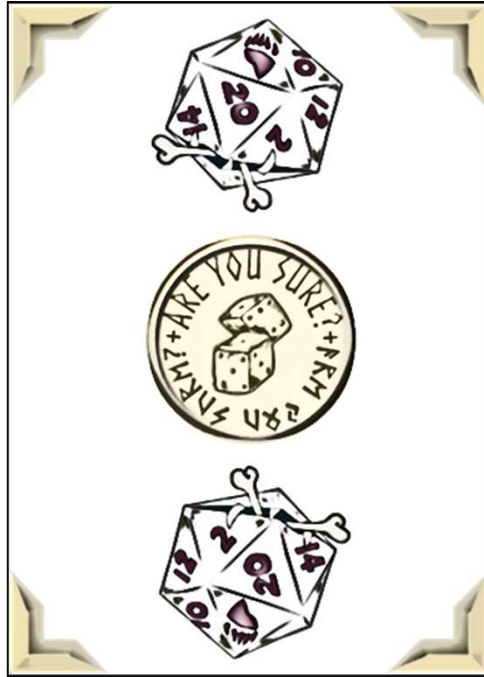


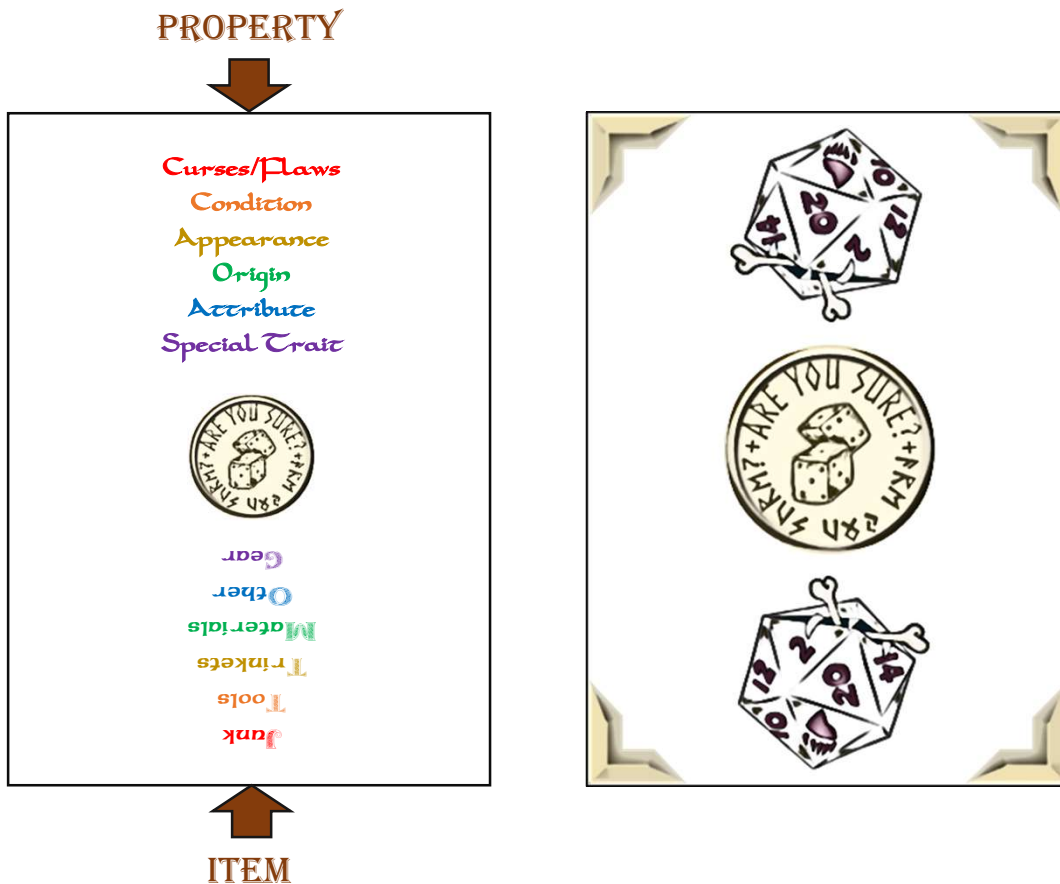
# Random Item/Search Deck



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# HOW TO USE:



**METHOD #1:** Draw one or more cards and choose a property and item.

**METHOD #2:** Draw one or more cards and roll a D6 to determine a Property and Item.

**METHOD #3:** Start with Method #1 or #2 to create a base item. Then continue drawing cards adding properties until the item has the desired number of properties.

