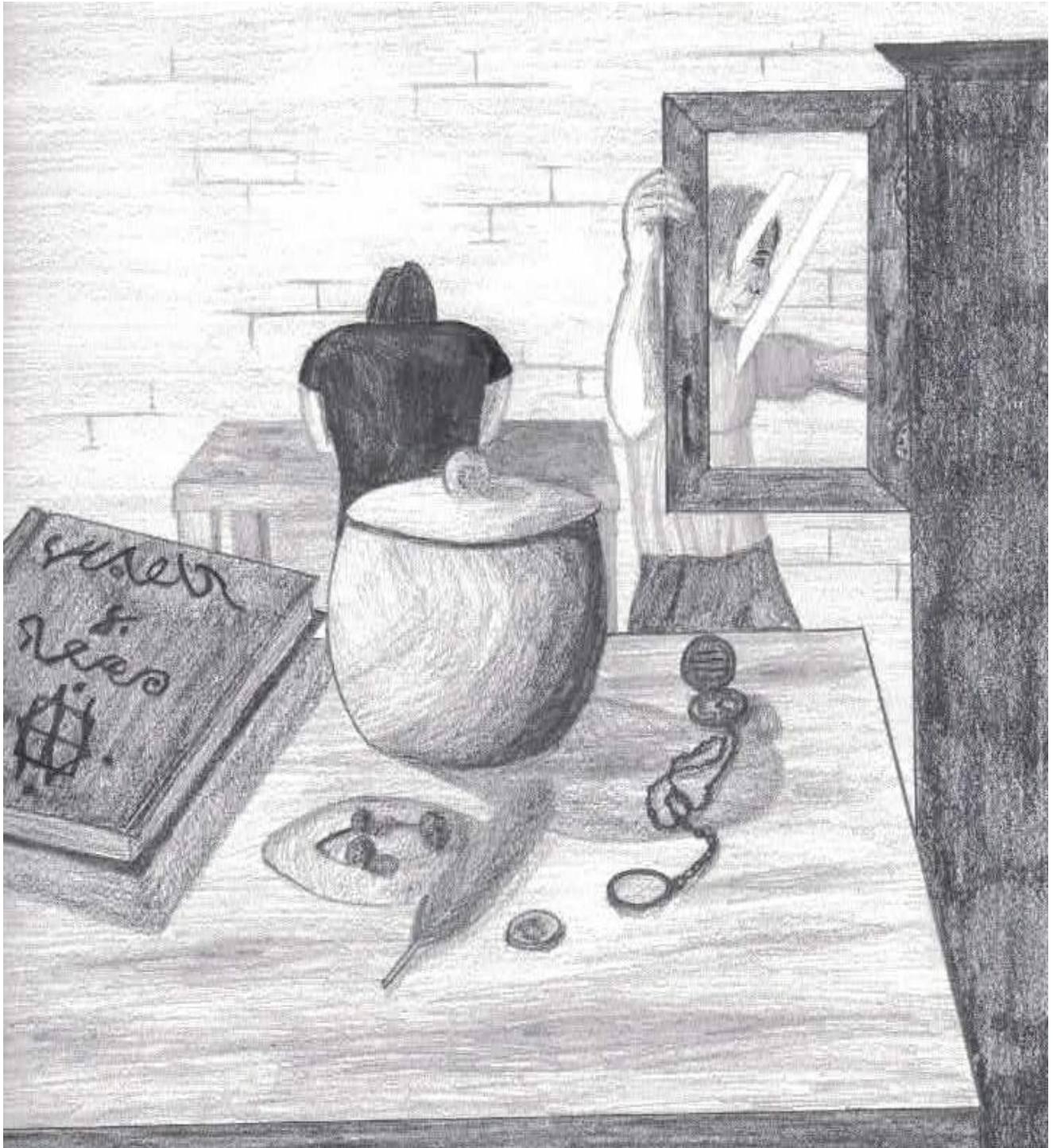


WHO WOULD JUST LEAVE THIS STUFF?

Adding Flavorful Loot to a Well-Furnished World



By James Eck

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WHO WOULD JUST LEAVE THIS STUFF ?

I. HOW TO USE THIS TOOL

Do you draw detailed maps of internal spaces and then freeze up when your players ask what's in the necromancer's desk drawer or the high priest's hutch? Do your players insist on looking through the other furniture presumably in the orc barracks after looting the bodies and raiding the warlord's chest?

The roll charts below can be used either at the table or during session prep to generate flavorful but ultimately low-impact items to reward players for searching in clever places. The items populating these little-remembered treasure troves are intended to be flavorful, adding color to the occupants of the space. They are also intended to give your players a sense of reward while in reality providing them with knickknacks they will love trying to find a good use for, despite rarely succeeding.

Step 1: Find the furnishing item that best represents the one being searched/prepared.

