

## Currency and Art Objects

The following sections on currency and a table of miscellaneous art objects originally appeared in the FORGOTTEN REALMS Adventures hardbound book (now out-of-print). The material was written by Ed Greenwood and Jeff Grubb, and originally edited by Steve Winter. Scanning and a light editorial touch-up was done by Julia Martin. The information provided here is as of the timeframe of the FORGOTTEN REALMS Adventures hardbound book, which was set shortly after the Time of Troubles (the Year of Shadows, 1358 DR).

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### Currency

For most game purposes, a copper piece is the same regardless of its point of origin. The only thing that matters about a gem is how much the local jeweler declares it to be worth. However, there are situations where a particularly large or diverse treasure hoard could benefit from a little extra note: Instead of "200 gold, three gems worth 1,000 gp each, and an art object," the players find "200 lions from the Cormyrean mint, three black opals, and a golden comb encrusted with zircons.

*Exchange Rates:* The Forgotten Realms uses standard rates of exchange between standard coins as in the Player's Handbook. Local situations may influence these exchange rates.

*Copper Coins:* The most common and least valuable of the various coins, copper coins are known as coppers, copper pieces, or copper thumbs (the last is of Cormyrean origin). Sembia released a square iron coin called the steelpense which is similar in value to the copper (see Steelpense, below). Several "coins" are used among barbarian tribes that are chips of bone, also valued as the copper. Southern city-states have all stamped a number of copper coins (unarches, radas, niftens, and spanners from Calimshan, and fanders from Amn).

*Silver Coins:* Silver coins are also called silvers and silver pieces. Both Cormyrean and Sembian mints produce silver pieces bearing the symbol of the nation on one side and a mint mark on the other. Cormyrean silvers are called falcons, their triangular Sembian cousins hawks, and the two are used interchangeably without difficulty. Other silver coinage regularly seen in the heartlands of the Realms includes the Amnian taran and Calishite coins such as the decarche, espedrille, and the ochre-tinted red worm of Memnon. Red worms are cast from silver but coated with a dye. Old coins with the dye worn away are called "skinned worms."

*Electrum Coins:* Electrum coins are not as popular as gold, silver, and copper, but exist in sufficient numbers to be represented occasionally in treasure caches or odd pockets. Electrum pieces are commonly called blue eyes throughout the heartlands of the Realms, regardless of origin: This applies to round Cormyrean eyes, diamond-shaped Sembian electrums, Calishite tazos and zonths, and Amnian centaurs. An exception is the electrum moon of Silverymoon—this coin is worth 1 ep throughout the Realms, but twice that much in the northern city of Silverymoon.

*Gold Coins:* The most common coin of adventurers, commonly called golden lions throughout the Realms, though only the Cormyrean coins carry the figure of the lion on the coin. (Sembian gold coin designs vary from year to year but always retain a five-sided shape.) The Southerners use the Amnian danter, though there are a number of other golden coins from Calimshan, Thay, and Tethyr, as well as scatterings of private mints (including those of adventuring companies) and city-states. All are worth one gold standard, save for those from the cities of Tethyr. Tethyrian gulders, moelans, myrats, and zoths are only worth 60-90% of their listed value due to the upheavals in that land.

*Platinum Coins:* These coins are relatively rare but used by successful (and boastful) adventurers and merchants. Platinum coins are called tricrowns, plats, or pearls (in particular the Southern versions, which are officially named roldons). Sembia produces no platinum coins but readily accepts those of other nations.