*Caution: Not every Property will fit with every item it may create some weird but fun combination if tried.*

## PROPERTIES:

Most Properties are kept ambiguous or vague to allow DM's to tailor the limitations and benefits of any given property. Below is a suggested use for the Attributes property which have specific suggested values.

<b>ATTRIBUTES</b>	<b>SUGGESTED ITEMS</b>
<b>RARITY:*</b>	For most items that are desired to be beyond normal quality.
<b>SOURCE:*</b>	Animal, vegetable, mineral or Monster? Where does the item come from.
<b>REMAINING:*</b>	How many or much of an item is left.
<b>LENGTH:*</b>	Is the item broken? Is it whole? How big are the parts found?
<b>VALUE:*</b>	Is this item worth anything at all?
<b>LEARNED:*</b>	Best for items that can be read or studied like books. These are suggested benefits not required.
<b>LANGUAGE:*</b>	Is this item something the players can read?
<b>CONTENTS: EMPTY</b>	Used to determine if a container is empty or not.
<b>INFORMATION/MAP:*</b>	Determines whether an item's information is relevant to the character's current location.
<b>TYPE:*</b>	Does good or evil benefit from this item?
<b>WEAPON TYPE:*</b>	Determines the size of a weapon and how can be wielded.
<b>ARMOR TYPE:*</b>	Determines an armor's category.
<b>EXTRA:*</b>	Specially crafted items with unique appearances or more than one material used.

Special thanks to @UnrulyArcana for providing some much needed feedback on this project and its redesign and update.

Foreboding whispers at sunrise

Raw  
Indescribable  
Necromantic  
Rarity: Rare  
Layered



Backpack or Bag  
Prayer Rug  
Dropping(s)  
Pipe, Smoking  
Mortar & Pestle  
Candle Snuffer

Itchy on bare skin  
Processed  
Indecipherable  
Alchemic  
Rarity: Legendary  
Fibrous



Powder Puff  
Sextant  
Quill  
Leaves  
Cage  
Helmet

Butterfingers  
Tamed  
Obscure  
Eldritch  
Source: Animal  
Heavy



Stopper, Cork  
Alembic  
Lamp  
Ashes  
Magic Circle  
Boots(s)

Demonic/Cainted Aura

Old  
Ominous  
Planar: Earth  
Remaining: Idyl  
Transparent



Pottery  
Incense Burner  
Key  
Bone(s)  
Tun [250 Gal cask]  
Quarterstaff

Random acts of Evil

Repairable  
Eerie  
Occult  
Source: Monster  
Weightless



Candlestick  
Retort  
Soap  
Lime  
Barrel [40 Gal]  
Cudgel or Mace

Repair after each use

Salvageable  
Creepy  
Planar: Fire  
Source: Plant  
Chick



Fork or Spoon  
Wire  
Die [D4, D6, D10, D12, D20]  
Feather(s)  
Firkin [10 Gal cask]  
Scabbard or Harness

Dulled can't be sharpened

Folded  
Gloomy  
Planar: Water  
Source: Food item  
Narrow



Grater  
String  
Prism or Crystal  
Cobweb(s)  
Hogshead [65 Gal Cask]  
Robes

Causes Nightmares

Pristine  
Cryptic  
Arcane  
Rarity: Common  
Barbed



Comb  
Pot or Pan  
Brush  
Horns(s)  
Tray  
Dagger

Pulsates like a heartbeat

Preserved  
Intricate  
Paranormal  
Rarity: Uncommon  
Ridged



Ear spoon  
Tongs  
Mirror  
Herbs(s)  
Pentagram  
Longsword

Weeps Blood

Polished  
Curious  
Preternatural  
Rarity: Exotic  
Perforated



Crucible  
Balance & Weights  
Needle(s)  
Teeth  
Bellows  
Torch



Emanates foul odors  
Putrefied  
Tiny  
Planar: Chaos  
Remaining: 1d12  
None



Bottle  
Incense stick  
Tweezers  
Egg  
Cask [40 Gal]  
Caltrop(s)