Step 2: Determine on a scale from 0-100 how exotic and/or magical the contents of the location should be based on how it is used and who uses it. A 0 means that all of the contents are mundane and commonplace items, while a 100 means that all of the contents are magical, exotic, and rare. (Examples: 0 for a kitchen cabinet in a villager's home, 25 for a hutch in an apothecary's laboratory, 50 for the study table of an eccentric hermit, 75 for the hidden cabinet in an ancient king's drawing room, and 100 for a lockbox behind a false wall in a powerful mage's study.)

Step 3: Roll 1d100 plus the number chosen in Step 2 on the table associated with the furnishing the number of times suggested. If the result doesn't seem to fit your situation, ignore or reroll it. If at any point you feel the loot spot is full enough, stop rolling. If you reach the end and think it could take some more, go ahead and keep rolling.

In using this tool, keep in mind that these goodies are intended to be extras to reward

players searching in overlooked places. Don't sweat it if the players run through the room without a glance at the cabinetry. If they do happen upon any of these treasure troves, keep a keen eye out for opportunities for exotic loot to become a nuisance to players who store it carelessly.

II. FURNISHINGS

Gyrick burst into the room, Thadius and Adria close behind. The lock on the chest at the foot of the bed was broken. A portrait of the prisoner princess lay against the wall, a hidden cavity exposed where it once hung. Despairing, Gyrick opened the chest to find it empty. "The stone isn't here. What are you doing, Thadius?"

Thadius had his head in a hutch, rummaging through bottles there. "Whoever looted this place missed some pretty good stuff. We should at least check it out. Maybe they didn't get the stone."

"I pray you're right, Thadius," Adria murmured, herself searching a desk drawer.

A. TABLES

Tables, workbenches, and desks typically house items that are temporarily in use, decorations that are always on display, and tools that are used often enough to be kept out. The furnishings in this section are generally open spaces where player characters can see items of interest, perhaps even in passing. Clutter may require them to take a closer look to discern any value in the treasure available here.

When using these furnishings, be careful not to hint too strongly that players should raid the tables, but be conscious of how aware their character is of their surroundings. Something might catch their eye and inspire further investigation, but they may also pass through without a second glance and leave the treasures behind.

Coffee Tables are a staple of homes opulent enough to have a sitting room. They are primarily populated by decorative items, some

of which may be very telling concerning the nature of the occupant.

When in use, coffee tables may hold beverages for immediate use. If beverages are found, consider their age and temperature. If still hot, the owner may be soon returning, but if left longer, they will be cool or even partially or wholly evaporated, leaving residue. Such leavings are indicative that the occupant left in too much of a hurry to clean up.

Number of Items: 3

1d100+0 -100	Item
1-15	Cup of Stale Water
16-35	Floral Centerpiece
36-40	Hourglass, 1 hour
41-50	Saucer and Teacup with Tea
51-65	Book of Poetry
66-75	Bowl of Hard Candies in Paper
76-80	Wood Carving
81-85	Book of Sketches or Prints
86-90	Chess Set
91-100	Mug of Coffee
101-120	Shrunken Head
121-130	Teller Bones
131-150	Listening Shell
151-165	Disciplined Spring
166-180	Bowl of Merlinberries
181-185	Living Rock
186-195	Pleasing Paper
196-200	Flame Butterfly

Example: In the home of the archmage, 50, “You climb through the window of the Archmage’s home to see an empty sitting room beyond. On a small table at the center of the sitting room is a mug with steam rising from it. A book lies open near a wrinkled, black centerpiece.”

Countertops are used primarily for food preparation and other daily tasks. Most kitchens will have some space set aside for such things, whether broad counters in a manor kitchen or a small table in a peasant’s cottage. A countertop in use probably indicates the owner isn’t far away, though it could also indicate something about the owner’s personality for a dirty counter to be left before going on a long journey.

In their role as workspaces, they house frequently used items alongside projects currently in progress. If the counter in question is not used primarily for food, a different table might be more reflective of the intent (see Work Benches).

Number of Items: 4

1d100+0 -100	Item
1-10	Raw Beef Steak
11-20	Raw Chicken
21-30	Pulled Pork (In Preparation)
31-50	Salt and Pepper
51-55	Roasted Quail (In Preparation)
56-60	Turtle Stew (In Preparation)
61-75	Rack of Spices
76-85	Cutting Board and Knives
86-95	Measuring Utensils
96-105	Hourglass, 5 minutes
106-120	Flask of Unicorn Milk, 12 oz.
121-130	Dry Fish
131-140	Manticore Stew (In Preparation)
141-150	Raw Cockatrice
151-165	Bottle of Smoke Water, 8 oz.
165-180	Raw Dragon Steak
181-195	Raw Hydra Head
196-200	Pot of Terror Weed Pollen, 6 oz.

Example: In the dusty kitchen of a long-dead hermit, 20, “It seems no one has used the kitchen in many years. As you search the counter you find a cutting board and half empty salt and pepper cellars. Nestled against the wall at the back of the counter are a pair of dark flasks. The liquid inside is white and full of chunks. A putrid smell escapes when you remove the cap and glance inside.”