*Other Coins:* There are a number of coins which do not fit into any of the standard categories of other coinage but which are still found with some regularity in the heartlands. These coins have a wide range of worth that varies by coin and location (the Waterdhavian toal, for example, is worth 2 gp in Waterdeep and practically nothing elsewhere).

| <u>d100 Roll</u> | <u>Result</u> |
|------------------|---------------|
|------------------|---------------|

|       |             |
|-------|-------------|
| 01-07 | Bela        |
| 08-14 | Blood Notes |

|       |                        |
|-------|------------------------|
| 15-25 | Trade Bar, Mirabar     |
| 26-31 | Trade Bar, Merchants'  |
| 32-38 | Trade Bar, Sembia      |
| 39-40 | Trade Bar, Lantan      |
| 41-50 | Toal, Waterdeep        |
| 51-55 | Harbor Moon, Waterdeep |
| 56-70 | Steelpense, Sembia     |
| 71-75 | Copper, Shou Lung      |
| 76-80 | Silver, Shou Lung      |
| 81-82 | Shou Lung Trade Bar    |
| 83-90 | Letter of Trade        |
| 91-92 | Tharsult Statues       |
| 93-95 | Shar Rings (Ivory)     |
| 96    | Gond Bells             |
| 97-00 | Mercenary Cards        |

**Bela:** A word for paper money used by the savage barbarian tribes to the east of the Realms, bela refers both to bills used in the lands of Kara-Tur and more recent script issued by the over-chief or khahan of the tribes of the Hordelands. In the western Realms, it is worthless and is occasionally offered as an insult.

**Blood Notes:** Blood notes are scrolls, letters, or other carvings representing IOUs and promissory notes from the listed person to the holder of the note. Blood notes can be made by individuals, adventuring companies, countries, or cities to cover debts and, should debtors still be around, they are legally obligated to pay when a blood note is presented. Blood notes from individuals who are no longer alive are not binding. About 20% of the blood notes found among treasure are still collectable, with one 100 gp value for every "other money" unit found (if 10 "units" of other coinage were found and proved to be a blood note, it would be a blood note worth 1,000 gp). Locating the debtor and convincing him or her to pay up is left to the individuals involved.

**Trade Bar, Mirabar:** Coming from the wild country north of Waterdeep, these trade bars are made of black iron and shaped like rectangular spindles. They are worth 10 gp in Mirabar itself, 5 gp in the rest of the Realms.

**Trade Bar, Merchants':** These trade bars are thin, silver bars worth either 10, 20, or 50 gp each. The bar is marked at one end with its value and at the other with the symbol of the trading institution or coster that created it. Broken trade bars are valueless, though most merchants continue to honor the trade bars of defunct institutions. The trade bars of the Iron Throne trading group are not honored by other trading organizations, as this group is considered disreputable. Merchants' trade bars can be manufactured anywhere, but an increasing number of them bear the mint mark of Baldur's Gate. To determine the value of a group of trade bars, roll a d6:

| <u>d6 Roll</u> | <u>Result</u>    |
|----------------|------------------|
| 1-3            | 10 gp value each |
| 4-5            | 20 gp value each |
| 6              | 50 gp value each |

**Trade Bar, Sembia:** Ingot-shaped bars of silver dotted with copper and marked with the symbol of Sembia, these trade bars are considered to be worth their face value and are backed by the wealth of the Merchant Kingdom. To determine the value of Sembian trade bars, roll a d8:

| <u>d8 Roll</u> | <u>Result</u>    |
|----------------|------------------|
| 1-4            | 5 gp value each  |
| 5-6            | 10 gp value each |
| 7              | 25 gp value each |
| 8              | 50 gp value each |

**Trade Bar, Lantan:** A flat, envelope-shaped bar of worked steel marked with the great wheel of Gond, such bars are worth 20 gp each and are used primarily along the Sword Coast and in other regions where the Lantanna normally trade.

**Toal, Waterdeep:** The toal is a square brass coin with a hole bored in the center that is commonly used in the City of Splendors. In Waterdeep, it has a value similar to 1 ep (that of 2 gp), but it is considered worthless outside the city.

*Harbor Moon, Waterdeep:* A harbor moon is a special Waterdhavian coin struck in the shape of a crescent and made of platinum inset with electrum. It is used in bulk purchases in Waterdeep, where it is worth 50 gp. Outside Waterdeep, its value drops to 2 gp per harbor moon.

