

# A Treasure of Treasures

100 treasures both mundane and magical  
Written by J. David Polson



All prices are given are for on the surface of the Prime Material Plane. They may differ in other places, for example fire ink is worth much less in the deep dungeons below. Only prices are given for mundane / non magical items and are only suggestions. The list is not meant to have items randomly selected but carefully chosen for placement in your adventure. This was written for version 5e rules but will work just as well in prior versions.

- 1) Deaths cloak. This cloak has a permanent antilife shell. (Rare) This is usually worn by intelligent undead.
- 2) A chess set with one side made of the white bones of angels the other made of the black bones of demons. The pieces are also carved as angels and demons. The board itself is made of polished white marble and black obsidian. (2000 gp)
- 3) Short sword of mithril has a gold inlaid etching of a gold dragon on its blade. The hilt is encrusted with tsavorite gems. The sheath decorated with gold and amethyst gems. (750 gp)
- 4) Large wooden chest made of blackest darkwood and having exquisite carvings of hell hounds chasing down their prey. Engraved bands of red gold encircle the chest. Within the wood is a thin layer of lead to prevent any magical items within it from being detected. (3000 gp)
- 5) A beaver hat with sable trim. (50 gp)
- 6) Small polished marble statue of purest white of a mermaid poised delicately on a rock. (50 gp)
- 7) A meerschaum smoking pipe carved with an image of a fire salamander. The eyes of the fire salamander are right where the bowl is located so they glow red with an inhale while smoking, the mouth smokes when used. (75 gp)
- 8) Silver Jewelers loupe with small embedded jewels around the outer rim (500 gp)
- 9) Exceptionally sensitive scale and standard weights made of lead for the weighing of gold, silver, and other valuable metals (75 gp)
- 10) A Painting of the fabled city of brass. Etchings of efreeti decorate the frame, which is made of brass, and fire opals are embedded in the corners. The painting is hot to the touch. (2000 gp with 1600 gp of that price being for all the fire opals)

- 11) Ring of degeneration cursed so that only if dead can it be removed. A ring of regeneration on other hand would cancel the other. Also a feign death spell will allow the cursed ring to be removed, as will a remove curse spell. Any undead can take it on and off and will be healed like a ring of regeneration does for the living but anyone living will receive necrotic damage at the same rate. (very rare)
- 12) Silver goblet which glows when in contact with poisoned drink (uncommon)
- 13) A rare purple coral sculpture of sahegrin princes with an octopus on her shoulder and other aquatic creatures about the feet. (150 gp)
- 14) Large ivory tooth intricately decorated with scrimshaw of a sea battle between a ship and a kracken. The tooth is 6 ft long and weights 1100 pounds. (5000 gp)
- 15) A painting of a battle between a galley and a sea dragon. The frame is fashioned of a silver green carapace. (250 gp)
- 16) Several medium pieces (size of palm or smaller) of ambergris (whale vomit) used in the making of perfume (1000 gp)
- 17) An intricate statue of mermaids swimming with dolphins among coral beds carved out of a very large pearl from a giant clam. (500 gp)
- 18) An ancient book with shark skin covers and made of fine kelp pages kept in a salt water tank so as to properly preserve its pages. The ancient book is written in the deep speech the aboleth use. (500 gp)
- 19) Bolts of blowfish spines for an underwater crossbow (25 gp each)
- 20) An ever-full barrel of rum. The barrel is oval in shape like the barrels found on board an ocean going vessel. (common)
- 21) Masterwork crossbow made for use underwater (500 gp)
- 22) Small mosaic of a whale shark made of pearls (100 in quantity) of varying colors each being perfectly spherical in shape (5000 gp)
- 23) A hat which is actually a bag of holding so you can “keep it under your hat” This is a tri fold hat. The hat can not be removed by any save the wearer, including gale force winds, unless the wearer is unconscious. (rare)
- 24) Sailors Cloak which keeps you dry and warm for all of a sailors shift with the exception of falling overboard. Otherwise no rain or salt water will touch you. (uncommon)