Dining Tables are present in any place where food is often consumed. Whether roughly built from scrap wood with room for four settings or artfully carved from mighty oak trunks with settings for dozens, everyone needs to eat and most homes have a specific place to do so.

Dining tables are typically empty between meals excepting, perhaps, a decorative centerpiece. During meals, all settings will have a place set with food and cutlery, sometimes left behind if the meal is left in a hurry or if the owner is in the habit of leaving the table set. When using this furniture piece, consider choosing one food item and one drink item for

all settings and maybe one centerpiece if appropriate. Note whether the food, if present, is fresh, eaten, or spoiled.

Number of Items: 1-3 (Special, see above)

1d100+0 -100	Item
1-20	Cup of Water
21-30	Beef Steak
31-40	Painted Crockery
41-50	Rotisserie Chicken
51-60	Mug of Beer
61-70	Pulled Pork
71-80	Floral Centerpiece
81-85	Roasted Quail
86-95	Glass of Wine
96-100	Turtle Stew
101-125	Music Box
126-140	Manticore Stew
141-150	Jerk Cockatrice
151-170	Stormbloom Petals
171-180	Dragon Steak
181-190	Cup of Unicorn Milk
191-200	Broached Hydra

Example: In the hall of the king, 30, “Though everyone is distracted by the address outside, the king’s table has already been set. Turtle Stew is set in front of a dozen chairs; each setting has a glass of wine. A music box on the table quietly plays the king’s anthem.”

End Tables can be found in various environments, whether beside a bed or at the end of a bench. Their purpose is to provide a platform for decorations and a surface on which to place things meant to be used while sitting on the adjacent furniture.

Given their generalized nature, end tables can hold a wide variety of objects, though these will not be perishable or temporary. These items speak to what the occupant of the space did in their free time.

Number of Items: 2

1d100+0 -100	Item
1-15	Knitting Needles and Yarn
16-25	Wood Carving and Knife
26-45	Candlestick
46-55	Flower Vase
56-65	Chess Set
66-75	Book of Poetry

76-85	Journal and Writing Utensil
86-95	Hour Glass (30 minutes)
96-105	Music Box
106-115	Everash Pipe
116-125	Ghost Coin
126-140	Glimmering Thread
141-150	Helm of Crumpled Foil
151-160	Living Rock
161-170	Listening Shell
171-180	Pleasing Paper
181-190	Time Imbalanced Mirror
191-200	Stringless Marionette

Example: Beside a bench in a back room of an ancient library, 25, “Upon searching the room, you find on a small table a half-finished wood carving with a knife beside it. A pipe full of ash lies beside a pile of sooty discards.”

Grand Desks grace the studies, libraries, and offices of the wealthy and industrious members of any community. They are places of administration, cluttered with ledgers, receipts, notes, and books.

The documents and other items present on the desk may provide a great deal of insight into the business conducted by the occupant. Most everything on this desk will be in the same condition it was when left there.

Number of Items: 5

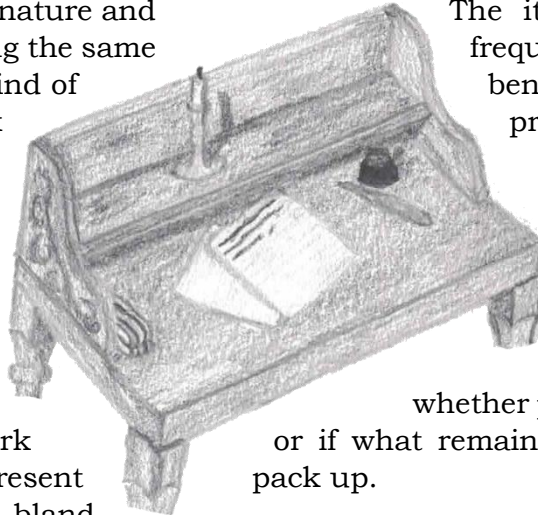
1d100+0 -100	Item
1-15	Charcoal
16-25	Ledgers
26-40	Candlestick
41-55	Inkwell and Quill
56-65	Letter Opener
66-75	Seal and Wax
76-85	Abacus
86-95	Hourglass, 1 hour
96-105	Magnifying Glass
106-115	Magnet
116-130	Helm of Crumpled Foil
131-140	Teller Bones
141-150	Pleasing Paper
151-160	Listening Shell
161-170	Living Rock
171-180	Rabbit’s Luck
181-190	Shadow Watcher
191-200	Eyelash of a Goddess

Example: A gnomish banker’s desk, abandoned when the dragon attacked, 20, “You

were told clues could be found in the Gimblemind Bank, but having discovered all the vaults empty, you search the desk of the largest office you can find. A book of records still lies open on the desk, spattered with ink from the quill that lies across it. The inkwell has been stoppered and may still be usable. An hourglass and abacus stand against the edge of the desk; beside them stands a helmet roughly shaped (probably by hand) of metal too thin to be any protection.”

Scribe’s Desks are more modest in nature and serve a functional role for those doing the same work day after day. People in this kind of employ inevitably litter their desk with little things with which to fritter away the time.

