

100 TREASURE TROVES

TREASURE TYPE I

OFFICIAL GAMING AID DESIGNED AND APPROVED FOR USE WITH

CASTLES & CRUSADES®

By JAMES MISHLER

100 Treasure Troves — Treasure Type 1 provides the **Castles & Crusades** Castle Keeper with 100 ready-made treasure troves for use in any campaign. The treasures included on these tables were generated using the standard method presented in the **Castles & Crusades** Monsters & Treasures book. If you need a Type 1 treasure, simply roll d100 and consult the table below. The only result of the M&T chart that the table below does not account for is *no treasure*, which should be a determination you make on your own as Castle Keeper; every result on this table has one or more treasures from at least one column of M&T **Table 1.0: Treasure**.

Core Assumptions

- 1,000 cp = 100 sp = 10 gp = 1 pp
- Expert-crafted weapons provide a +1 non-magical bonus to damage; they cost 10 times the normal retail price.
- Master-crafted weapons provide a +1 non-magical bonus to hit and to damage; they cost 25 times the normal retail price.
- Expert-crafted armor provides a +1 non-magical bonus to AC; they cost 10 times the normal retail price.
- Master-crafted armor provides a +1 non-magical bonus to AC and absorbs one point of damage from each non-magical melee or missile attack; they cost 25 times the normal retail price.
- Silver-plated weapons can strike lycanthropes and certain other creatures immune to normal weapons; they cost 10 times the normal retail price.
- Gems can be of various sizes and qualities; small or poor quality gems usually are worth half the normal value, while large or fine quality gems are usually worth up to double the value. A large and fine gem might be worth five to 10 times the normal value, and so on. Gems were also divided up based on total value, i.e., rather than a 100 gp and 25 gp gem, perhaps there are five 25 gp gems; so the total number of gems found do not add up to standard numbers, though the *values* usually do.
- Not all jewelry is created equal, i.e., some jewelry has value from its design, while other pieces have greater value from the materials, *etc.* A pair of gold earrings will not have the same value as a gold crown; the values on the material values table (Table 3.6) are merely *averages*, not absolutes. If jewelry is broken up for parts (gems, raw metal, etc) at least half the value should be lost from destruction of its inherent beauty, often more.
- If an item is said to be “at the bottom of the pile” or “within x container,” you should not include it in the initial description! Make your players *work* to find the good stuff!

Note: There are some magic items on this table with an XP value greater than 100. I found the limitation to be unnecessary and overly restrictive, as it would thus limit magic items included with Type 1 treasures to merely eight different potions or a single scroll of one spell, which does not fit the classic game style I feel **Castles & Crusades** should meet. Thus, some magic items above the value normally allowed on the tables can be found herein; if that does not fit your campaign, simply re-roll the treasure or replace the magic item with a potion or scroll.

