. The leather belt that wraps about the wearer's body is adjustable, making it suitable for most medium-size humanoids. The buckle of the belt, polished metal, is sculpted in the shape of a shark. The scabbard is constructed to hold a greatsword.

Appraise Information: DC 12. Made of rich, supple leather, this scabbard is fairly common among warriors. The buckle of the leather belt, made of silver, is the most valuable part of the scabbard.

Value: 43 gp (1 gp for the scabbard, 12 gp worth of silver and 30 gp for the artistry).

Special Rules: None. *Weight:* 2 lbs.

Cloak of the Spider

Appearance: This lightweight cloak shimmers in the light, at times appearing almost translucent. Polished metal clasps keep the cloak held securely about the wearer's neck. The cloak and clasps are both resistant to damage and cannot be cut or burned with non-magical means.

Appraise Information: DC 20. The cloak is woven from the finest of spider silk and the silver clasps are actually made of mithril.

Value: 1,728 gp (8 gp for the cloak, 120 gp for the mithril clasps, and 1,600 gp for the finely woven spider silk).

Special Rules: None. *Weight:* <1 lb.

Dragonhide Boots

Appearance: These thigh-high boots are fashioned of dragonskin. Bright metal buckles and dark red leather straps are used to secure the boots when worn. The boots are impervious to fire and acid.

Appraise Information: DC 16. These masterwork boots are hundreds of years old. The metal buckles are silver.

Value: 158 gp (3 gp for boots, 200 gp for the dragonhide, 5 gp for the silver buckles, and 150 gp for masterwork).

Special Rules: None. *Weight:* 1 lb.

Cleric's Richly-Crafted Cassock

Appearance: A full-length, hooded garment, this cassock has wide sleeves and tight, cuffed wrists. The cassock is made of red velvet and lined with black silk and fine, white fur. The holy symbol of a god of good is embroidered into the right breast of the robe-like outfit.

Appraise Information: DC 12. This cassock must have been created for a nobleman's personal cleric or priest or a higher member of a great church. It is too finely crafted to have been used by a more humble or adventurous cleric. The fur is that of a winter wolf.

Value: 377 gp (2 gp for the cassock, 200 gp for the velvet, 125 gp for the fur, and 50 gp for the silk).

Special Rules: None. *Weight:* 3 lbs.

Elegant Silver Gown

Appearance: An evening gown designed for a petite lady, this floor-length gown shimmers beneath light. A dragon pattern is embroidered

into the back of the gown, the wings wrapping around the dress and covering the front. The high, frilly neck and lace along the cuffs makes it all the more stunning.

Appraise Information: DC 12. This dress is crafted of a silvery, metallic thread that makes it heavy and difficult to wear. The dress is in excellent condition and is roughly twenty years old.

Value: 550 gp (200 gp for royal outfit, and 350 gp for the silver thread).

Special Rules: Maximum Dex bonus of +4, armor check penalty of -2, and armor bonus of +1. *Weight:* 33 lbs.

Fur-Lined Boots

Appearance: These high leather boots, black in color, are lined with a rich black fur. The leather straps and metal buckles are in excellent condition.

Appraise Information: DC 16. These high leather boots are lined with yeti fur that has been dyed. The buckles are simple iron.

Value: 153 gp (3 gp for boots and 150 gp for the yeti fur).

Special Rules: None. *Weight:* 3 lbs.

Hydraskin Open Coat

Appearance: This richly-crafted open coat is knee length and designed to be worn open (to reveal whatever fine tunic or shirt the wearer is also wearing at the time). The fur lining of this coat makes it quite warm if worn indoors or in warmer months. The "slashed" sleeves of the coat are trimmed with small gold buttons, each one stamped with five small stars.

Appraise Information: DC 14. This coat, fashioned of hydraskin and lined with the fur of a barghest, is no more than five years old. The gold buttons (30 of them) are small but still add some value to the outfit.

Value: 212 gp (5 gp for the open coat, 125 gp for the hydraskin, 45 gp for the barghest fur, 12 gp worth of gold, and 25 gp for the artistry of the stitching and cut).

Special Rules: +1 bonus to Fortitude saves when faced with the possibility of cold danger. Acts as leather armor when worn. *Weight:* 21 lbs.

Leather Jerkin

Appearance: A long, black leather jerkin with leather laces on the sides and front so that the fit can be customized for each wearer. Small rusted metal studs decorate the shoulders.

Appraise Information: DC 12. This is a fairly common design, popular among nobles some 300 years ago. The style of the cut and the decoration are long out of style though historically-minded nobles would possibly wear it as a curiosity. The metal studs are simple iron.

Value: 17 gp (2 gp for the jerkin, 5 gp for the out-dated artistry, and 10 gp for historical value). When it was still new this jerkin would have been valued at 100 gp.

Special Rules: None. *Weight:* 4 lbs.

Leather Scabbard

Appearance: This fine leather scabbard is designed to fit a short sword. Seven red gemstones are affixed to the scabbard in a straight line, each one ringed with a dusting of tiny white crystal-like stones that sparkle when the sun hits them. Black leather straps are used to tie the scabbard to the wearer's leg and a complex metal locking system keeps the sword carefully sheathed. There is no sword.

Appraise Information: DC 12. The gemstones are fragments of a star ruby while the smaller stones are diamonds. The lock is made of silver and steel.

Value: 796 gp (1 gp for the scabbard, 85 gp for each star ruby fragment, and 200 gp worth of diamonds).

Special Rules: None. *Weight:* 1 lb.

Noble's Feathered Hat

Appearance: A richly-fashioned blue leather hat with a wide brim and single silver feather. A silver-colored silk band and silk lining make this a truly fashionable headpiece.

Appraise Information: DC 12. The feather is that of an ancient giant owl and the silk is masterfully incorporated into the hat.

Value: 70 gp (5 gp for the hat, 40 gp worth of silk, and 25 gp for the feather).

Special Rules: None. *Weight:* <1 lb.

Noble's Tunic

Appearance: Made of supple leather and lined with velvet, this red tunic is certainly fashionable. Gold-colored stars are affixed to the tunic with small metal rivets.

Appraise Information: DC 12. The real value in this tunic is in the fine stitching and the gold-plated copper stars. The rivets are made of silver.

Value: 53 gp (3 gp for the tunic, 10 gp worth of velvet, and 40 gp for stars and rivets).

Special Rules: None. *Weight:* 4 lbs.

Sealed Belt Pouch

Appearance: This pouch feels rubbery to the touch and it has a slight pinkish coloring. Otherwise it is identical to a standard belt pouch.

Appraise Information: DC 12. This pouch is made of the skin of a kraken. The design allows it to be completely sealed keeping the contents safe from water.