*Steelpense, Sembian:* A coin introduced by the Sembian government to replace silver (which the government could then hoard), the steelpense was overproduced and dropped in value until its present value is 1 steelpense=1 copper piece. The Sembian nobles have disavowed the coin's value, but still honor it grudgingly throughout the country. "Buying steelpense with bela" is a byword for fiscal stupidity.

*Shou Lung Copper:* Any copper coin which is not immediately recognizable is declared to come from the mystical East and is valued at 1 copper piece. Only a small number of these coins honestly come from Shou Lung or any of the Kara-Turan nations, but the name remains.

*Shou Lung Silver:* Similar to Shou Lung copper, Shou Lung silver refers to any unknown or badly worn silver coin and is valued at 1 silver piece. Some but not all of these coins find their origin in the East.

*Shou Lung Trade Bars:* These slender bars of silver, definitely oriental in origin, have made their way to the West with the occasional trader and adventurer. Shou Lung trade bars are worth about 40 gp each.

*Letter of Trade:* Similar to blood notes, letters of trade call for delivery of a particular item or items to the bearer. Only about 10% of these are worth anything; the remainder are written for organizations which no longer exist or for items which have since been sold or delivered elsewhere. Even then, the item (often not mentioned on the letter of trade) to be delivered varies from a small art object to a magical item to (in at least one case) a golem.

*Tharsult Statues:* Far to the south, the nation of Tharsult uses small art objects in trade. These statues of ivory, jade, and serpentine are used as coinage in that region, and have reached the heartlands of the Realms as curios. Typical statues are worth 15 gp each in the North, but only 5 gp each in their native land.

*Shaar Rings:* The plainsmen of the Shaar use rings made of sliced and bored ivory hung on long strings. Rings are found in bundles, and each ring is worth 3 gp.

*Gond Bells:* An odd form of money introduced by the Lantanna and used in areas of the North, in particular in trade between worshipers of Gond. A Gond bell is a small bell made of brass that almost totally encloses a loose ornamental stone which causes it to clatter. Gond bells are worth 10 gp on the open market, 20 gp if traded to a church of Gond.

*Mercenary Cards:* Mercenary cards are small cards of parchment about the size of a talis card that are marked on one side with the symbol of a particular mercenary unit. The reverse usually has some handwritten scrawl from the troop's paymaster authorizing payment. The payment is equal to 15 gp per unit of "other currency" found. If the mercenary organization still exists, its present paymaster will authorize the payment (and perhaps offer more work as well). Mercenary paymasters are accustomed to individuals producing cards that have been found in monster lairs, stolen, or won in card games.

## Art Objects

The standard table for objects of art is provided in the DUNGEON MASTER Guide. The following table provides more detail for individual items and can be used as an optional table to supplement the DMG version. This table is not recommended for large hoards and great numbers of art objects, but adds a level of detail to small hoards and perhaps provides useful and unique items for the characters. When an item is removed, scratch its number from the list. Then either replace that item with one of your own (or with one of similar value) or go to the next number in the list if the number is rolled again.

### Percentile

| <u>Roll</u> | <u>Item and Value</u>  |
|-------------|--|
| 01          | A lightly tarnished silver belt buckle with a flaming sword device (1 gp value).   |
| 02          | A scroll tube, carved in ivory with gold-plated metal end caps (3 gp value).   |
| 03          | A single boot heel, silver-plated, with embossed ornamental scrollwork design. The heel is worn and battered (1 gp value).   |
| 04          | A large bowl in good condition made of chased and pierced gold that is worked in the design of leaping dragons fighting spear-armed warriors (30 gp value).  |
| 05          | A single bracer made of electrum and worked in mock scales with four circular bosses about it, the center of each boss being a claw holding a small (20-gp value) bloodstone (150 gp value total). |