Though documents present on the desk may provide some insight into the user’s work, they likely do not provide a full picture. Consider what kind of work was done here and what snapshot a cog in that work might have had. The knickknacks present will lend color to the otherwise bland character of the peon.



from a top that still spins, wobbling slightly. For a moment you panic, thinking someone might be here, but dust covers all but the circle the top moves in. Under the coat of powder you can see a magnifying glass beside a glass cage, the bones of a small rodent inside. At the edge of the desk a tangle of wood and rope lies undisturbed.”

Work Benches are rough, well-used surfaces where mechanical or chemical work takes place, everything from carpentry to alchemy. The items found here may be frequently used tools on the bench or parts for an ongoing project.

Hidden among the mess and clutter of daily work, little treasures will provide insight into the kind of work going on here and indicate whether projects were left in a hurry or if what remains was too unimportant to pack up.

Number of Items: 6

Number of Items: 4

1d100+0 -100	Item
1-20	Charcoal
21-30	Notepaper
31-40	Candlestick
41-45	Spinning Top, Colorful
56-65	Inkwell and Quill
66-70	Jacob’s Ladder
71-80	Abacus
81-90	Hourglass, 30 minutes
91-95	Rope and Wood Puzzle
96-100	Pot of Hard Candies
101-115	Magnifying Glass
116-130	Magnet
131-140	Rabbit’s Luck
141-150	Live Mouse
151-165	Listening Shell
166-180	Lossless Top
181-190	Living Rock
191-100	Ghost Coin

Example: Desk of an apprentice enchanter in an abandoned school of magic, 80, “You were drawn to the desk by a soft keening coming

1d100+0 -100	Item
1-15	Wood Shavings
16-25	Plane
26-35	Awl
36-50	Hammer
51-55	Brass Hinge
56-65	Metal Shavings
66-75	Metal File
76-83	Jar of Iron Ball Bearings (2d6)
84-93	Magnifying Glass
94-100	Pot of Copper Springs (2d4)
101-115	Magnet
116-125	Blast Marbles on a Tray (1d4)
126-135	Pot of Creeping Tar, 8 oz.
136-145	Frictionless Ball Bearing in Fitted Leather Pouch
146-160	Disciplined Spring
161-175	Fire Starter
176-185	Jar of Squish Gel, 16 oz.
186-200	Cold Starter

Example: An old alchemist’s workshop, 100, “The burnt and gouged work surface is cluttered with remnants. A spring sticks to a magnet beside a tray of speckled spherical

rocks. A pot and jar at the back of the bench hold black and light blue materials respectively, both highly viscous. A strange device of unknown use teeters off one corner.”

B. STORAGE

Cabinets, shelves, and chests are found everywhere and used to hold items of all sorts when they’re not being used. Though some of these containers may have locks, these locks are not meant to do anything but deter casual access to the contents. Nothing truly secret or valuable will be trusted to the sole protection of these locks. The primary protection against theft these containers supply is ignorance as to the contents.

When using these furnishings, it might be appropriate to mention they are in the room, or they might just fade into the scenery. If they are mentioned, it should be in passing with no implications of their contents (or at least much less so than on tables). The players could easily pass through without probing these pieces for treasures.

Armoires are easily overlooked furnishings of many opulent living quarters. They contain mostly clothing, occasionally housing other accoutrements of high society.

Clothing and other things in the armoire will shed light on the style of the room’s occupant. This is an opportunity to provide insight into the culture and appearance of current and/or ancient peoples in your world.

Number of Items: 5

1d100+0 -100	Item
1-10	Straw Hat
11-25	Woolen Shirt and Trousers
26-40	Linen Dress
41-50	Brass Necklace and Medallion
51-60	Bottle of Olive Oil, 8 oz.
61-70	Coonskin Cap
71-85	Makeup Kit
86-95	Diamond Necklace
96-110	Elegant Dress
111-120	Peacock Feather Cap
121-130	Gemmed Diadem
131-140	Flying Squirrel Cape

141-150	Small Vial of Pheromone Perfume, 2 oz.
151-160	Wyvern Feather Cap
161-170	Dryad Bark Cream
171-180	Gorgon Blood Rouge
181-190	Shifter Skin Boots
191-200	Vial of Psychochromatic Lice

Example: A guestroom in an ancient palace, 20, “Neatly hung in the armoire are two dresses, one elegant and one plain. Resting on the floor of the armoire are a bottle of oil, a makeup kit, and a box with a fine, diamond necklace.”

Chests of Drawers are highly discreet places to put things. Omnipresent in living quarters and other rooms of both homes and workplaces, various drawers can hide anything from clothes to alchemical solutions.

The contents are mostly impossible to ascertain without first looking, and most people will pass them by without a second thought. What is inside can be insightful into the activities of the owner.