Value: 101 gp (1 gp for the pouch, and 100 gp for the kraken-skin).

Special Rules: None. *Weight:* 1 lb.

Sequined Gloves

Appearance: A pair of leather gloves with straps so that they can be tightened when worn. The gloves are covered in tiny sequins that sparkle in the light.

Appraise Information: DC 12. The sequins are false diamonds.

Value: 2 gp (1 gp for the gloves, 1 gp for the fine stitching, the sequins add no value).

Special Rules: None. *Weight:* <1 lb.

Spiked Collar

Appearance: An ornamental, leather collar with short spikes.

Appraise Information: DC 12. The spikes are made of gold.

Value: 4 gp (1 gp for the collar and 3 gp for the gold spikes).

Special Rules: None. *Weight:* <1 lb.

Yeti Cloak

Appearance: A fine, white cloak covered in thick, white fur. The cloak is held closed at the neck with a bone clasp. This heavy cloak would be useful in extremely cold temperatures.

Appraise Information: DC 12. Yeti fur sewn to a heavy canvas backing. The bone clasp is well made.

Value: 263 gp (8 gp for the cloak, 5 gp for the bone clasp, 100 gp for the artistry, and 150 gp for the yeti fur).

Special Rules: +2 bonus to Fortitude saves when faced with the possibility of cold danger. *Weight:* 2 lbs.

JEWELRY

Rings, necklaces, broaches, ear rings, and other fine pieces of jewelry created for the wealthy.

Crown of the Medusa

Appearance: A hideous piece of art, this crown is large and heavy, with a dozen sculpted snakes rising in a ring around it. The snakes all leer forward, mouths open, metal teeth glistening. The eyes of the snakes are small green gemstones with only a few (2d4) missing.

Appraise Information: DC 15. This crown is constructed from electrum while the snakes are all made of silver-plated copper. The emeralds are small and near-perfect with only a few imperfections in each one.

Value: 10,500 gp (1,500 gp for the electrum crown, 650 gp for each snake, and 50 gp for each emerald). Reduce the value by 50 gp per missing emerald.

Special Rules: Wearing the crown for any length of time is tiring and puts a great deal of strain on the wearer's neck. All Strength and Constitution checks suffer a -2 circumstance penalty when the crown is worn. **Weight:** 22 lbs.



Dragon Broach

Appearance: A 4" round gold broach in the shape of a dragon's head.

Appraise Information: DC 14. This broach, while gold in color, is simply gold-plated iron. The true value of the broach comes from the fine artistry involved in its manufacture.

Value: 126 gp (1 gp for the broach, 125 gp for the craftsmanship and artistry).

Special Rules: None. **Weight:** 1 lb.

Elvish Ring

Appearance: A gold ring with beautiful engravings of plants and flowers. Inside the band is written "With Love" in elvish.

Appraise Information: DC 12. This elvish ring is more than a thousand years old. It is the style of ring used in elvish weddings.

Value: 430 gp (10 gp for the ring, 420 gp for the age and artistry).

Special Rules: None. **Weight:** <1 lb.

Glowing Ring

Appearance: A bright, polished, human-sized ring manufactured of metal. The ring has no markings and is a simple band with no gems or ornamentation. In the dark, when worn, the ring glows faintly, giving off just enough light to see in a 1 ft. radius around the ring.

Appraise Information: DC 16. The ring is constructed of a rare metal, Glow Steel, that can only be found deep underground. Dwarves value the metal for its ability to glow when heated (the reason the ring glows when worn) and are always in search of the metal.

Value: 660 gp (10 gp for the ring, 650 gp for the rare metal).

Special Rules: None. **Weight:** <1 lb.

Griffin Pendant

Appearance: A 4" round, silver-colored pendant with the image of a griffin inlaid on one side in gold. This pendant hangs from a long chain.

Appraise Information: DC 12. Constructed of silver and iron, the true value of this pendant comes from the sculpting and artistry. The chain is made of small steel rings.

Value: 81 gp (1 gp for the necklace, 5 gp for the pendant, and 75 gp for the artistry of the piece).

Special Rules: None. **Weight:** <1 lb.

Koralek's Crown

Appearance: A large golden crown with ten black gemstones set into the ring. The top edge of the crown is covered in wicked-looking spikes.

Appraise Information: DC 15. The crown is made entirely of gold, spikes and all. The stones set into the crown are small obsidian pieces that have been carefully crafted and polished.

Value: 225 gp (75 gp for the crown and 15 gp for each stone).

Special Rules: None. *Weight:* 8 lbs.

Necklace of Nobility

Appearance: A chain necklace, silver, about 40" long. The ends are permanently secured together with a golden amulet in the shape of a meteor or comet.

Appraise Information: DC 12. The necklace is fashioned of a mithril/silver composite metal that is extremely durable and heat-resistant. The amulet, made of gold, is completely solid.

Value: 295 gp (250 gp for the chain, 45 gp for the amulet).

Special Rules: None. *Weight:* <1 lb.

Ornamental Mask

Appearance: Human-sized and in the shape of a mind flayer, this costume party mask is light in weight and carefully made. The tentacles and "skin" of the mask feel rubbery to the touch while red gemstones set into the cheeks and the end of each tentacle add to the mask's value (6 gemstones total). The mask is secured to the wearer's face with thin silk strands.

Appraise Information: DC 12. The mask is made of the actual head of a mind flayer that has been preserved. The gems are small star rubies, each extremely valuable.

Value: 11,910 gp (4,300 gp for the mind flayer's head, 1,250 gp for each star ruby, 10 gp for the silk, and 100 gp for the craftsmanship of the mask).

Special Rules: None. *Weight:* 12 lbs.

Silver Comb

Appearance: A woman's comb, about 8" long, fashioned of a light-weight metal that's dull and faded. A few of the comb's teeth are broken.

Appraise Information: DC 12. This comb is made completely of silver.

Value: 5 gp. A pristine silver comb would sell for 15 gp.

Special Rules: None. *Weight:* <1 lb.

"Simple" Gold Band

Appearance: A gold ring without any ornamentation. A simple mark inside the band is the only thing marring the otherwise perfect shape and surface.

Appraise Information: DC 19. Upon closer study, it is revealed that this gold ring is, in fact, platinum plated in a thick layer of gold. The simplicity of the design is a superior form of artistry that not all can appreciate. The mark is that of a master jeweler who lived thousands of years ago.

Value: 205 gp. (2 gp for the ring, 53 worth of platinum, 150 gp for being crafted so long ago and by such a famous jeweler).

Special Rules: None. *Weight:* <1 lb.