- 25) Inside the two pieces of a giant scallop shells is crushed velvet with a seven foot gold chain and various other gold pieces of jewelry for someone of giant size. The underside of the top lid contains a mural painted of an underwater city. (2500 gp)
- 26) An aged cognac in a bottle shaped like beautiful full figured nude women (15 gp)
- 27) Potion called nectar of the sea which can permanently cure an individual of sea sickness (common)
- 28) Painted eggs (1 sp each) Note: a small hole in the bottom of each egg can be found where they were emptied of their contents.
- 29) Ebony image of a worg doing battle with an ivory image of a winter wolf. (250 gp for the pair)
- 30) A bottle of assassin wine made from the berries of the assassin vine (100 gp)  
Note: this is not a poisonous wine despite the name
- 31) A bookshelf with quartz shelves having small veins of gold as well as numerous gold flecks throughout the polished rock. (500 gp)
- 32) Marble bookends sculpted to look like a titan shoving hard to hold the books in place. The bottom of the bookends are covered in velvet to prevent scratches to the bookshelves. (80 gp for pair)
- 33) Original poetry (100 years or more in age) written by a well known poet. Some being previously unpublished. (75 gp)
- 34) Potion which can assure a sentry or guard will stay awake during his or her shift and heighten their awareness. Allows +1 to saving throw against magical sleep spell. (common)
- 35) A book, detailing an in depth study of arachnids, The grimoire bears no title but has a hemisphere of amber with a spider trapped within it on the cover. (50 gp)  
Optionally there can be hidden pages in the book which contain stolen instructions on how to create a retriever. If the DM allows, and it is found, the books value increases to 1000 in gold.
- 36) Master work mandolin with inlaid mother of pearl of lake, mountain and moon and having silver strings. (750 gp)
- 37) Manual of Talents – any character who peruses this manual for seven days of uninterrupted study will gain one proficiency slot which can be used however the player wishes but must be declared before reading. The book can only be used once every seven years of time and not by the same person twice. (rare)

- 38) An onyx image of a minotaur skull (20 gp)
- 39) Fire ink. This is an ink that produces a difference in heat between the words on the page and the paper it is written on. (100 gp per bottle on the surface) It requires dark vision to see writing with this ink. Regular vision will see blank pages.
- 40) A bulls eye lantern that produces only light in the infrared range of the light spectrum (uncommon)
- 41) A ceramic box, having once been broken and repaired with silver (kintsukuroi), used as an urn for ashes and engraved with the name of a person on it along with a date. When opened only ashes can be seen. If dumped out, it contains a brooch made of obsidian used for mourning. (50 gp)
- 42) Grain for horse or other animal that will cure disease (rare)
- 43) Master work quality hairbrush for horse made of engraved silver. (75 gp)
- 44) Horse blanket of endure elements so horse is always warm (uncommon)
- 45) A master work leather saddle with designs of wild horses in full gallop decorating the leather. (150 gp)
- 46) Saddlebags of holding (rare)
- 47) Saddlebags with permanent illusion of being empty, even to the touch, unless successfully disbelieved. (rare)
- 48) A potion of creativity which allows a +1 when rolling for spell or magic item research/creation. (uncommon)
- 49) Masterwork tools for engraving leather or wood. (200 gp)
- 50) A ring of silver with a black onyx stone as its centerpiece has a small hidden compartment for the use of holding poison (10 gp)
- 51) Masterwork tools for a lapidary (artisan who forms decorative items from gems and minerals) worth 250 gp.
- 52) Small pouch of gold dust and/or small nuggets (50 gp)
- 53) Two adamantine bars (500 gp each) Each bar is enough material to forge a regular sword.

- 54) A dwarven pick for digging made out of adamantine which is masterwork in quality. (3000 gp)
- 55) The rarest of all the diamonds, a large red diamond (10,000 gp)
- 56) A one thousand year old black marble vase the handles being exquisitely carved demons bent over backwards with expressions of pain. Around the base of the vase is naturally occurring veins of swirling brilliant red minerals resembling flames. (2000 gp)
- 57) White silk robe with design of a great owl weaved into the fabric on the back and buttons made of perfect white pearls on the front. This is a cleric's robe, both the owl and the pearls are symbolic of wisdom. (75 gp) Optionally the top button can be a pearl of wisdom to be given to an especially inspiring young cleric or brave paladin.
- 58) Signet ring made of platinum engraved with a bleeding heart (10 gp)
- 59) Small deep green statuette of a fallen warrior made from bloodstone (heliotrope) Kneeling over him is a white ivory statuette of an angel placing her healing hands upon him. (50 gp for the pair)
- 60) 100 sheets of finely hammered gold leaf (200 gp). Note: an alternate could be hammered sheets of silver or platinum
- 61) Anklet with matching bracelets accented with citrine gemstones (250 gp)
- 62) A platinum diadem decorated with numerous small purple amethyst stones accented with rubies. (3000 gp)
- 63) An entire gallon of very fine perfumed whale oil for a lamp (25 gp)
- 64) A golden hawk which is a trained bird of prey (75 gp). There is also a padded leather glove used for falconry. (15 gp)
- 65) Light green silk neckband laced with small deep emerald gemstones along the edges (500 gp)
- 66) A jar of sealing wax used to seal important documents. When the document is opened and the seal broken, the one who created the seal knows who it was that opened it. (rare)
- 67) A jar of sealing wax used to seal important documents. When the document is opened if a person who isn't designated to break the seal attempts to open it, the document is destroyed. (uncommon)