D100 TREASURE TROVE

- 1 2,502 cp and 254 sp lay in a loose pile.
- 2 A carved wooden scepter in form of human skeleton (the eyes of which each have small amethysts, 500 gp), a flask of unholy water (30 gp), and a dozen torches (1 cp each) sit together in a large sack (5 sp).
- 3 A small belt pouch (5 sp) contains a tiger eye (25 gp), a smallish peridot (200 gp), and a topaz (500 gp).
- 4 506 sp fill a small wooden chest (2 gp); underneath all the silver is a scroll case (1 gp) containing a clerical *scroll of cure light wounds* (300 gp).
- 5 In a small glass bowl (5 sp) sit two large pieces of amber (10 gp each), a pearl (25 gp), and a largish amethyst (350 gp).
- 6 336 sp, two pieces of obsidian (5 gp each), a large moonstone (50 gp), and scroll case (1 gp) containing a treasure map to a type 13 treasure trove are wrapped in a cured owlbear pelt (250 gp).
- 7 34 gp and 2 pp sit in a rotting belt pouch wrapped in an old scarf.
- 8 1,080 cp, 162 sp, 15 gp, and a small electrum orb covered with gem flakes (500 gp) sit in a large iron-bound trunk (4 gp).
- 9 3,608 cp sit in a loose pile, while 315 sp stand amidst the coppers in a dozen stacks ranging from 15 to 50 coins.
- 10 Six flasks of oil (1 gp each) sit amongst the 2,743 cp that fill a large stone box.
- 11 A poor malachite (5 gp) and scratched bloodstone (25 gp) sit loose upon the ground.
- 12 A small rotting belt pouch containing 22 gp, a wolf spear (3 gp), a dagger (2 gp), and a flute (15 gp) can be found upon the desiccated remains of an erstwhile adventurer.
- 13 A small wooden chest (2 gp) contains 272 sp, 29 gp, a lapis lazuli (25 gp), a large moonstone (200 gp), a scroll case (1 gp) with a treasure map to a type 19 treasure trove, and a *potion of spider climb* (300 gp).
- 14 195 sp, 30 gp, and a long sword with an amber stone in the hilt (20 gp) lay upon the ground.
- 15 644 sp sit at the bottom of a barrel filled with brackish water.
- 16 A large stone bowl is filled to the brim with 3,137 cp; underneath all the copper sits a small carved wooden coffer lined with crushed velvet (20 gp) containing three fire opals (500 gp each).
- 17 7 pp are sewn into the lining of a dirty, heavy black cloak (1 gp) which is wrapped tightly around a lady's ornate silver necklace with jade beads (625 gp).
- 18 A small sack (1 sp) contains 33 gp and a *potion of cure light wounds* (300 gp).
- 19 An old, scuffed backpack with broken straps and bursting seams contains 455 sp, a purse with 12 gp, a tinderbox, two flasks of oil, and a wadded-up sheet of vellum (actually a wizard *scroll of sleep*, 300 gp) containing a largish violet-blue sapphire (75 gp), amidst rotted rations.
- 20 A leather wallet contains six bloodstones (50 gp each) hidden among fine halfling pipeweed (1/2 lb., 1 gp); the wallet sits in a great helm (20 gp).
- 21 A small wooden chest (2 gp) contains 364 sp, six thin silver bracelets (50 gp each), 10 silver-tipped arrows (1 gp each), a silver dagger (20 gp), a wallet with a sprig of Wolvesbane (2 gp), and an ornate signet ring of silver depicting a wolf rampant (100 gp).
- 22 A *magical long sword* +1 (1000 gp) sheathed in a rotting scabbard leans against the wall.
- 23 A dagger (2 gp), a mortar and pestle (3 gp), and a string of prayer beads (2 gp) sit atop a pile of 1,380 cp that completely fills a large iron cauldron (3 gp); an additional 603 cp and 64 sp lay strewn upon the ground around the cauldron.
- 24 A large sack (5 sp) contains 419 sp, two amethysts (250 gp each), a largish bloodstone (75 gp), a pair of fine silver earrings in the form of faeries with gem-flake eyes (125 gp each), a roll of bandages (1 sp), a moldy block of cheese, and a lady's fine nightgown (10 gp).
- 25 A large iron-bound wooden trunk (8 gp) contains four white silk tunics (6 gp each), four silk pantaloons (two red, one green, one yellow, 8 gp each), two fine heavy cloaks (one black, one gold, 5 gp each), a deep black robe of rich velvet (10 gp), shiny black heavy boots (5 gp), a crocodile-skin belt with a gold-plated buckle (10 gp), a fancy plum purple and white hat with a gold star brooch (100 gp), two silk bed sheets (5 gp each), two silk throw pillows (5 gp each), and, buried at the bottom, an expert-crafted light mace (+1 non-magical bonus to damage, 50 gp) and a *potion of cure light wounds* (300 gp) are wrapped in a pair of red long johns (4 sp) to keep them from making noise when the trunk is shaken.