Tentacle Ring

Appearance: A large gold ring with a single black gemstone set into an elaborate silver setting in the shape of an octopus (the tentacles hold the gemstone). The inside of the band has the word "Command" written in ancient elvish.

Appraise Information: DC 12. This is a plain gold ring with an onyx. The craftsmanship of the ring, including the octopus carving, is some of the finest ever seen.

Value: 370 gp (120 gp for the ring, 200 gp for silver setting, and 50 gp for the onyx).

Special Rules: None. *Weight:* <1 lb.

MISCELLANEOUS

These treasures do not fit simply within any of the other categories in this book. The following items range from finely crafted art objects to a mechanical clock to expensive books.

Ancient Atlas

Appearance: A massive, 24" x 18", leather-bound tome with about 80 parchment pages. The cover is decorated with small silver-colored studs and black metal corner caps. All of the pages inside are filled with notes and maps.

Appraise Information: DC 14. The maps detail most of the surrounding lands, the seas and islands to the west, and a small unnamed valley. The metal pieces affixed to the cover are all made of copper plated with silver and then painted black. The paint is wearing off of the metal.

Value: 287 gp (15 gp for the blank book, 250 gp for the maps and notes, and 22 gp worth of silver).

Special Rules: On a successful Knowledge (Geography) check (DC 25) the contents of this book grant the user a +2 bonus to future Knowledge (Geography) checks when in the lands the book details. *Weight:* 12 lbs.

Angel Statuette

Appearance: This 24" tall statue of an angel is gold in color and handsomely crafted. Seven red gemstones adorn the base of the statue (with an empty space for an eighth stone) and the wings are made of individual sheets of white metal that have been riveted to the angel's back.

Appraise Information: DC 12. The statue is made of iron that has been plated in gold. The wings are crafted from thin mithril sheets and the gemstones are all perfect star rubies.

Value: 9,250 gp (1,000 gp for each star ruby, and 2,250 gp for statue).

Special Rules: None. *Weight:* 4 lbs.

Blank Book

Appearance: A fairly standard leather-bound tome with metal corner caps, hinges, and a locking mechanism that does not require a key. The pages inside are high quality sheets that are stitched to the book's spine. Eight bright red gemstones adorn the spine of the book.

Appraise Information: DC 14. This finely crafted book is valuable as it is. The corner caps, hinges, and lock on the book are all made of silver while the ruby fragments and vellum pages only add to the book's value.

Value: 625 gp (15 gp for the blank book, 200 gp the silver corner caps, hinges, and lock, 50 gp for vellum pages, and 45 gp for each ruby fragment).

Special Rules: None. *Weight:* 4 lbs.

Bone Scroll Case

Appearance: A 12" long, 3" thick scroll case, white, stoppered at each end with a metal cap that has an inlaid pattern of an eye. The case is empty.

Appraise Information: DC 12. The case is manufactured from a dragon bone that has been hollowed. The caps are made of electrum and the inlaid patterns are silver.

Value: 105 gp (25 gp for the case, and 40 gp for each cap).

Special Rules: None. *Weight:* 2 lbs.

Bottle of Ink

Appearance: A small, gray metal container with an open top that's currently sealed with a piece of rough leather. Removing the leather reveals a black, watery substance that smells of fish. The container is not labeled.

Appraise Information: DC 12. This is a container of cheap ink used for writing or drawing. The ink and the container are fairly average.

Value: 10 gp (8 gp for the ink, 1 gp for the scrap of leather, and 1 gp for the container).

Special Rules: None. *Weight:* *.

Box of Parchment Pages

Appearance: When opened, this small wooden case reveals 100 creme-colored parchment sheets held together with a short strand of blue silk. The box is of the two part, telescoping variety and finely constructed. The parchment pages held within it are completely blank.

Appraise Information: DC 12. The wooden box and parchment pages are common items.

Value: 63 gp (50 gp for the parchment pages, 12 gp for the wooden box, and 1 gp for the silk).

Special Rules: None. *Weight:* 9 lbs.

Chest of Ancient Coins

Appearance: A small, wooden chest with two dull metal locks and hinges made of the same material. The symbol of a snake is branded into the top of the chest. Opening the chest (Open Lock DC 25) reveals a selection of coins made of copper with electrum stamping (10d20) of a crown on one side and a fist on the other and silver coins with gold stamping (4d10) of a lightning bolt on one side and an eye on the other.

Appraise Information: DC 15, chest. DC 12, coins. The chest is common and the locks are average. The coins are thousands of years old and the copper/electrum coins are "knights" while the silver/gold coins are "watchers."

Value: 575 gp (maximum value), (15 gp for the chest, 2 gp for each knight, and 4 gp for each watcher). Calculate the actual value after the number of coins is determined.

Special Rules: None. *Weight:* 20 lbs., chest.



Crystal Skull

Appearance: A human-sized skull carefully sculpted from a large red crystal. Two massive diamonds are mounted in the eye sockets of the skull.

Appraise Information: DC 15. A masterful work of art, the skull's value is harmed only by the minor imperfections in the crystal it was carved from (tiny pock marks and clouding are the biggest flaws). The diamond eyes are perfect gemstones.

Value: 11,300 gp (2,400 gp for each diamond, and 6,500 gp for the skull).

Special Rules: None. **Weight:** 18 lbs.

Deadly Poison

Appearance: A small vial filled with a thick, greenish liquid. The smell of the liquid is horribly offensive.

Appraise Information: DC 19. This liquid is a deadly poison known as Goblin's Puss. It is used to coat bladed weapons and sometimes mixed with foods.

Value: 3,601 gp (1 gp for the vial and 3,600 gp for two doses of Goblin's Puss).

Special Rules: The poison is original to this book, rules below.

Goblin's Puss: This greenish, thick liquid is created from the rotting flesh of a goblinoid that has been buried in a shallow grave for three weeks. The flesh is ground to a powder and mixed with the secretions of a rare toad found only in the southern wetlands. The poison is often used to coat blades and arrowheads since it is most dangerous when combined directly with the blood of the victim. It can be fatal if swallowed but the stench is difficult to mask making it hard to get the victim to swallow the poison willingly.

	Craft DC	Save DC	Initial Damage	Secondary Damage	Price
Injury	17	21	2d6 Con	2d6 Con	1,800 gp
Ingested	17	17	1d4 Con	1d6 Con	1,800 gp

Weight: <1 lb.

Dragon Bone Dice

Appearance: Two square dice, roughly 3" across each, with individual dwarvish runes carved into each side. They are found in a small leather pouch.

Appraise Information: DC 15. These dice are crafted from the bones of a dragon. They are slightly irregular and will roll a "6" 50% of the time.