Number of Items: 6

1d100+0 -100	Item
1-15	Woolen Shirt and Trousers
16-27	Linen Dress
28-40	Sewing Kit
41-50	Deck of Cards
51-60	Flask of Alcohol, 16 oz.
61-70	Loaded Dice
71-80	Makeup Kit
81-90	Silver Chain with Crest
91-100	Jar of Bug Repellent, 8 oz.
101-110	Gum Tree Sap Paper, 2 sheets
111-120	Fire Silk Sash
121-130	Small Vial of Pheromone Perfume, 2 oz.
131-140	Ball of Superkinetic Rubber
141-150	Pouch of Basilisk Eggshell Powder, 8 oz.
151-160	Hungry Coin
161-170	Gorgon Blood Rouge
171-180	Agglomerate Egg
181-190	Vial of Psychochromatic Lice
191-200	Hand of Glory

Example: In the common area of an abandoned thieves’ guild hideout, 40, “You search through the drawers, finding in one a

deck of cards and pair of dice. In another, a rubber ball rests on four sheaves of waxy paper. Three drawers are empty, but the last contains a flask of something sloshy.”

Curio Cabinets leave their contents at least partially visible through the glass panes in the door. Though their intent is primarily to hold dishes and cutlery, they can also hold other items meant for display.

The decorative items on display speak to the personality of the occupants. Passing people who are very attentive may notice valuables, but it is easy to assume the cabinet is like any other they’ve seen. Curio cabinets may be locked, and glass panes may be broken.

Number of Items: 4

1d100+0 -100	Item
1-20	Porcelain Dish Set
21-35	Dried Flowers
35-50	Pitcher of Water
51-60	Candlesticks
61-70	Painted Crockery
71-80	Jar of Hard Candies
81-90	Silver Platter
91-100	Music Box
101-105	Shrunken Head
106-115	Teller Bones
116-125	Stormblood Petals (2d4)
126-140	Dry Fish
141-155	Time Imbalance Mirror
156-165	Stringless Marionette
166-175	Agglomerate Egg
176-185	Hand of Glory
186-195	Zephyr Feather
196-200	Eyelash of a Goddess

Example: In the entry hall of the duchess, 20, “Through the windows of the cabinet you can see a bouquet of dried flowers beside a large plate painted with the family’s crest. On the shelf above, several large purple petals rest on a silver tray.”

Closets may have the security of being locked, perhaps with a solid door that is hard to break. However, exploring parties are far more likely to investigate a closed door than an article of furniture. Once on the path, they will

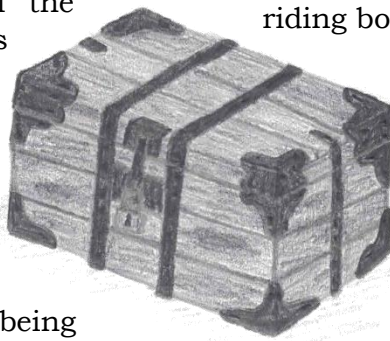
surely be dedicated enough to overcome the lock or door. The exception is closets behind hidden doors which may not be noticed.

Closets have a high capacity and a high variety and can be treasure troves of both loot and clues as to how the adjoining room was used. Imagine how the items tell a story.

Number of Items: 6

1d100+0 -100	Item
1-10	Wool Trousers and Shirt
11-20	Linen Dress
21-30	Decanter of Brandy
31-45	Weapon (as appropriate)
46-55	Snuff Box of Tobacco, 8 oz.
56-65	Riding Boots
66-75	Opium Pipe and Lamp, 4 oz.
75-95	Gentleman’s Suit or Fine Dress
96-105	Fire Silk Sash
106-120	Flying Squirrel Cape
121-130	Stone Box of Fire Ant Eggs, 6 oz.
131-140	Cauterized Troll Finger
141-150	Flask of Unicorn Milk, 16 oz.
151-160	Pouch of Blast Marbles (2d4)
161-170	Flask of Unicorn Blood, 8 oz.
171-180	Flask of Cockatrice Yolks, 8 oz.
181-190	Shifter Skin Boots
191-200	Vial of Vampire Blood, 4 oz.

Example: A secret closet in a palace sitting room, 30, “Behind a moving panel you find a small closet. There’s a stuffy smell inside, and you find a snuff box full of tobacco on one shelf. Another shelf holds a small crossbow, loaded but rusted by time. An opium pipe is hidden behind a small panel, wrapped in a sash of vibrant red cloth. Hanging on a pair of pegs just inside is a longsword of fine craftsmanship, riding boots tucked beneath it.”



Footlockers are unobtrusive and often ubiquitous in barrack environments. They may also be present in homes. Footlockers will usually have some kind of lock, ranging from simple skeleton keyholes to complex puzzle locks.

Footlockers are reserved for the owner’s most precious things, since they are both close and secure. Whether in a home or a

barracks, these personal effects expose the interests of the owner.