- 06 A golden comb, its handle carved into a dragon's head with a 1,000-gp-value ruby set as an eye (1,100 gp value total).
- 07 A gold tooth, "rough filling" fashion (2 gp value).
- 08 A coffer, 6 feet high by 1 foot wide by 2 feet long, with gold hinges and catch, made of carved ivory worked into a beveled top, with a gigantic battle scene covering the sides and top. All figures have been individually cut and exquisitely detailed (75 gp value).
- 09 A 6-sided die—a 1-inch cube of beaten gold stamped with holes for the pips (10 gp value).
- 10 A fingerpick for yartings and other stringed instruments. The pick is an oval made of polished abalone shell affixed to a moon-and-stars design crownpiece (2 gp value).
- 11 A pipe-style whistle of fluted design with a ring at the top for a chain or cord, made of reddish gold (3 gp value).
- 12 A brass ring of 26 pierced Waterdhavian coins (26 sp, for a 27 sp value).
- 13 An eye patch, sans chain or thong ties. The eye patch is a rhomboid of beaten gold set with a mock eye made of a sapphire (1,000 gp value). The sapphire is in turn surrounded by two crescents of polished moonstone (value 75 gp each). The eye patch is pierced in all four corners for ties (1,500 gp value total).
- 14 A death mask of a noble, bearded male visage, made of beaten gold (44 gp value).
- 15 1d8 silver bars (each a flat rectangle 2 inches thick by 2 inches wide by 10 inches long, untarnished), stamped with the symbol of Gond (25 gp value each).
- 16 A dagger with a gilded hilt. The hilt is inset with a gem of seeing. The dagger sells for 250 gp if the seller is unaware of the magic. Otherwise, treat the dagger as a magical item, and it then sells for what the market will bear.
- 17 An electrum belt buckle with a crescent moon insignia (4 gp value).
- 18 A scroll tube made of carved ebony with silver-plated end caps. Each cap is inset with a large (1,000 gp value) faceted emerald (2,300 gp value total).
- 19 A gold-plated corkscrew with a 50 gp value bloodstone set into each tip of the handle (125 gp value total).
- 20 A silver cloak pin, fashioned in the shape of a griffon's head (side view, facing right) with a 1,000-gp-value ruby as the eye (1,100 gp value total).
- 21 A cork bottle stopper, fastened by an ornate wire twisting to a large, brilliant-cut topaz (900 gp value).
- 22 A pendant consisting of a fire opal (1,400 gp value) with a gilded, fine, twisted-link neck chain (1,500 gp value for opal and chain).
- 23 A monocle made from a polished glass lens in a gold frame, with hooked and pierced side-handle, but without ribbon or cord (30 gp value).
- 24 A set of thieves' picks and tools, including universal lockpicks, prybar, waxed cord with two hooks and six thin steel spikes, whipsaw, cutters, two small black velvet bags, black leather gloves and mask, iron grapnel with 2-foot shank and end-ring (30 gp value).
- 25 A quill pen case made of gold, held shut by a clasp. Carved into the case is a scene of a scribe sitting on a stool amid stacks of parchment and writing in a tome. The symbol of Deneir is engraved on the opposite side (6 gp value).
- 26 A gold earring with a spring clamp and chain holding a large, polished, irregular piece of clear sapphire (5,000 gp value). This earring is magical and detects the alignment of any living creature it is touched to. It shows the alignment by changing color: LE=black, CE=red, NE=orange, N=brown, CN=gold, LN=steel gray, NG=green, CG=blue, LG=white. (This is a magical device, but if sold without checking it for a magical dweomer it brings 5,000 gp).
- 27 A chain, 6 feet long, made of ornamental, gold-plated, triple-interlaced links which are both heavy and strong (80 gp value).
- 28 A rotting leather-and-silk chatelaine with gold-plated scissors (3 gp value), gold-plated thimble (1 gp), 6 silver-plated keys (2 sp each), and brass key ring and leather thongs (6 gp total value).
- 29 A jewel coffer of chased silver, depicting wooded scenes with birds in branches on back and sides. The top of the coffer is graced by an engraving of a maiden combing her hair while looking into a pool at her reflection (15 gp).
- 30 An electrum medallion inlaid with copper in the design of a phoenix rising from flames. The medallion is a circular disk 4 inches in diameter (4 gp value).
- 31 A fire-blackened oak staff shod with meteoritic steel (25 gp value) at its base. The head of the staff is carved in the shape of a fanged serpent with two 500-gp-value rubies as eyes (1,025 gp value for entire staff).