Value: 92 gp gp (1 gp for dice, 90 gp for dragon bones, 1 gp for the pouch).

Special Rules: None. *Weight:* 1 lb.

Emerald Cup

Appearance: A small cup made of green-painted metal adorned with silver patterns and a dozen small green gemstones. The inside of the cup is brown in color. The handle is sculpted in the shape of a dragon and is made of the same metal as the rest of the cup.

Appraise Information: DC 15. The metal is painted copper. The silver patterns that cover the cup are made of thin threads of silver. The gemstones are flawed emeralds.

Value: 447 gp (5 gp for the copper cup, 250 gp for the artistry, 12 gp for the silver thread, and 15 gp for each flawed emerald).

Special Rules: None. *Weight:* 3 lbs.

Fine Wooden Case

Appearance: A masterfully constructed case built of black oak. The hinges and locks on the case are all dull green in color and metal. Opening the case reveals four golden goblets, each snug in its own custom velvet-lined place. The goblets are decorated with silver web patterns.

Appraise Information: DC 12. The case and goblets are all of the finest craftsmanship. The metal pieces of the case are painted copper. The goblets are solid gold while pattern is made of silver-coated electrum strands.

Value: 1,100 gp gp (800 gp for the case, 40 gp for each goblet, 100 gp for the artistry, and 10 gp (each goblet) for the silver/electrum strands).

Special Rules: None. *Weight:* 18 lbs.

Finely Braided Rope

Appearance: 50 ft. of rope, gold in color, and very light. Looking at the rope it is obvious that it is braided together strands of some beautiful and strong material. The ends are tied off tight and secured with small metal ringlets.

Appraise Information: DC 15. The rope is made of golden silk strands that have been braided together for added durability. The ringlets on the ends are solid silver.

Value: 100 gp (50 gp for the silk and 25 gp for each ringlet).

Special Rules: This sturdy rope has 6 hit points and can be torn apart with a successful Strength check (DC 28). It is in all other ways identical to “normal” silk rope. *Weight:* 9 lbs.

Glass Sphere

Appearance: This is a heavy, 8” diameter sphere of solid glass. Slight imperfections and ripples in the glass slightly distort vision when someone looks through the glass. The glass is pinkish in color.

Appraise Information: DC 12. Other than the bubbles and minor chips this sphere is in perfect condition. What it was constructed for is impossible to tell by just holding it and looking at it but it’s possible that it was built as a spell component or base for a magic item or it’s simply an art object.

Value: 55 gp. A perfect glass sphere would be valued at 120 gp.

Special Rules: None. *Weight:* 7 lbs.

Gnome Clock

Appearance: This heavy clockwork device is a fine wood case with a glass top that allows the gears and mechanisms inside to be seen easily. The hands of the clock are missing and the bottom shows slight fire damage.

Appraise Information: DC 16. This is a rare gnomish device that, in this damaged conditioned, is of value only as an oddity. It is possible that it could be repaired by a gnome craftsman with the necessary skill, tools, and materials.

Value: 250 gp. A working gnome clock sells for 1,500 gp.

Special Rules: None. *Weight:* 16 lbs.

Gold Candle Holder

Appearance: A 19” tall, heavy gold candle holder constructed in the shape of a clenched gauntlet. The candle, held in the fist, is held high by this human-sized gauntlet candle holder.

Appraise Information: DC 12. This is made of gold-plated iron.

Value: 165 gp (8 gp for the candle holder, 22 gp worth of gold, and 135 gp for the artistry).

Special Rules: None. *Weight:* 25 lbs.

Iron Keys

Appearance: Four heavy metal keys on a metal ring. The keys are rusted and two of them are so brittle that they break when touched.

Appraise Information: DC 12. If the locks that these keys work with could be found they would have actual value.

Value: None.

Special Rules: None. *Weight:* 3 lbs.

Ivory Case

Appearance: A small, white case with metal hinges and a metal clasp. The clasp does not lock but it will keep the lid of the case closed under normal use (including if the case is turned upside down). The interior of the case is lined with blue silk.

Appraise Information: DC 12. The case is constructed of ivory and the metal hinges and clasp are made of electrum.

Value: 585 gp (10 gp for the case, 25 gp for the electrum pieces, and 550 gp for the ivory used in its construction).

Special Rules: None. **Weight:** 12 lbs.

Jewelry Box

Appearance: A wooden, hand-carved box with metal fittings. When opened, the box reveals a velvet-lined interior with a removable tray.

Appraise Information: DC 14. The actual materials used in the constructed of this jewelry box are all fairly common, including the velvet. It is the hand-crafted, masterful artistry of this piece that gives it value.

Value: 128 gp (1 gp for the box, 2 worth of velvet, and 125 gp for the hand-fashioned artistry of the box).

Special Rules: None. **Weight:** 7 lbs.

Knight's Banner

Appearance: A 48" tall, 18" wide banner designed to be carried high at the front of an army or hung in a banquet hall, this banner is red and blue with an ancient religious symbol embroidered into it with gold-colored thread. Tattered fringe hangs from the bottom of the banner.

Appraise Information: DC 15. The symbol is that of a long-dead deity. If the banner were in better repair it would be valuable to a museum but, as it is, it is mostly worthless.

Value: None. A pristine banner of this age and design would be worth 80 gp.

Special Rules: None. **Weight:** 5 lbs.

Masterwork Climber's Kit

Appearance: This is a climber's kit in a fine leather pouch.

Appraise Information: DC 15. After study it's obvious that this kit is superior to standard climber's kits. The various metal components are crafted from adamantine while the leather of the pouch, gloves, and harness are all of supreme quality.

Value: 1,300 gp (80 gp for the climber's kit, 20 gp for the fine leather pouch, and 1,200 gp worth of adamantine).

Special Rules: This kit grants a +4 circumstance bonus to Climb checks. **Weight:** 5 lbs.

Ornamental Goblet

Appearance: A 12" tall, heavy metal goblet with six black stones ringing the lip. It's finely crafted and an obvious art piece.

Appraise Information: DC 12. The goblet is manufactured of silver and the six stones are onyx.

Value: 375 gp (15 gp for the silver goblet, and 60 gp each onyx stone).

Special Rules: The metal is old and tainted. Anyone drinking from the goblet runs the risk of being poisoned (DC 15, 1d6 hp initial damage, 1d4 temporary Con secondary damage). **Weight:** 1 lb.

Ornate Padlock

Appearance: A heavy, metal padlock studded with five small blue gemstones. The lock is closed and the key nowhere in sight.

Appraise Information: DC 12. This iron padlock is quite solid. The gemstones are blue quartz. A locksmith could, with time, craft a new key.

Value: 80 gp (40 gp for the "average", 8 gp for each quartz).