- 26 610 sp lay in a pile; underneath the coins are the tattered remnants of a large, burst sack.
- 27 72 gp and 15 pieces of turquoise (10 gp each) sit in a small sack (1 sp).
- 28 A huge spherical moonstone the size of two fists together (500 gp) and a small folding gold-plated stand (50 gp) sit snugly amidst crushed velvet in a fine mahogany box with gold inlay (250 gp). The gold inlay forms a design of stars, moons, and suns; though it may appear to be a crystal ball, the moonstone possesses no magical powers.
- 29 A small wooden chest (2 gp) contains 423 sp, 42 gp; a silver urn (125 gp) containing a moonstone (25 gp), a bloodstone (50 gp), and an opal (100 gp) among 63 other worthless stones; an ivory pipe (10 gp), and a scroll case (1 gp) containing a wizard *scroll of detect magic* (300 gp).
- 30 42 gp, 3 pp, a silver holy symbol (25 gp), and a pint flask (3 cp) of fine brandy (4 gp) are wrapped in a fine tabard (10 gp) tied on a bindle stick.
- 31 A suit of scale mail (50 gp) and master-crafted battle-axe (+1 bonus to hit and damage, 250 gp) lay upon the ground; the gambeson beneath the mail has 3 gp sewn into the lining.
- 32 A large sack (5 sp) contains 330 sp, 20 gp, and a small belt pouch (5 sp) with three pearls (25 gp each).
- 33 A small wooden chest contains 536 sp, a small sack (1 sp) containing 24 jade non-magical rune stones (10 gp each, 360 gp for the full set), and a scroll case (1 gp) containing a scroll detailing the use and history of the rune stones (40 gp).
- 34 Twelve fine obsidian blades (10 gp each), an expert dagger (+1 non-magical bonus to damage, 50 gp), and a cleric *scroll of cause light wounds* (300 gp) are wrapped in a treatise on human anatomy, complete with diagrams, written in blood on seven human skins (40 gp).
- 35 An ivory draughts board (250 gp), 12 gold playing pieces (10 gp each) and 12 silver playing pieces (1 gp each), each piece depicting a dragon of the appropriate color, all contained in a specially-designed cedar case with gold and silver inlay depicting battling dragons (125 gp).
- 36 A fine horn chased with silver inlay depicting a lion hunt (150 gp) contains 77 gp.
- 37 A small sack (1 sp) contains a gold waist chain with seven opals (800 gp), a silver necklace (50 gp) with a gold medallion depicting a phoenix (250), and a magical *dagger +1* (1,000 gp).
- 38 1,897 cp and 67 sp are strewn haphazardly on the floor.
- 39 A large belt pouch (1 gp) holds 18 gp and 2 pp.
- 40 A small green garnet (250 gp) is hidden in a goblin skull filled with wadded rags.
- 41 A large loose pile of treasure consists 1,680 cp, 325 sp, 64 gp, a moonstone (25 gp), large opal (200 gp), a large peridot (500 gp), an amethyst (250 gp), an expert-crafted two-handed sword (+1 non-magical bonus to damage, 300 gp), a golden chalice (200 gp), and a *potion of cure light wounds* (300 gp).
- 42 12 small amethysts (5 gp each) and an opal (100 gp) are hidden in a secret compartment in the base of a finely carved and painted foot-tall ivory statue of the goddess of love (300 gp).
- 43 825 cp, 124 sp, 12 gp, 1 pp, a moonstone (100 gp), and a scroll case (1 gp) containing a wizard *scroll of shocking grasp* (300 gp) sit in a large wooden chest (5 gp).
- 44 16 gp, a piece of malachite (10 gp), one week's rations (3 gp), a horn (5 gp), and a hooded lantern (7 gp) sit in a large sack.
- 45 A magical *dagger +1* (1,000 gp) is wrapped in a tunic rent with cuts and caked with dried blood.
- 46 A master-craft two-handed sword (+1 non-magical bonus to hit and to damage, 750 gp) and a leather sword baldric studded with flakes of amber (50 gp) sit hidden amidst a pile of tattered and moldy tapestries.
- 47 420 sp sit in a large sack.
- 48 305 sp, 11 gp, two moonstones (25 gp each), and a *potion of cure light wounds* (300 gp) are mixed together wrapped in a dusty saddle blanket (5 sp).
- 49 A 6-inch tall egg made of gold opens on a hinge, revealing within a dragon hatchling carved from ivory and decorated with emerald flakes (1,250 gp).
- 50 A heavy silver-plated lance (100 gp) and an expert-crafted large steel shield (total non-magical bonus of +2 to AC, 200 gp) hang upon the wall.
- 51 412 sp in a loose pile upon the ground.
- 52 A bone scroll case (1 gp) contains an illusionist *scroll of change self* (300 gp).