- 32 A bracelet made of 46 tiny (70 gp value) white pearls strung together on gilded wire, fastened with a clever hook and loop clasp (3,220 gp value total).
- 33 An ornamental skullcap of beaten gold cut in the shape of floral vines meeting, curling away and meeting again (66 gp value).
- 34 A cup of the thinnest beaten gold set with a lip-ring of 12 tiny (500 gp value) emeralds, the whole item chased and embossed in rings of an abstract pattern (interlocked rings, vertical and horizontal bars interwoven with them) (6,250 gp total).
- 35 A statuette in solid gold of a flowing-haired maiden riding a rearing unicorn (90 gp).
- 36 A clappered bell made of carved, polished rose crystal (bell, 900 gp value; clapper, 160 gp value; set intact, 1,200 gp value). The bell and clapper are joined by fine gold wire.
- 37 A heavy candelabra (10 lbs.) made of solid silver, now black and tarnished, with four stepped branches beaten into the appearance of curling stems. Open silver flowers are set to hold candles (5 gp value).
- 38 Bangles (2d10 4-inch-diameter gold hoops with rounded edges) suitable to be worn on the wrists and biceps (5 gp value each).
- 39 A golden ball, dimpled from use but still brightly polished. The ball is a 3-inch-diameter sphere of solid gold (100 gp value).
- 40 A statuette of carved ivory of an armored warrior leaning on a great broadsword (40 gp value).
- 41 A garter consisting of nine gold coins linked with gold wire, from which hangs an electrum mesh fringe extending down in six triangles. Each triangle ends in a claw-mounted, smoothly polished jacinth (5,000 gp value each). The whole garter is backed with a (rotting) black leather band (30,000 gp value total).
- 42 A salt cellar made of ornately carved gold with a cork stopper in the bottom. The cellar is shaped like a slumbering gold dragon curled around a pile of gold (60 gp value).
- 43 A sword hilt made of intricately carved gold with an enameled painting of a hawk in flight in the center of the grip. The sword's pommel is fashioned into a hawk's head. The hilt is ornamental in nature, for it is too soft (solid gold, not plating on a stronger metal) for battle use (30 gp value).
- 44 A flagon carved of clear rock crystal polished glass-smooth. It is a tulip-shaped vessel with heavy, bulbous base, and is safe to drink from. The flagon holds 1 pint (120 gp value).
- 45 A 12-inch beer stein made of pewter set into a gold-plated iron frame with gold handle and pierced gold decorative side panels that depict huntsmen in the chase, winding horns, and with their dogs harrying a stag. The stein is safe to drink from and holds 2 quarts. It weighs 13 lbs. (85 gp value).
- 46 A book with steel-edged, beaten-gold covers, embossed and painted in fine, intricate repeating pattern borders, having as a central scene a warrior with a long sword battling a dragon, which he is grasping by the throat. The book, written in Thorass, is A Roll of Heroes: a list of now-forgotten names, their birth and death dates, titles and ranks, and their deeds (worth 300 gp for materials alone, a sage will pay 900 gp).
- 47 A gorget, crescent-shaped and sans strap. The neckpiece is made of steel plated with mirror-smooth silver, lightly tarnished, and bears a fine incised design of a star (3 gp).
- 48 A set of hairpins, gilded and with bloodstones (each worth 50 gp) as heads. There are 2d4 of these here (51 gp each).
- 49 A drinking jack of polished black-and-white horn with silver cap and base (25 gp value).
- 50 A ring of 12 keys (to chests, doors, etc.). The ring is gold-plated and contains three gold-plated keys (each worth 3 gp), six tarnished, ornate, silver-plated keys (each worth 1 gp), and three electrum-plated keys (each worth 2 gp). The ring separately is worth 6 gp (27 gp value total).
- 51 A golden flute, of delicate workmanship and mirror-smooth finish (200 gp value).
- 52 A golden urn, chased and cut with relief designs of flowers and painted with scarlet blossoms. The urn is in excellent condition, 6 feet tall, and designed to hold a single flower stem (for example, a rose). It weighs 10 lbs. (25 gp value total).
- 53 A 5-inch-diameter sphere of solid gold cut with a relief design of four sylphs amid clouds, holding up a mirror (a polished area on the sphere). The eyes of the sylphs are tiny cabochon-cut rubies (1,100-gp value each - The entire piece is worth 8,680 gp total).
- 54 A crown of yellow gold with six slim spires, with a large (90 gp value) zircon set at the base of five of the spires, and a gigantic (2 inches high, 1,000 gp value) amethyst set at the base of the tallest (front) spire (1,700 gp value total).
- 55 A half-mask of black velvet backed by leather, its lower edge trimmed with tiny teardrop citrines. There are 16 small (50 gp value) citrines and six 6 slightly larger (70 gp value) gems (1,200 gp value total).