Number of Items: 4

1d100+0 -100	Item
1-10	Hobnailed Work Boots
11-30	Journal and Pencil
31-50	Weapon (as appropriate)
51-60	Sewing Kit
61-70	Jacob's Ladder
71-80	Pair of Loaded Dice
81-90	Book of Scripture
91-100	Snuff Box of Tobacco, 8 oz.
101-110	Glimmering Thread
111-120	Cowing Bell
121-145	Rabbit's Luck
136-145	Stone Box of Fire Ant Eggs, 6 oz.
146-155	Hungry Coin
156-165	Pouch of Salamander Scat (1d4)
166-175	Stringless Marionette
176-185	Jar of Squish Gel, 8 oz.
186-195	Shifter Skin Boots
196-200	Shadow Watcher

Example: In the room of the captain of the guard, 18, "With the lock picked, you open the chest to find a messer lying diagonally across a weathered book bound in leather. Tucked in either corner are a dark, trapezoidal bell and a wooden box with a latch. In the box are a needle and thread."

Kitchen Cabinets fill the walls of most kitchens, containing the ingredients and tools of the kitchen. Someone looking for food might consider them worth looting, but otherwise they will be passed over for places more likely to contain treasure. That said, certain kitchens will fill the cabinet shelves with rare and potent ingredients for more exotic dishes.

These cabinets have the potential to provide the party with volatile and strange substances that speak to the tastes of the diners the kitchen serves.

Number of Items: 4

1d100+0 -100	Item
1-20	Pot of Flour, 24 oz.
21-35	Bottle of oil, 16 oz.
36-45	Salt and Pepper
46-60	Dining Set

61-70	Jar of Honey, 8 oz.
71-80	Skillet
81-90	Cast Iron Pot
91-100	Rack of Spices
101-110	Bottle of Wine, 24 oz.
111-125	Envelope of Matches (3d6)
126-135	Iron Chest of Rat Poison, 4 oz.
136-150	Dry Fish
151-160	Bottle of Smoke Water, 8 oz.
161-170	Fire Starter
171-180	Stasis Jar
181-185	Cold Starter
186-195	Pot of Terror Weed Pollen, 8 oz.
196-200	Flask of Unicorn Milk, 16 oz.

Example: In the home of an eccentric hermit mage, 100, "Digging through the cabinet in the kitchen, you find maybe a dozen matches in an envelope, a jar of what looks like raw crawfish, a small bottle full of a dark, swirling liquid, and a clay pot filled with acrid smelling spores."

Open Shelving can be present anywhere, but usually in places of great utility where work items can be displayed openly without concern for the aesthetic effect they have on the room. Anyone passing with a keen eye will likely take notice of any potential valuables kept there.

While the user of the shelves most likely has no inhibitions about others seeing the contents of the shelves, they can be revealing as to the nature of the work done in the room. Consider whether the contents suit the function of the room.

Number of Items: 4

1d100+0 -100	Item
1-15	Pot of Tallow, 8 oz.
16-25	Hanging Dried Flowers
26-30	Candlestick and Candle
31-40	Oil Paint Set (2d4 colors)
41-50	Beaker of Acid, 8 oz.
51-65	Hourglass, 1 minute
66-80	Magnifying Glass
81-90	Pot of Bug Repellent, 8 oz.
91-100	Magnet
101-110	Disciplined Spring
111-120	Frozen Giant Firefly
121-130	Pouch of Salamander Scat (1d6)
131-145	Pot of Creeping Tar, 16 oz.
146-155	Flame Butterfly

156-165	Agglomerate Egg
166-170	Cauterized Troll Finger
171-180	Engorged Leech
181-190	Larva of Reciprocity
191-200	Shadow Watcher

Example: In a sharecropper’s shed, 0, “A wooden candlestick teeters as you feel along the dark shelf. Your hand brushes the crackling petals of some dry flowers as you reach for a light. The light reveals a pot full of something viscous and waxy and a second pot filled with a gel with an acrid smell.”

C. HIDDEN CACHE

Sometimes things are so taboo or valuable they must be secreted and secured from even those searching for such sensitive materials. Hidden caches come in a variety of shapes and forms, though they are usually small, often hiding a single item. The larger the cache, the more likely it is to be found.

The very existence of secret hiding places in a locale has colorful implications for the occupant of the space. Though the players will have to really search to find these treasures, they will be very telling as to the hidden character of the owner, as they are precious and possibly private to them.

Hollow Sections in books, table legs, and other furniture are perfect for hiding little-used but highly sensitive items from both the casual observer and prying eyes. A concerted search will usually be necessary to find where an item is too light or its screws too stripped.

Since frequent access to these hiding spaces has the potential to belie their hiddenness, they will usually contain something the owner wanted to keep on hand, but didn’t intend to use except under special circumstances.

Number of Items: 1

1d100+0 -100	Item
1-30	Pouch of Coins (various)
31-50	Love Notes
51-60	Promissory Note
61-70	Treasure Map
71-80	Pouch of Snuff, 2 oz.
81-85	Signet Ring

86-95	Land Deed
96-105	Envelope of Precious Gems
106-130	Ball of Superkinetic Rubber
131-150	Vial of Fire Ant Eggs
151-165	Blast Marbles (1d4)
166-180	Small Vial of Pheromone Perfume, 2 oz.
181-190	Hungry Coin
191-200	Vial of Vampire Blood, 2 oz.