Special Rules: None. **Weight:** 1 lb.

Platinum Bell

Appearance: A small, decorative bell. Fine scrollwork, wrapping completely around it, is engraved into the lower portion of the bell.

Appraise Information: DC 12. This small bell is constructed of platinum.

Value: 4 gp (1 gp for the bell, 2 gp for the platinum, and 1 gp worth for the artistry).

Special Rules: None. **Weight:** <1 lb.

Platinum Hammer

Appearance: A shining hammer, polished metal that gleams in the sun. The handle is manufactured of the same material but is covered in hundreds of tiny glittering stones, almost more like a fine powder than actual stones. Exquisite runes and scrollworks are carved into each side of the hammer's head.

Appraise Information: DC 14. The hammer is constructed of solid platinum and the glittering stones are finely crushed diamonds that have been mounted to the handle. The fine artistry on the head of the hammer also adds a little value to the tool.

Value: 37.5 gp (1/2 gp for the hammer, 12 gp for the platinum, and 25 gp worth of diamond dust and artistry).

Special Rules: None. *Weight:* 2 lbs.

Playing Cards

Appearance: A small leather pouch that, when opened, reveals a deck of 54 playing cards. Each card is painted. The suits of the cards are Dragons, Demons, Elementals, and Elves.

Appraise Information: DC 16. This complete deck of playing cards was crafted over 300 years ago by a master artist. Each card is carefully painted in bright colors that, even after this long, still hold their beautiful colors. Some of the cards are a little worn with use and all of them are slightly yellow. The leather pouch, while also the work of artistic hands, is much newer and not near as valuable.

Value: 1,724 gp (2 gp for a deck of cards, 22 gp for the fine leather pouch, 500 gp for age, 1,200 gp for the fine painted artwork).

Special Rules: None. *Weight:* <1 lb.

Scroll Case and Blank Scrolls

Appearance: 1d20 blank parchment scrolls in a wooden scroll case that is decorated with a hand-carved scene of a wizard combating a goblin horde. The case's stoppers are missing.

Appraise Information: DC 12. These are plain parchment sheets. The case, crafted of a black oak, is a masterful work of art.

Value: 31 gp (2 sp per sheet of parchment, 2 gp for the wooden case, and 25 gp for the hand-carved scene). The price assumes that 20 sheets of parchment are found.

Special Rules: None. *Weight:* 3 lbs.

Silver Anchor

Appearance: A heavy ship's anchor covered in small chips and dents. Teeth mark mar one side of the anchor where something massive bit down.

Appraise Information: DC 12. This is a steel anchor plated in silver. An anchor of this quality is most likely from a noble's ship. It was either used on a small ship or as part of a group of similar anchors on a much larger ship.

Value: 150 gp.

Special Rules: None. *Weight:* 54 lbs.

Silver Mirror

Appearance: A small hand mirror with two handles. The mirror frame is fashioned in the form of a dragon with the two handles on either side being the fore legs of the dragon while the mirror is set in the dragon's open mouth. The tail and rear legs wrap around the mirror.

Appraise Information: DC 12. This is a perfectly normal mirror though the frame is of a high-quality silver that has been skillfully crafted.

Value: 135 gp (10 gp for a small mirror, 25 gp worth of silver, 100 gp quality artistry).

Special Rules: None. *Weight:* <1 lb.

Skull Bowl

Appearance: Made of a human skull, this bowl leaks slightly when used. The inside of the skull is stained with a dark, black color while the outside has been bleached white.

Appraise Information: DC 12. This is a crudely crafted bowl made from a human skull.

Value: 1 gp.

Special Rules: None. *Weight:* 3 lbs.

Spider's Web Lantern

Appearance: A polished metal lantern in the shape of a spider's web. It is designed more like a torch than a lantern and the light projected from it is not shielded in any way.

Appraise Information: DC 12. The metal of the lantern is silver-coated steel. The true value of this lantern comes from the beautiful artistry of the web.

Value: 132 gp (1 gp for the lamp-like oil and holder, 6 gp worth of silver, 125 gp for the artistry).

Special Rules: Functions as a lamp. *Weight:* 2 lbs.

Small Cage

Appearance: This sturdy metal cage is intended to carry small animals (20 lbs. or smaller). The door of the cage is a metal wire device that slides up and down and can be latched closed with a simple (non-locking) mechanism. Twenty tiny blue gemstones adorn the outside of the cage while the bottom of the cage is carefully protected with fine velvet (so that it can be sat anywhere and not leave marks). A metal hook on top of the cage can be used to hang it.

Appraise Information: DC 12. The cage is silver-plated steel though some of the silver has worn away. The velvet is the most luxurious part of the cage, and the most valuable, though separating it from the cage and saving enough of the material to create something new would be a difficult process.

Value: 25 gp (10 gp for the cage, 5 gp worth of silver, 10 gp for the velvet).

Special Rules: None. *Weight:* 2 lbs.

Stone Doll

Appearance: A heavy child's doll, most likely from a goblinoid tribe, this is a crude work of art. A single stone dressed in rags, the face is painted on with dark, thick globs of something that is likely animal blood.

Appraise Information: DC 13. This is primitive art at its finest.

Value: 19 gp (1 gp for the doll and 18 gp for the primitive artistry).

Special Rules: None. *Weight:* 9 lbs.

Stone Tankard

Appearance: Carved from a large stone, this tankard is heavy and ornate. A dwarvish warrior is carved into the side and the handle is a carved goblin shaman.

Appraise Information: DC 15. An ancient tankard, possibly thousands of years old. This piece would be the highlight of almost any personal collection and a draw in a museum. Dwarven kings would pay handsomely for this tankard.

Value: 3,150 gp (2 gp for the tankard and 2,500 gp for the artistry and age of the piece).

Special Rules: None. *Weight:* 4 lbs.

Superior Metal Chain

Appearance: A 50 ft. length of metal chain.

Appraise Information: DC 12. This chain is constructed of a mixture of steel and mithril.

Value: 3,150 gp (150 gp for 50 ft. of chain and 3,000 gp worth of mithril).

Special Rules: This chain has a hardness of 15 and 30 hit points. It can be broken with a Strength check (DC 35). *Weight:* 8 lbs.

Superior Scale

Appearance: Much like a regular merchant's scale but decorated with silver trim and two small red gemstones, this scale was most likely built to be a gift or "conversation" piece.

Appraise Information: DC 12. The scale, other than the silver used in the trim and the small red imitation gems, is identical to any other common scale.

Value: 3 gp (2 gp for the scale, 1 gp worth of silver, the imitation gems add no value).

Special Rules: None. *Weight:* 1 lb.