Shedding (owner or item)  
Decayed  
Shrunken  
Planar: Law  
Remaining: 1d20  
Serrated



Skull  
Inkwell  
Hourglass  
Brimstone  
Tool  
Coat

Loose, Always falling off  
Dried  
Mis-shaped  
Planar: Positive  
Remaining: d100  
Bound



Tile or Handle  
Scripture(s)  
Magnifying Glass  
Seed(s)  
Painting(s)  
Pants

Uncomfortable to be around

(Dumfified)  
Covering  
Planar: Negative  
Length: 1d4  
Blessed



Urn  
Sheet(s) of Parchment  
Pipe(s) Musical  
Roof(s)  
Doll(s)  
Shirt

Always getting lost

(Dis)created  
Hideous  
Planar: Ethereal  
Length: 1d6  
Bouyant



Chain(s)  
Adhesive  
Bell(s) or Chime(s)  
Honeycomb  
Arras or Curtain  
Costume

Useless (even for intended use)

(M)orn  
Slewed  
Demi-plane: Dread  
Length: 1d8  
Resilient



Quiver  
Sack  
Flesh  
Prayer Beads  
Vellum  
Dust

Sealed

Flimsy  
Curved  
Demi-plane: Nightmares  
Length: 1d12  
Scable



Case, Bolt  
Motive Panel  
Eye(s)  
Whistle  
Candle(s)  
Peg(s)

Not surface  
Spoiled  
Odd  
Planar: Air  
Remaining: 1d6  
Translucent



Grinder  
Rob, Stirring  
Crystal Ball  
Claw(s)  
Keg [20 Gal]  
Gauntlet(s)

Cold surface  
Moldy  
Unnatural  
Planar: Astral  
Remaining: 1d8  
Accurate



Sifter or Strainer  
Chalk  
Funnel  
Twig(s)  
Pipe [105 Gal Cask]  
Hat

Rattles when shaken as if broken  
Rotten  
Scraggly  
Planar: Shadow  
Remaining: 1d10  
Floating



Table  
Votive Candle  
Chest  
Tallow (fat)  
Bart [125 Gal Cask]  
Scarf



Random acts of Kindness

Twisted  
Crooked  
Clockwork  
Length: 1d20  
Malleable



Longbow  
Stained Glass  
Blood

Cologne or Perfume  
Pouch, Component

Blanket

Opposite intended effect(s)

Brittle  
Fancy  
Fiend  
Length: d00  
Extending/Retractable



Battleaxe  
Kneeling stool

Powder  
Oil, Scented  
Focus: Orb

Bucket

Strange conditions for use

Disfigured  
Bold  
Demonic  
Value: Under 1gp  
Hollowed



Sling  
Coffin  
Skin  
Drum(s) or Gong  
Focus: Crystal

Pole

Gauze  
Emblem or Symbol  
Rope  
Saltar  
Book of Poems  
Crossbow



Glows under a full moon  
Stained  
Glamorous  
Giant  
Value: 1000+ gp  
Camouflage: Mundane item

Strange effect(s)

Distorted  
Embroidered  
Celestial  
Value: 10-25 gp  
Magnetic



Polearm  
Reliquary  
Stalk(s)  
Prayer Book  
Focus: Rod  
Spikes(s) or Pikes(s)

Bead  
Awl  
Statuette  
Salt  
Beastuary  
Club



Cries in Darkness  
Carnished  
Sparkly  
Draconic  
Elastic  
Learned: 1d4 spells

3x as long to dry  
Bent  
Flamboyant  
Aberrant  
Value: 50-100 gp  
Stainless



Hammer  
Tapestry  
Bitumen  
Make-up  
Focus: Staff  
Stone(s)

Fiber(s)  
Focus: Drauidic  
Lute or Lyre  
Mercury  
Manual  
Mask



Constantly-distracting owner  
Bloodied  
Shiny  
Elish  
Sticky  
Learned: Cool-proficiency

Feelings of being watched

Dented  
Flowery  
Fey  
Value: 100-500 gp  
Repairing



Whip  
Shrine  
Egg  
Fan  
Focus: Wand  
Tile

Charcoal  
Whetstone  
Walking stick  
Tongue  
Record(s)  
Shortsword



Strange noises when disturbed  
Rusted  
Matted  
Orchish  
Warm  
Learned: Skill-Proficiency