53	6,150 cp sit in a lid-covered huge stone box.
54	Four moonstones (25 gp each) and three bloodstones (50 gp each) sit upon a silver platter (250 gp).
55	32 gp and 3 pp in a large belt pouch (1 gp).
56	A blood-spattered but otherwise intact adventurer's shoulder pack (2 gp) contains 50 feet of silk rope (10 gp), a grappling hook (1 gp), a set of manacles (15 gp), two weeks of rations (6 gp), a spell component belt pouch (10 gp), three flasks of oil (1 gp each), a tinderbox (1 gp), two large sacks (5 sp each), and a scroll case (1 gp) containing a treasure map to a type 10 treasure.
57	An expert-craft heavy crossbow (+1 non-magical bonus to damage, 500 gp) and a quiver of 12 silver-plated bolts (15 gp) hang upon the wall.
58	A simple gold ring is actually a <i>ring of protection +1</i> (2,300 gp).
59	909 cp, 120 sp, and 9 gp sit jumbled together in a large wooden chest (5 gp).
60	428 sp are rolled up in a filthy patched blue robe.
61	Seven large sacks each contain 491 cp, 68 sp, and 5 gp; the fourth sack contains a crown of silver with a gold centerpiece in the shape of a lion rampant (500 gp).
62	A barbarian-style lion fur belt (12 gp) has 8 pp hidden between the leather base and the lion hide.
63	An elaborate wooden box with gold inlay (200 gp) contains a silver tiara with bloodstones (750 gp) and a <i>potion of cure light wounds</i> (300 gp).
64	A shoulder pack (2 gp) containing 50 sheets of paper (1 gp each), two vials of ink (8 gp each), four empty scroll cases (1 gp each), and a small sack (5 sp) with 60 gp and a pearl (25 gp).
65	7,274 cp, a master-craft short bow (+1 non-magical bonus to hit and to damage, 750 gp), and a quiver of 16 arrows (16 sp) with a moonstone (100 gp) hidden in the base, lay scattered on the ground.
66	A black lacquered walking stick with a brass skull on the handle end actually hides a magical <i>poniard +1</i> (1,000 gp); the brass skull is the pommel of the poniard, which is removed from the rest of the walking stick by holding the middle of the staff and twisting the skull to the counter-clockwise.
67	A violet garnet the size of a man's thumbnail (750 gp) is hidden in a canteen full of water (2 gp).
68	A large bronze urn (25 gp) contains 621 sp.
69	<i>The Cursed Wand Zabamb:</i> This wand takes the form of a foot-long and inch-round jagged spike of silvery metal in the form of a lightning bolt. The wide shaft of the bolt on one end has the word "Zabamb" engraved in Common within it. When touched, the wand gives off a tingling electric feeling, and the wielder's hair twitches and dances, though there is no breeze. If the wand is held by a <i>wizard</i> and the wielder speaks the word "Zabamb," the wand starts giving off small arcs of electricity in a five-foot radius. The wielder must make a CL 6 Dexterity save to be able to drop the wand, or he is stuck holding it by the shock of electricity, and cannot move nor speak; if he makes the save, the wand drops at his feet, and he is free. In either case, in the next round, on its own initiative count, the wand sets off a thunderclap amidst a 40-foot diameter sphere of arcing lightning bolts. All within suffer 6d6 points of electricity damage (CL 6 Dexterity save for half damage); if the wielder was trapped, he gets <i>no saving throw</i> , takes full damage, and has to make a CL 6 Constitution save or be knocked unconscious for 1d6 minutes. The wand also attracts lightning during a thunderstorm when held or carried by a living being; there is a 1 in 6 chance per ten minutes (non-cumulative) that a lightning bolt strikes the wand without warning. The being holding or carrying the wand or within 10 feet of it when the lightning strikes suffers 6d10 points of damage (CL 6 Dexterity save for half); this bolt invariably deals structural damage to any building the wand is in or device the wand is attached to when the bolt strikes! The wand neither has nor requires charges. A bard who reads or hears the name may make a Legend Lore check to recognize the wand and its dangers; similarly, a wizard has a 5% chance per level of having heard of the wand and knowing it is accursed.
70	405 sp sits in a large sack.
71	A small plain wooden box contains a plain silver necklace that is actually a magical <i>necklace of adaptation</i> (4,500 gp)
72	3,472 cp fill the open spaces around a withered corpse in a plain oak coffin (8 gp).