Tapestry

Appearance: A 6 ft. by 5 ft. silk tapestry with a large embroidered scene of giant butterflies swarming a castle tower, a young maiden riding one of the butterflies. The edges are carefully fringed.

Appraise Information: DC 15. This is a beautiful work of art, carefully preserved and at least 200 years old. A slight change in the embroidery shows that it was crafted by two separate artists.

Value: 315 gp (10 gp for the tapestry, 55 gp worth of silk, and 450 gp for the age and artistry of the tapestry).

Special Rules: None. *Weight:* 12 lbs.

Vase

Appearance: A tall, almost 30", metal vase. The vase has two handles, each carved to look like a human hand. The hands, plus two metal eyes on one side of the vase, adds a weird look to this otherwise ordinary vase.

Appraise Information: DC 12. This vase is built of copper plated with white silver. The metal used in its construction is not nearly as valuable as the artistry involved in fashioning the hands and the eyes.

Value: 40 gp (3 gp for vase, 2 gp worth of white silver, and 35 gp for the sculpting).

Special Rules: None. *Weight:* 4 lbs.

Vial of Poison

Appearance: A glass vial, stoppered on one end. Inside the vial is about 6 oz. of a clear, thick liquid.

Appraise Information: DC 15. The vial and stopper are fairly standard. The liquid is unknown. A successful Craft (Poison) check (DC 25) allows the appraiser to determine that the liquid is a rare poison, Cleric's Curse.

Value: 3,401 gp (1 gp for the vial and 3,400 gp for one dose of Cleric's Curse).

Special Rules: The poison is original to this book, rules below.

Cleric's Curse: This thick liquid is usually clear in appearance, like water, though it can be easily dyed and, with work, made to taste like a cheap alcoholic beverage. Cleric's Curse uses unholy water as its base ingredient to which is added an elf's tear, a wyvern's blood, and a witch's eye. The entire mixture is stirred vigorously until all of the ingredients have blended together creating a black mixture. When left for 12 hours the mixture clears to the previously mentioned clear appearance and the poisoner has successfully created Cleric's Curse.

The initial damage of the poison is a slight weakening of the victim. It is the secondary effect, that comes five rounds after administration of the poison, that is most dangerous. For a period of 1d6 days any divine healing magic cast on the target causes damage instead of healing. This poison must be ingested for it to affect the target. Evil-aligned characters are immune to the effects of Cleric's Curse.

	Craft DC	Save DC	Initial Damage	Secondary Damage	Price
Ingested	19	24	1d4 Con	special	3,400 gp

Weight: <1 lb.

MUSICAL INSTRUMENTS

These mundane instruments are more elaborate and valuable than the usual variety of musical instrument. While not as useful as a magical instrument, these instruments are highly collectable and valuable to those who deal in fine treasures and antiquities.

Black Flute

Appearance: This flute is similar to all others of its type. The instrument is about 2 ft. long with eight holes and a thumb hole. It is constructed of a black, polished wood with bright silver trim.

Appraise Information: DC 12. This masterwork instrument is made of a rare oak that is found only in the arctic forests of the north. The silver trim is, in fact, silver-plated copper.

Value: 105 gp (100 gp for the masterwork flute, and 5 gp worth of silver trim).

Special Rules: None. *Weight:* 1 lb.

Dwarven Stone Drums

Appearance: Four large (24") stone drums mounted to a wheeled cart that is designed to be pulled. The drums are ornamented with dwarven runes, silver and gold designs, and other minor artistic embellishments. The cart, constructed completely of stone, is in excellent condition.

Appraise Information: DC 12. These masterwork drums were built thousands of years ago by master dwarven stonecutters. The original purpose of this cart was to be pulled at the head of a dwarven army as it set off to war.

Value: 16,475 gp (15 gp for the cart, 100 gp for each masterwork drum, 560 gp worth of silver and gold ornaments, and 15,500 gp for the dwarven craftsmanship of the drums and the cart).

Special Rules: None. *Weight:* 2,560 lbs.

Lute of the Ancient Elves

Appearance: The strings of this lute are semi-transparent and extremely strong. The instrument is 36" long with a thin wooden bowl and dark wooden neck. Elaborate scrollwork at the head of the neck and finely etched patterns in the bowl make this an attractive instrument.

Appraise Information: DC 15. The strings of this masterwork lute are strands spider's web that has been carefully wrapped together to create each string. The spider's web strings cannot be cut or broken by non-magical means.

Value: 300 gp (100 gp for the masterwork lute, 50 gp for the artistry, and 150 gp for the spider strings).

Special Rules: None. *Weight:* 4 lbs.

Mandolin of the Spider

Appearance: A small instrument, built of a thin wood and covered in a gold-colored web pattern. The neck of the instrument is black in color.

Appraise Information: DC 12. A masterwork instrument richly decorated.

Value: 200 gp (100 gp for the masterwork lute, 25 gp worth of silver, and 75 gp for the artistry of the web pattern).

Special Rules: None. *Weight:* 3 lbs.

WEAPONS

These are deadly treasures. Masterwork swords and bows constructed ages ago for noble warriors, unique arrows with gemstone heads, and ornamental lances are just some of the items you'll find in this category.

Black Sapphire Arrows

Appearance: Arrows with a highly polished staff and finely crafted black gemstone arrowheads.

Appraise Information: DC 12. The arrowheads are manufactured or black sapphire.

Value: 807 gp (7 gp for masterwork arrows, and 800 gp for the black sapphire arrowheads). The listed value is for 50 arrows.

Special Rules: Damage inflicted by black sapphire arrows is reduced to 1/2 when an arrow strikes an armored target. When used against unarmored targets add 2 point of damages. A missed shot destroys the arrow. *Weight:* 6 lbs/50 arrows.

Blade of Oskarbi

Appearance: This masterwork longsword is dull and rusted, the blade in a horrible state. A single black gemstone, cracked and nicked, decorates the handle of the weapon.

Appraise Information: DC 12. The gemstone is actually a piece of obsidian. Writing along the blade reads, faintly, "Oskarbi."

Value: 340 gp (15 gp for the sword, 25 gp for the obsidian piece, and 300 gp for masterwork). The weapon's value (in the current state) is only 50 gp.

Special Rules: Currently none. If the weapon were to be repaired the +1 bonus (masterwork) to attack rolls would be restored. *Weight:* 4 lbs.

Bogdashka's Greataxe

Appearance: This greataxe is constructed of the finest metals and its two blades were once carefully sharpened though they are now nicked and worn. The rest of the axe is also in a slight state of disrepair but it could be repaired by a master weaponsmith. A dark leather strap hangs from the handle, perfect for carrying the weapon.