- 56 An anklet made of 12 tiny plates of gold linked with gilded wire and fastened by a hook and eye. From each wire loop save the fastening depends a wire-mounted gem, 11 in all, as follows: 4 white pearls (each 100 gp value), 6 violet garnets (each 500 gp value), 1 deep blue spinel (of 500 gp value) (for a total value 3,950 gp).
- 57 A gaming piece in the shape of a halfling, carved of ivory with two amber beads (value 20 gp each) as eyes (50 gp).
- 58 A ring of carved and beaten gold in curlicue designs, showing a mock beast claw holding a large spherical aquamarine (of 1,000 gp value) (value 1,025 gp total).
- 59 A gaudy, ornamental fishhook made of beaten gold and studded with gems, 6 inches in overall length. Nonreligious in nature, it is used by a secret society of anglers. The gems are as follows: 6 moonstones (each 50 gp value); 8 amethysts (each of 100 gp value); 2 red garnets (each of 100 gp value); 2 pink pearls (each of 300 gp value); 2 green tourmalines (each of 100 gp value); 6 tiger eyes (each of 10 gp value) (2,500 gp value total).
- 60 A door handle of steel plated with gold fashioned into the form of a curling snake (12 gp value).
- 61 A bodkin made of tempered steel with a wire twist (and threading loop) mounting holding a tiny, crown-faceted carnelian (of 25 gp total value).
- 62 A glove for the right hand of a large human with embroidery along the back. The stitchery is a curling tendril design utilizing beads and a few gemstones as flower buds, as follows: 8 white pearls (each of 100 gp value); 1 peridot (of 500 gp value); 9 rock crystal "tears" (teardrop-cut, glassy polished, each worth 60 gp); 1 opal (1,000 gp value). The glove is made of leather and in good condition (2,850 gp total).
- 63 A copper chamber pot, chased and embossed in a relief design of rampant, stylized dragon, with two gems (1,000 gp emeralds) as eyes (2,010 gp value total).
- 64 Cloth-of-gold vestments, man-sized, with a loose cape and ankle-length undertunic, bell sleeves, and intricate embroidery, marked by symbols of Waukeen. The vestments are somewhat frayed and age-stained (150 gp value).
- 65 A ring of ornately and skillfully worked electrum set with two obsidian chips (each of 5 gp value) forming the eyes of a laughing imp (15 gp value).
- 66 A false hand, solid and unjointed, made of silver, with crescents of ivory as nails (3 ivory nails are of 1 gp value, 1 of 2 gp value, and 1 of 10 sp value) (30 gp value).
- 67 A herbal pouch with a faint, musty, unidentifiable odor. The pouch is made of shabby leather with an ivory toggle catch, and large (200 gp value) amethyst ornament surrounded by rings of beading. The beading is now worn and missing in spots, and only the amethyst has any value.
- 68 A peg-leg made of gilded wood and set with three large, cabochon-cut ovals of amber (200 gp value for each oval).
- 69 1d6 silver arrowheads (5 sp each).
- 70 A large, ornamental bodice pin (4-inch-diameter disk) of polished brass worked into the shape of a sleeping unicorn. A chalcedony is inset (70 gp value) to depict its horn (market value 75 gp).
- 71 A wall hanging 20 feet high by 15 feet wide worked in dyed wool. The tapestry consists of coarse threads on a background of scraped and sewn-together animal hides. The hanging is mildewed, moth-eaten, dirty and water-stained, but still impressive: a border of gold-colored entwining snakes encloses a scene of a crowned, bearded, noble king spearing a boar from horseback, surrounded by his courtiers. Nine black doves fly in a circle in the sky overhead, and from the boar's mouth are falling sparkling gems. The origin and meaning(s) of the work are unknown (20 gp value on the open market, worth 700 gp to a sage).
- 72 A shield of beaten gold bolted to a wooden underlay, finely worked and enameled in a scene of an armored warrior riding rampant on horseback, brandishing a curved blade, while enemies flee toward the bottom of the shield. Many castles and maidens are depicted within the border surrounding this scene, presumably possessions won by the warrior. This shield is undamaged and obviously not for battle use—it is both too heavy and too fragile. It is magnificent in appearance and quite large (4 feet tall). Its origin, and the identity of the warrior depicted, are now lost (500 gp value).
- 73 Three identical throwing knives, silver-plated (on a steel base) and finely balanced, with plates of polished sardonyx (each plate worth 150 gp) set on both sides of the tang to form a grip. Of magnificent appearance, they are also practical weapons rather than merely ornamental (320 gp value each).
- 74 A beast goad (ankus) consisting of a gold-plated iron rod that is hooked at the end. The other end is capped with a large (6 inch) square-faceted ruby (9,300 gp value).