- 73 425 sp are strewn all over the floor before a man-sized gold-plated statue of a god of thunder (500 gp); the statue's eye sockets each hold a loose lapis lazuli (25 gp each), and the statue holds in its hands a master-craft war hammer (+1 non-magical bonus to hit and to damage, 150 gp).
- 74 1,555 cp, 155 sp, and a *potion of cure light wounds* (300 gp) sit in a large, lid-covered copper pot (3 gp).
- 75 339 sp, 35 gp, and three tiger eyes (25 gp each) sit in a large sack.
- 76 35 gp and 20 small opals (10 gp each) are hidden wrapped in a stinking sock at the bottom of a large, ratty wooden trunk filled with rags.
- 77 616 cp, 424 sp, 48 gp; a large belt pouch (1 gp) containing 10 opals (100 gp each) and an emerald (1,000 gp); a gold armband in the shape of a coiled serpent with jade eyes (2,500 gp) and a silver tiara with a dozen amethysts (1,250 gp), are all wrapped up in a magical *cloak of elvenkind* (15,500).
- 78 A small belt pouch (5 sp) contains three blue eye agates (10 gp each).
- 79 A scroll case (1 gp) contains a map to a type 15 treasure and a *wand of color spray* (12,250 gp nominally, though there are only three charges remaining).
- 80 A small sack contains 73 gp and a set of rogues' tools (30 gp).
- 81 22 gp and 2 pp in a small purse (1 sp).
- 82 A small sack (1 sp) contains an empty scroll case (1 gp), a wooden holy symbol (1 gp), a line of prayer beads (1 gp), and a *potion of cure light wounds* (300 gp).
- 83 306 sp are stacked neatly alongside an expert-craft long sword (+1 non-magical bonus to damage, 150 gp)
- 84 A smoky yellow quartz wand (100 gp) is rolled into a kerchief and stuffed in a cracked chamber pot.
- 85 An expert-craft rapier with a bloodstone in the pommel hangs on a hook upon the wall (+1 non-magical bonus to damage, 250 gp); next to it a fine scarlet silk cloak (50 gp) with 20 gp sewn into the lining of the hem to give it weight.
- 86 A large belt pouch (5 sp) contains an amethyst (250 gp), three empty vials (1 sp each), and a *potion of comprehend languages* (300 gp).
- 87 A large wooden chest (5 gp) overflows with 906 cp, 124 sp, 9gp, and a *potion of cure light wounds* (300 gp).
- 88 A small, dingy purple cloth sack with a crown embroidered upon each side is actually a *bag of holding type I* (15 enc, 250 lb. capacity, 2,500 gp)
- 89 Two large sacks (5 sp each), one containing 360 sp, the other 250 gp.
- 90 Three black onyx (50 gp each) sit in a cornucopia carved from ivory (250 gp).
- 91 Six wands of pale blue quartz (20 gp each) sit atop a pillow of crushed blue velvet (20 gp).
- 92 65 gp sits in a small sack.
- 93 10 gp and 4 pp are strewn loose on the ground.
- 94 A small wooden chest contains 83 cp, 300 sp, 34 gp, seven pearls (25 gp each), and a magical *hand axe* +1 (1,000 gp).
- 95 Nine small violet-blue sapphires (25 gp each) sit in a small belt pouch (5 sp).
- 96 522 sp fill a master-craft small steel shield (total non-magical bonus of +2 to AC, absorbs 1 hit point from each non-magical melee or missile attack, 225 gp).
- 97 153 sp and 35 gp fill a scuffed and muddied calf-length black leather boot up to the ankle.
- 98 12 pieces of amber (5 gp each) in a tall, stoppered glass jar (2 gp).
- 99 Five ornate gold rings designed to look like leafy branches of an oak tree, each with a carved bloodstone acorn as a centerpiece (250 gp each).
- 100 200 sp in a large sack.

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