Example: Hollow book: A Life of Passion in a mage’s library, 70, “Curious, you take the battered book off the shelf. It rattles, and you open it to find a hollowed-out section containing a vial of small, vibrant-red balls.”

Loose Floorboards, bricks, and tiles can be common in aging buildings and aren’t hard for a paranoid person to create if willing. These spaces can be accessed easily while remaining reasonably discreet, making them ideal for sentimental items the owner likes to fiddle with or stare at from time to time.

The history, life, and paranoia these little hideaways lend to a space make them very useful for telling a story. Consider what it means about the steward of an ancient king that she kept a pair of explosive marbles under the floorboard beside her bed.

Number of Items: 1-2

1d100+0 -100	Item
1-15	Rag Doll
16-35	Pouch of Coins (various)
36-50	Journal and Pencil
51-60	Pressed Flower
61-70	Pouch of Marbles
71-80	Wooden Boat
81-90	Flask of Whiskey
91-100	Jeweled Ring
101-115	Magnet
116-120	Blood-Caked Knife
121-135	Disciplined Spring
136-150	Gum Tree Sap Paper, 2 sheets
151-160	Frictionless Ball Bearing
161-170	Rabbit’s Luck
171-180	Living Rock
181-190	Gorgon Blood Rouge
191-200	Zephyr Feather

Example: The room of a young prince, 30, “You pry up the loose floorboard to see the hollow space within. There, among the

cobwebs, is a pouch, containing a compressed spring and a half-dozen glass marbles.”

Safes hidden in walls and floors are a classic trope that imply a character has something to hide. Tucked behind a portrait or under a rug, their location alone can speak to the attitude of the owner. The contents are always valuable, often in both a monetary and sentimental sense, and are guarded accordingly, both with secrecy and the security of complex locks and a metal box.

Number of Items: 3

1d100+0 -100	Item
1-30	Journal
31-50	Ledgers
51-70	Wooden Chest of Coins (various)
71-80	Ancestry Documentation
81-90	Will
91-100	Land Deed
101-120	Ancient Text
121-150	Helm of Crumpled Foil
151-170	Living Rock
171-190	Hungry Coin
191-200	Eyelash of a Goddess

Example: Behind a portrait in the duke’s study, 30, “Having opened the safe, you look in to see a massive leather-bound book. On top of it is a rough metal helmet. A single sheet of paper sticks to the book’s back cover.”

D. THE FLOOR

The floor eventually becomes home to everything left without a steward. Whether a shelf has collapsed on one side, a table has been upended, or a cabinet has been swept out, items strewn across the floor tell the story of what’s happened in the room.

Items on the floor are more likely to be damaged or broken. If they have been there long, others passing through the area may have disturbed them further since they were dropped there. Though things on the ground are easy to see, they are also easy to discount. Unless the players specifically take a closer look at the garbage scattered under and around aged and broken furniture, they could easily pass the items by without any consideration.

Floor items also make for an appropriate reward when the party defeats a dark dungeon denizen with no logical reason to have loot of its own. Whether it has moved in recently or lacks the intelligence to be concerned with sweeping, the creature can be occupying the space without taking stock of the bounty the previous occupant left behind.

Number of Items: 1d4 per disturbed article of furniture in a given room.

1d100+0 -100	Item
1-10	Scuffed and Crumpled Papers
11-20	Empty Cup, Possible Puddle
21-27	Broken Pottery, Painted
28-35	Spoiled Food
36-45	Trampled Flowers
46-52	Cracked Beaker of Acid, 6 oz.
53-60	Scattered Marbles (2d4)
61-68	Spilled Inkwell and Quill
69-77	Scattered Hard Candies
78-86	Damaged Book of Poetry
87-94	Broken Hourglass
95-102	Scattered Chess Set
103-112	Scattered Teller Bones
113-121	Spilled Pot of Creeping Tar, 4 oz.
122-129	Everash Pipe, Pile of Ash
130-138	Scattered Blast Marbles (1d4-1)
139-147	Rabbit’s Luck
148-156	Cauterized Troll Finger
157-165	Cracked Beaker of Squish Gel, 4 oz. (expands if stepped on)
166-175	Living Rock, Face Down
176-184	Time Imbalanced Mirror
185-193	Cracking Agglomerate Egg
194-200	Hand of Glory

Example: Bookkeeper’s office at an ancient college, 20, “The small room is littered with detritus, probably mostly from the overturned desk and the wall shelf that now hangs from a single peg. Sand swirls among broken glass as a breeze through the door disturbs the long-vacant room, ruffling the feather of a quill and scattering dried and crushed flower petals. As you step into the room, a muffled voice speaks from beneath you, becoming clearer when you lift your foot.”

III. CONTENTS

A variety of potions, knickknacks, and other treasures, both magical and mundane, can fill the shelves of everyone from the queen of an ancient kingdom to the old crone living alone in the woods.

Abacus-An entirely mundane calculation and accounting tool. It could be beads on wooden rods or stones moved in grooves on a stone plane, but the general principle is the same.