- 75 A mirror made of reflective, polished electrum set in a silver frame. The back panel of the mirror is chased in a design of a smiling, elfin female face. The mirror is designed without a handle (40 gp value).
- 76 A tray made from a giant scallop shell, gilded and affixed to a golden mock-claw base in which are set four nails of black obsidian. The obsidian nails are worth 10 gp each, with an 80 gp total value for the tray.
- 77 Perfume in a cut crystal bottle 6 inches tall with a 2-inch-long stopper. The bottle flares from the base to wide facets along the side and from there tapers to a thin neck. The contents are an unknown, musky, but pleasant perfume (liquid scent, green and viscous). The bottle is sealed with wax (12 gp value).
- 78 A harp with an ivory-inlaid bridge and inset with two zircons (each worth 50 gp) as the eyes of a carved head at the peak of the instrument. The harp has 40 strings, is intact and playable, and has a beautiful sound. The name "Aurelin" is carved in common down the spine of the instrument. The harp is constructed of wood of an unknown type and is nonmagical (500 gp on the open market, or up to 6,000 gp to a bard).
- 79 A 2-foot rod of bronze inlaid with silver circles and 16 violet garnets (worth 500 gp each), topped with a huge, deep blue spinel (worth 900 gp). The other end of the scepter is a gold knob (8,120 gp value total).
- 80 A slim band of steel plated with electrum and set with 2 cabochon-cut star sapphires (worth 1,000 gp each), 2 cabochon-cut opals (worth 1,000 gp each), and a huge, central black opal (worth 2,000 gp) (6,020 gp value total).
- 81 A gold ewer. The flare-mouthed pitcher has 2 handles, one to a side, and its outside is worked in an abstract, horizontal-curved design (45 gp value).
- 82 A platter of chased and pierced gold. The platter is delicate and easily damaged, but in good condition. It is a large oval, 2 feet long by 1 foot wide at widest point (300 gp value).
- 83 A crown made of a thick, soft band of beaten gold, set with 4 large (2-inch-diameter, half-relief cabochon-cut) aquamarines (each gem is worth 800 gp. The entire crown is worth 3,500 gp).
- 84 A tapestry of wool and animal hair with a few strands of spun gold. It is large (6 feet wide by 12 feet long) and depicts three maidens in skirts standing in a moonlit garden beneath seven stars. The origin and meaning of the scene is now forgotten, and the tapestry is in mediocre condition (400 gp value, 800 gp to a sage).
- 85 A single bracelet made of heavy gold and set with six blue-white diamonds (5,000 gp value each), the bracelet's edges cut in curlicues (30,100 gp value total).
- 86 14 tiles of baked and glazed clay, painted with scenes of swimming fish. White pearls (100 gp value) are inset as eyes (one fish per tile).
- 87 A human-sized chain mail shirt made of a shining, meteoritic metal, triple-linked and oiled, and in top condition. The shirt is nonmagical, but provides AC 3 to the wearer (400 gp value).
- 88 Plate barding for a horse, with rump skirt plates, chased in a floral design. The barding is ancient and constructed of fine blue steel; it is better made than that available from any present-day human smith (700 gp value).
- 89 A sarcophagus/casket of bronze sheathed with electrum, worked in an effigy-shape of sleeping form. The face of the effigy is fashioned of gold inlay. Its eye sockets once held gems, but these are missing. The casket contains human bones, but no treasure (900 gp total).
- 90 A thin, gilded wooden stick, straight and smoothly cylindrical, capped with a gold open-petaled flower at one end and a crescent moon of gold at the other. This wand is nonmagical (18 gp value).
- 91 A ring of red gold, beaten into a long knuckle-coil to resemble a miniature snake coiling about the wearer's finger. Two tiny rubies (each 90 gp value) are set into its head as eyes (190 gp value).
- 92 A long sword of steel plated with silver. Simple cross-hilted blade with a cabochon-cut piece of jet (500 gp value) set into the center of the tang where the quillons meet it. The long sword is nonmagical (530 gp value total).
- 93 A toy warrior made of bronze with a wire sword (broken off and missing). The eyes of the warrior are tiny, faceted turquoises (5 gp value each). The shield of the warrior has a silver inlay. Very finely worked, with detailed features and armor (20 gp value total).
- 94 A gold chain necklace attached by gold wire to six plates of electrum, shaped in matching pairs to cover the upper chest/collarbone area of a man-sized humanoid. Each pectoral plate is set with a large, faceted sapphire (1,600 gp value each, all perfectly matched in size and cut), and from these plates depend four pyramid-cut matched chrysoprase stones (emerald green, worth 80 gp each). The pectoral would only provide AC 6 protection and seems to be ornamental in nature (10,000 gp value total).

