

TREASURE

Storm King's Thunder contains a generous amount of treasure. This section provides guidance on how to handle certain kinds of treasure found in this adventure.

RANDOM COIN AMOUNTS

The number of coins in a creature's hoard is often represented as a die expression with a multiplier. For example, a giant might have $3d6 \times 100$ gp in a sack. To determine the number of coins in the sack, roll $3d6$ and multiply the result by 100 to get a number between 300 and 1,800. Instead of rolling to determine the number of coins, you can pick an amount that falls within the specified range. If the characters have more loot than they know what to do with, take the minimum. If they seem light on treasure, take the average (in this case, 1,000 gp) or the maximum.

RANDOM MAGIC ITEMS

Sometimes a treasure hoard contains one or more magic items determined by rolling on the magic item treasure tables in chapter 7 of the *Dungeon Master's Guide*. When determining a random magic item, roll a d100 (or have a player roll for you) and consult the specified table in the *Dungeon Master's Guide*. If your players have a "wish list" of magic items, or you think a particular item might be useful to the party, you can forgo the roll and select an item from the table. For example, if the characters find a magic item tied to Magic Item Table B, and the party is light on water-breathing magic heading into chapter 10, you might decide that the item is a *portion of water breathing* or a *cloak of the manta ray*, both of which appear on Magic Item Table B in the *Dungeon Master's Guide*.

GIANT-SIZED TREASURES

Scattered throughout the adventure are art objects crafted to giant scale, including giant-sized pieces of jewelry, articles of clothing, and room decor. Although such art objects are often quite valuable, their size and weight make them difficult to transport. Characters must decide for themselves whether it's worth the trouble to carry these items. If the characters get greedy, use the variant encumbrance rules in the *Player's Handbook* to track what they can reasonably carry.

GIANTS' BAGS

In addition to treasure, giants often possess mundane items that they carry around in leather sacks or store in old chests. As the characters loot corpses and plunder giant hoards, throw in a few items chosen or rolled randomly from the Items in a Giant's Bag table. Items that are not giant-sized are sized for Small or Medium characters.

ITEMS IN A GIANT'S BAG

d100	Item
01–02	Handaxe blade (used as a hand chopper)
03–04	Dented metal helm (used as a bowl)
05–06	Moldy and stinky wheel of cheese
07–08	Giant-sized shabby cloak (wool or hide)
09–10	Giant-sized bone comb
11–12	Iron cooking pot
13–14	Giant-sized drinking horn
15–16	Giant-sized skinning knife
17–18	Haunch of meat
19–20	Mangy fur pelt
21–22	Small bag of salt
23–24	Giant-sized pair of old sandals
25–26	Giant-sized waterskin (full)
27–28	Cask of ale (half empty)
29–30	Giant-sized necklace made of bones (hill), stone beads (stone), dragon fangs (frost), iron ingots (fire), feathers (cloud), or starfish (storm)
31–32	5-foot length of chain
33–34	1d6 humanoid skulls
35–36	Bag of dried mushrooms
37–38	50-foot coil of hempen rope
39–40	3-foot-tall idol depicting Grolantor (hill), Skoraeus Stonebones (stone), Thrym (frost), Surtur (fire), Memnor (cloud), or Stronmaus (storm)
41–42	1d6 dead trout
43–44	Dented steel shield
45–46	Wooden oar
47–48	Empty wooden barrel
49–50	30-foot-long hempen rope tied to a wooden bucket
51–52	Bundled-up tent
53–54	Riding saddle
55–56	Stuffed animal
57–58	Live animal (chicken, goat, pig, or sheep)
59–60	1d6 moldy loaves of bread
61–62	6-foot-long wooden fence post
63–64	Wooden door with twisted iron hinges
65–66	Empty wooden chest (unlocked)
67–68	Rocking chair
69–70	Painted rocking horse or wooden toboggan
71–72	1d6 dragon scales
73–74	Carved stone statue of a dwarf or human
75–76	Wooden mannequin or target dummy
77–78	Coffin or small casket
79–80	Cauldron or giant-sized kettle
81–82	Giant-sized smoking pipe
83–84	Bronze gong
85–86	Iron bell (with or without its clapper)
87–88	Beehive
89–90	Giant-sized drum
91–92	Carved wooden statue of an elf or halfling
93–94	Uprooted shrub or berry bush
95–96	10-foot-long hempen rope tied to a rowboat anchor
97–98	Wagon wheel
99–00	Tombstone