- 68) Potion of invincibility. Its a strong illusion making the one who drinks this potion truly believe he or she is invincible and would even take on an ancient dragon unarmed thinking themselves unable to lose. (rare) This is usually labeled as some beneficial potion one would usually use during a battle.
- 69) Table and chairs made of rare woods and carved with woodland scenery (100 gp)
- 70) A small spool of thread fashioned of giant spiders silk suitable for the making of garments (50 gp)
- 71) A small string of 25 brown pearls used as currency in deep underwater communities. (250 sp) The pearls are not perfectly round as these kinds of pearls are far more valuable and have a small hole in there center so they can be put on strings.
- 72) One pint finely engraved pewter beer stein (5 gp)
- 73) Hairnet with small gemstones (75 gp)
- 74) Lap table with coiled snakes for legs made of a solid oak (20 gp)
- 75) An ink stand consisting of two small silver ink pots to left and right engraved with flowers and a large main silver pot in the center shaped like a tulip to hold quills. (250 gp)
- 76) Large jar of honey from a giant bee made such that the one eating it gains a cure from allergies. (common)
- 77) Crystal music box which when opened plays the wail of the banshee. Note: the song does not effect undead which are usually the ones to use this box. The song can be avoided with secret lock mechanism so the wail can be avoided when opened. (uncommon)
- 78) Robe that bestows benefits of mage armor spell (uncommon)
- 79) Leather armor as charged magic item that can cast false life at higher spell slot level (rare)
- 80) Silverware set for 12 people (72 pieces) made of solid silver and engraved along the handles (100 gp)
- 81) Armor made from rakasha hides has Globe of Invulnerability cast at 9th level spell slot so gives immunity all the way up to 8th level spells. (Legendary)
- 82) Wand made from petrified wood which can petrify person for up to 24 hours (uncommon)

- 83) White flag of truce that when raised above your head gives same effects as the sanctuary spell in 30 foot radius to both enemy and allied alike. It is called a flag of parlay and often used for diplomats and negotiations. (uncommon)
- 84) Wood jewelry box with wood inlays of flowers and consisting of many drawers and one small secret compartment. Has a complex lock trapped with poison (DC 20). Can be found with numerous items of jewelry within, brooches, rings, necklaces, pink pearl earrings, etc at DM's discretion. (250 gp for jewelry box)
- 85) Small ornamented bottle of perfume (1 gp)
- 86) Book marker of silk with gold hummingbird on one end and silver flower at the other (10 gp)
- 87) Leather string that when cut makes very audible screech which is used for a sack you keep your money in (common)
- 88) Green Dragon kettle tea pot made of Celadon porcelain (green ware) (20 gp)
- 89) Box with wood inlay of flowers and butterfly filled with 1d100 sheets of fine vellum paper (50 gp box and 5 gp per sheet paper)
- 90) Model of a triple masted cargo ship in very high detail. Hidden inside the cargo hold is a miniature barrel containing 500gp of uncut diamonds. The ship is worth 50 pieces of gold. Note: it will take some small fingers to pull out the barrel. Unless the ship is busted open.
- 91) A small statuette of a golden hawk made from gold. (50 gp)
- 92) A spell book which is trapped with a glyph so if fail to overcome, the contents of the book will be erased. The book contains spells appropriate for level of characters according to DM's discretion.
- 93) Book of Languages – The one reading this book will gain the ability to speak, read and write a chosen language. The book can only be used once every seven years of time and not by the same person twice. (rare)
- 94) Wizards Bane Dagger – this is the name of a +1 dagger that when it strikes a spell caster the caster must make a save vs. Intelligence or lose one random memorized spell. (rare)
- 95) Small porcelain statues of various creatures. There are 1d20 statues worth 10d10 sp each

- 96) Potion of Sobriety – this potion instantly cures one of being drunk and can counter the effects of drinking alcohol for an hour after imbibing the potion. (common)
- 97) Spool of gold thread used in the decoration of sword hilts 100 gp.
- 98) A box the length of a long sword with carvings on top of drow in battle with a mind flayer. Within the darkness of the velvet lined box (200 gp) is a +2 drow long sword. If the sword is exposed to sunlight it will lose the magic and become a normal albeit exquisitely made sword. (rare) Note: vampires find drow swords very desirable.
- 99) A box the length of a long sword with carvings on top of githyanki doing battle with a mind flayer. Within the darkness of the velvet lined box (200 gp) is a +3 silver sword of a githyanki knight. (very rare) The sword will cause the githyanki to attack anyone found in possession of it while in their presents.
- 100) Many colorful feathers suitable for quills from mundane birds 5 sp each. Separate from them are two ultra white two foot long feathers of a Solar (angel) worth 100 gp each suitable for penning scrolls and spell books.