- 95 A brass mug, cut and chased in a broad ring of crashing waves, the engravings picked out in red enamel. The mug was intended to be purely ornamental; if wine is drunk from it, the alcohol will react with the finish to produce a dangerous poison (ingested type H). The handle of the mug has light-green jade inlays, carved in the shape of djinn (400 gp value).
- 96 1d8 rolled bales of silk bound with leather thongs and canvas outer wraps. The outer layers of silk are rotten and black, the inner areas still good. Colored with faint pastel shades, the usable area of each bale is approximately 4 feet by 21 feet long (2 gp value each).
- 97 A sickle consisting of a silver-plated steel blade and a gold-plated handle. The handle is worked into the configuration of a many-leaved branch (25 gp value).
- 98 A mantle with a black silk lining and a black velvet outer face that is adorned with beaded stars and geometric shapes. Moonstones are set into the center of each star: 36 moonstones worth 50 gp each. The mantle was created for a tall human and needs a pin to be worn correctly (1,800 gp value total).
- 99 A bundle of silver wolf furs. These are cleaned and cured pelts, sewn together into wide-sleeved, open-fronted overcloaks for winter and northern wear (1d10 furs worth 50 gp each).
- 100 A miscellaneous magical item of the DM's choice, either from the DUNGEON MASTER Guide or some other source.