Appraise Information: DC 12. The axe is a masterwork weapon, constructed hundreds of years ago. The strap is made of dragon wing.

Value: 420 gp (20 gp for the axe, 100 gp for the dragon wing strap, and 300 gp for masterwork). In the current state the value is only 120 gp.

Special Rules: Repairing the greataxe requires a day of time, 100 gp of materials, and a successful Craft (Weaponsmith) check (DC 15). Until repaired the weapon does not gain its masterwork bonus. *Weight:* 20 arrows.



Crystal Caltrops

Appearance: A dirty, unassuming bag. When opened, it reveals several items that look like normal caltrops except that they are fashioned from a fine crystal-like substance. The bag contains 2 pounds of crystal caltrops.

Appraise Information: DC 15. These caltrops are, indeed, carved from crystal.

Value: 121 gp (1 gp for caltrops, and 120 gp for the crystal used in their manufacture).

Special Rules: None. **Weight:** 2 lbs.

Demon's Sword

Appearance: This two-bladed sword has black metal blades and a crimson hilt with six black gemstones set into the grip.

Appraise Information: DC 15. This weapon is constructed of a rare demonic metal found on another plane. The gemstones are petrified demon eyes while the crimson hilt is made of the bone of a devil.

Value: 9,990 gp (100 gp for the sword, 300 gp for masterwork, 765 gp for each petrified eye, and 5,000 gp for the rare metals).

Special Rules: +2 enhancement bonus to attack rolls (+1 for masterwork, +1 for the special metal). **Weight:** 30 lbs.

Dwarven Crossbow of Stone

Appearance: This is a heavy crossbow constructed of wood, metal, and stone. It's much heavier than a usual heavy crossbow and finely decorated with dwarven runes, gold ornamentation, and four red gemstones.

Appraise Information: DC 15. This masterwork heavy crossbow was crafted hundreds of years ago by dwarven masters. The star rubies, mithril, and artistic qualities of the weapon greatly increases its value.

Value: 4,150 gp (50 gp for the crossbow, 300 gp for masterwork, 600 gp for the materials used in construction, and 800 gp for each star ruby).

Special Rules: +1 enhancement bonus to attack rolls (masterwork). Medium-size characters may not shoot or load this weapon with one hand. **Weight:** 33 lbs.

Green Blade

Appearance: A superior longsword, the blade a rich emerald in color. The handle and hilt of this weapon are also green, though of an even deeper shade that almost appears dark. Fine scrollwork is engraved into the blade.

Appraise Information: DC 12. A masterwork longsword fashioned by dwarvish weaponsmiths thousands of years ago. The metal of the

blade is a superior quality mithril, even more durable than that mined in more recent years.

Value: 1,935 gp (15 gp for the longsword, 300 gp for masterwork, 120 gp for the scrollwork engraving, and 1,500 gp worth of mithril).

Special Rules: +1 enhancement bonus to attack rolls (masterwork). **Weight:** 3 lbs.

Koralek's Greatsword

Appearance: This massive sword gleams a bright silver under the light of the sun. The handle is finely etched with gold-colored patterns. A single black stone is mounted on the pommel of the weapon.

Appraise Information: DC 15. This greatsword is a masterwork item, forged 350 years ago by a master craftsman. The stone is a flawed chunk of obsidian.

Value: 360 gp (50 gp for the sword, 10 gp for the stone, and 300 gp for masterwork).

Special Rules: +1 enhancement bonus to attack rolls (masterwork). **Weight:** 16 lbs.

Masterwork Flame Dagger

Appearance: The flame-like blade of this dagger and the small red gemstone set into the hilt make this a truly impressive weapon when it's first seen. The blade is perfectly balanced and feels exceptional when held by a trained warrior.

Appraise Information: DC 12. This masterwork dagger is constructed of the finest steel. The gemstone is a garnet.

Value: 452 gp (2 gp for the dagger, 150 gp for the garnet, and 300 gp for masterwork).

Special Rules: +1 enhancement bonus to attack rolls (masterwork). **Weight:** 1 lb.