Chasing ghostly footsteps

Corroded

Faded

Dwarvish

Language: Unknown

Stuffed



Greataxe

Journal or Diary

Niter

Coin(s)

Tinderbox

Coal

Doesn't fit (anyone, ever)

Ruined

Pale

Goblinish

Language: Known by Player

Sturdy



Shortbow

Spellbook

Gum Arabic

Locket or Pendant

Water-skin

Dirk

Accident Prone

Melted

Painted

Gnomish

Contents: Empty

Rigid



Pauldron(s)

Picture or Sketchbook

Pepper

Puzzle or Music Box

Scissors

Filings

Trouble Magnet

Torn

Discolored

Human

Information/Map: Local

Prismatic/Chromatic



Gloves(s)

Compendium

Bite

Toy

Spyglass

Soot

Moves when not observed

Infested

Vibrant

Reptilian

Information/Map: Foreign

Radiant/Glowing



Greave(s)

Map or Navigation Chart

Tentacle(s)

Cup or Chalice

Compass

Sand

Glimpses into Astral Plane

Poisoned

Mismatched

Beastfolk

Information/Map: Unknown

Muted/Soundless



Vambrace(s)

Document(s)

Pitch

Clasp or Pin

Wax, Sealing

Cocoon

Difficult to Lie

Diseased

Embellished

Axian

Type: Holy

Vibrating



Warhammer

Scroll(s)

Phosphorous

Geode

Bedroll

Body (Part)

Difficult to speak truth

Pulverized

Ornate

Aquatic

Type: Unholy

Shapeless



Breastplate

Schematic(s)

Clay

Monocle

Crowbar

Organ(s)

Augmented sense of taste

Splintered

Modest

Subterranean

Weapon type: 1-handed

Blurred



Maul

Deed(s)

Amber

Ring or Signet

Grappling Hook

Bark

New owner required to be rid

Fragmented

Dusty

Verdant(plants)

Weapon type: 2-handed

Luminescent



Axe

Storybook

Ingot

Collar

Met

Pellet(s)

Glimpses into Astral Plane

Poisoned

Mismatched

Beastfolk

Information/Map: Unknown

Muted/Soundless



Vambrace(s)

Document(s)

Pitch

Clasp or Pin

Wax, Sealing

Cocoon



**Ornament (break on hit(65%))**

Broken

Dirty

Insectoid

Armor Type: Light

Hypnotic



Greatsword

Vase

Hair

Blindfold

Razor

Straw

**Poor Quality**

Shattered

Scratched

Hybrid

Armor Type: Medium

Balanced



Spear or Trident

Pitcher or Ewer

Hide

Game Piece

Knife

Lump(s)

**Crude (Low or No sell value)**

Scattered

Gouged

Cursed

Armor Type: Heavy

Silvered



Hunter's Trap or Snare

Basin

Fur

Bracelet

Sickle

Empty Flask or Vial

Husk(s)

Calipers

Brooch

Carapace

Flagon or Tankard

Visor



Dense

Extra: Wooden

Drenched

Inscribed

Oversized

Sacred

Insect(s)

Dye(s) or Paint(s)

Spectacles

Chitin

Cauldron

Flail



Flawless

Extra: Glass

False

Sigiled

Disceded

Pair/sec (benefic requires all)

**Cobbled (Disadvantage on use)**

Collapsed

Marked

Heroic

Weapon type: Versatile

Mirrored



Scimitar

Kettle

Orel(s)

Card(s)

Pick

Reed(s)

**Primitive (-1 on damage rolls)**

Burned or Scorched

Notched

Prophetic

Extra: Jeweled

Unbreakable



Shield

Decanter

Mineral(s)

Coin Pouch

Saw

Petal(s)

**Unstable**

Smoking

Carved

Sinister

Extra: Metallic

Masterwork



Dress

Dish

Gemstone(s)

Earring(s)

Ruler

Shell(s)

Manacles

Chisel

Goggles

Lodestone

Dollhouse or Model

Rapier



Furry

Extra: Bone or Ceramic

Forgotten

Wisp

Defied

Unsalvageable

Shells