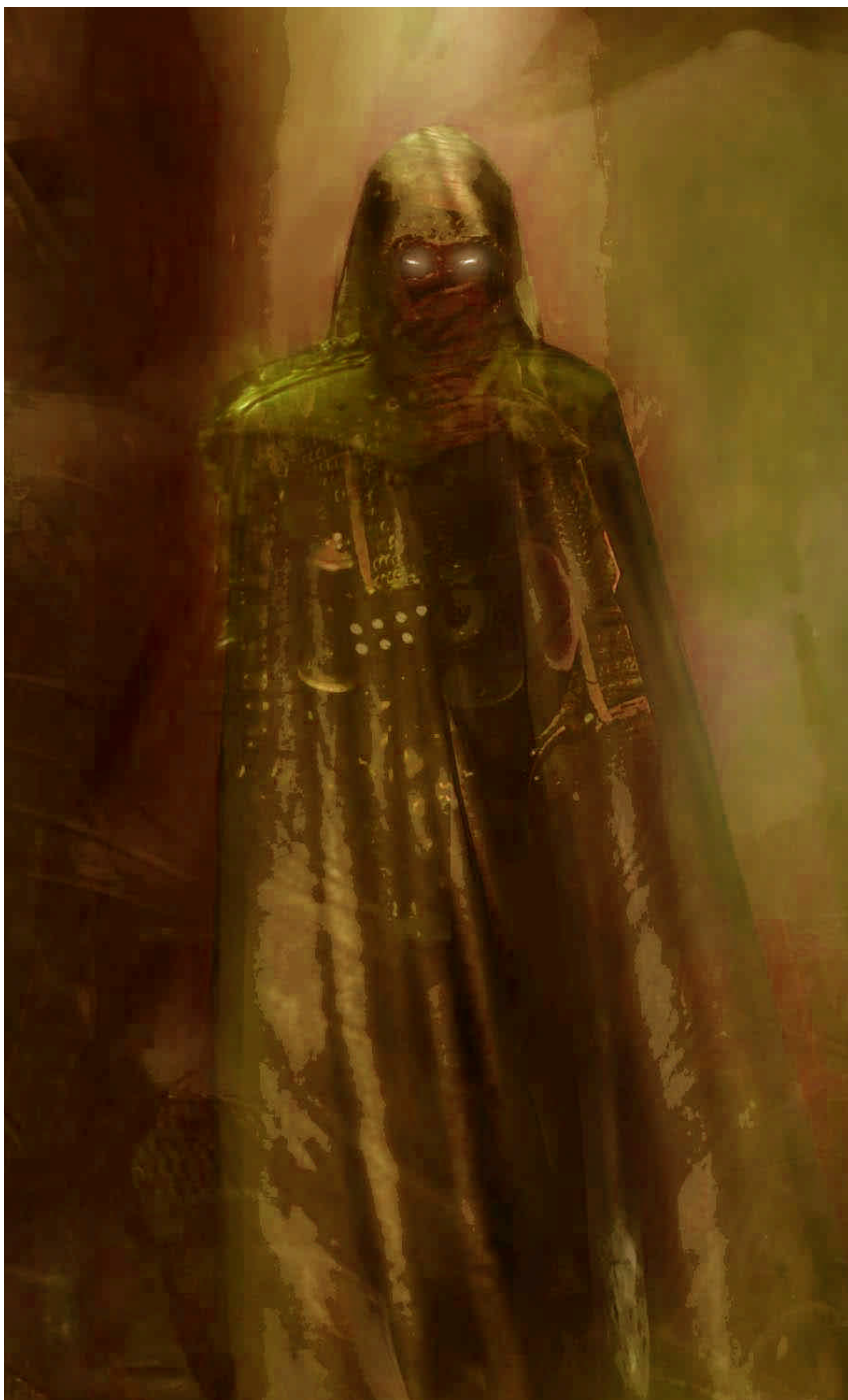
Noble's Duelling Blade

Appearance: A thin, light-weight blade of deep blue metal with a black metal handle and a small, silver-colored sword guard. The handle is carefully crafted to fit a human hand and is the heavier end of the weapon.

Appraise Information: DC 12. A dagger constructed of a rare electrum/mithril composite. The handle is made primarily of steel.

Value: 652 gp (2 gp for the dagger, 350 gp worth of mithril, and 300 gp for masterwork).

Special Rules: +2 enhancement bonus to attack rolls (masterwork +1, mithril +1). **Weight:** 1 lb.



Orc Barbarian's Greatsword

Appearance: An evil, black weapon, longer and heavier than most other greatswords. The handle of this sword, 12" of solid metal, is adomed with small spikes and bright red gemstones. A leather scabbard, designed to be worn on the back, carefully protects the blade from environmental harm.

Appraise Information: DC 12. This weapon is too fine to have been constructed by orcs. It was built, thousands of years ago, by a long-extinct race of evil humanoids. The metal used in its construction, a black form of adamantine, is rare and cannot be found anywhere on this world.

Value: 15,350 gp (50 gp for the sword, 15,000 gp worth of black adamantine, and 300 gp for masterwork).

Special Rules: +3 enhancement bonus to attack rolls (masterwork +1, black adamantine +2). **Weight:** 14 lbs.

Ornamental Long Bow

Appearance: A red wood longbow, decorated with gold trim and a dozen blue gemstones, each with a pale white stripe. The string of the bow is quite sturdy and the weapon is obviously functional as well as ornamental.

Appraise Information: DC 12. A dagger constructed of a rare electrum/mithril composite. The handle is made primarily of steel.

Value: 280 gp (75 gp for the bow, 15 gp for each banded agate, and 25 gp worth of gold trim and artistry).

Special Rules: None. **Weight:** 4 lbs.

Red Shuriken

Appearance: A small leather pouch held closed with a length of cord. When opened, ten red-colored metal shuriken are found inside. Each is in the shape of a six-pointed star with a hole in the center and elaborate patterns engraved into the metal.

Appraise Information: DC 12. These mithril shuriken are painted a shiny red. The leather pouch and cord are far too common to be protecting such valuable weapons.

Value: 132 gp (1 gp for each shuriken, 100 gp worth of mithril, 20 gp for the artistry involved in crafting the weapons, and 2 gp for the pouch).

Special Rules: None. **Weight:** 1 lb.

Slayer of Evil

Appearance: A heavy warhammer, finely crafted and engraved with ancient runes. “Authority” is written on the handle in ancient dwarvish.

Appraise Information: DC 13. A masterwork warhammer, this weapon was constructed 500 years ago by the barbarian warlord who dominated the northern wastes during that time.

Value: 362 gp (12 gp for the hammer, 50 gp for the artistry of the engraved runes, and 300 gp for masterwork).

Special Rules: +1 enhancement bonus to attack rolls (masterwork).
Weight: 10 lbs.

Spider Arrows

Appearance: A long, metal case secured with lengths of red silk that are knotted. When opened, the case reveals 5 arrows, each with a web pattern carved into the shaft. The arrowheads are silver in color and each ends in eight tiny needles. A bright crimson paste covers the tip of each needle.

Appraise Information: DC 15. The case is built of adamantine and is, itself, extremely valuable. The 50 arrows within, known as spider arrows, are rarely seen outside of the underground cities of the dark elves. Each arrow is coated with a dangerous poison that, even after remaining unused for hundreds of years, has retained its dangerous properties.

Value: 23,481 gp (1 gp for masterwork arrows, 4,600 gp per dose of poison (5 doses), and 480 gp for the case).

Special Rules: The poison is original to this book, rules below.

Hellstrike: This bright crimson paste is used as a contact poison but it can also be used to coat weapons or in eaten substances. The paste is made from the ground teeth of a slain demon that must be mixed with the blood of a second slain demon. Both demons must have been slain no more than three days before creating the poison or else it will not function.

The poison weakens the victim, draining Constitution one round after delivery and Strength three rounds later.

	Craft DC	Save DC	Initial Damage	Secondary Damage	Price
Injury	19	28	3d6 Con	2d6 Str	4,600 gp
Contact	21	25	2d6 Con	1d6 Str	4,400 gp

Weight: 19 lbs.

Two-Bladed Sword of Ceremony

Appearance: This massive two-bladed sword feels light. The handle of this sword is incredibly detailed with fine scrollwork, and engravings of dragons, knights, and a sun.

Appraise Information: DC 12. This sword, fashioned of cheap steel that has been plated in a composite silver/mithril metal, is not combat-worthy. While it is extremely detailed it is for cosmetic purposes only and would be a poor choice of weapon in a battle.

Value: 540 gp (100 gp for the sword, 40 gp worth of silver and mithril, 500 gp for the artistry, and -100 gp for worthlessness in battle).

Special Rules: If used in battle the sword breaks when it first strikes a target or is used to block a blow. **Weight:** 12 lbs.

Wregan’s Heavy Lance

Appearance: Seven small skulls are engraved into the guard of this otherwise normal heavy lance.

Appraise Information: DC 12. This masterwork lance is, other than the finely engraved skulls and light materials used in its construction, identical to any other heavy lance.

Value: 335 gp (10 gp for the lance, 300 gp for masterwork, and 25 gp for the engravings).

Special Rules: +1 enhancement bonus to attack rolls (masterwork).
Weight: 10 lbs.

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