Agglomerate Egg-Agglomerate eggs grow out of the earth, containing errant life-force that did not find birth. This life force waits, dormant, until the egg find itself amid a clutter of inert material. At this opportunity the egg hatches and the life essence seeps into the surrounding material, forming a body of the lifeless furniture, weapons, and tools. This body will have only rudimentary motor functions and other abilities, but will do its best to possess the tools of defense and predation.

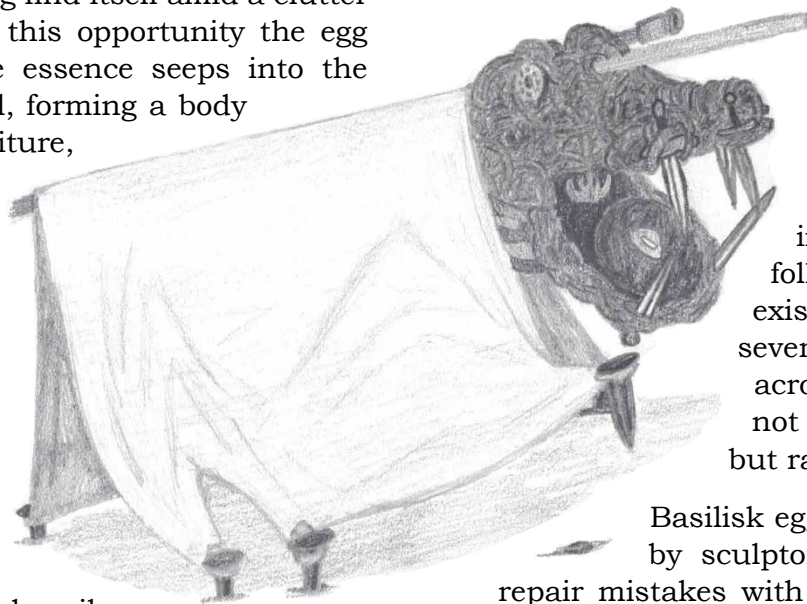
The characteristics of the hatched agglomerates depend heavily on what items it was able to absorb during formation. Weapons form the teeth and claws of the beast, and these attacks deal damage accordingly. Other equipment may be used to wield the incorporated weapons with greater power and precision, to protect vital portions of the organism, or to facilitate movement. This movement is often clumsy and most agglomerates will hunt exclusively by stealth, appearing to be a pile of equipment and striking at those that approach.

If the egg is broken before it can hatch, a glimmering cloud emerges, hovering low to rejoin the earth.

Ball of Superkinetic Rubber-This rubber ball gains speed with every hard surface it strikes. Though when soft surfaces give way and hard surfaces break, the ball loses some of its

accumulated energy, it is not uncommon for these rubber balls to accelerate until they have destroyed themselves if the user is not careful. Very high quality samples may as much as double the speed, but more commonly the increase will only be 10% per bounce.

Basilisk Eggshell Powder-A coarse-grained powder with a grey and brown hue. When in contact with stone, it fuses into the rock, taking on its properties and expanding to produce a natural appearance. The powder has magical density and a single ounce is enough to create a cubic foot of limestone. On harder, denser rock, it produces less volume.



The grains bond instantly to stone on contact but take an hour to fully expand to a cubic foot. The growth is somewhat irregular, but tends to follow the shape of existing rock such that several ounces poured across a corridor would not form a vertical wall, but rather a mound.

Basilisk eggshell powder is prized by sculptors who can use it to repair mistakes with no evidence and to a lesser extent for fusing together blocks or covering stonework for a living rock aesthetic.

Blast Marbles-These pock-marked spheres of stone are the product of natural magic, growing in rare parts of the world without coaxing. Upon striking a hard surface with any amount of speed or a soft surface at high speed, they explode violently. The sound of the explosion is enough to temporarily deafen anyone within 5 feet and the dust cloud produced has a radius of roughly 5 feet. The explosion is forceful enough to embed shards of the marble in bare skin up to 5 feet away, but while painful, the damage is only superficial.

Broached Hydra-Hydra head is served after a careful puncture is made to the poison glands allowing the poison to drain while the head is baked at high temperature. There is little point

to seasoning the head, since the meat itself has a sickly sweet flavor punctuated by the sharp spiciness from absorbed venom. The delicacy is believed to confer poison immunity and fast healing to the consumer. For this reason it is commonly demanded by those paranoid of people trying to poison them, as it is effectively an unpoisonable meal.

Bug Repellent-A wide variety of concoctions can repel bugs. Depending on the composition of the repellent, these concoctions can have widely varying performance in both potency and duration. Determine what kinds of vermin the people who occupied the space would develop the ability to deter. Consider if their lifestyle would encourage them to value duration. Do they have the resources to achieve all their bug repelling goals or would they have to make compromises?

Cauterized Troll Finger-After being severed from its original owner, this twisted, hairy digit was burned on the fleshy end to prevent it growing back into a troll. Whatever the reason the second owner had for keeping such a gruesome trophy, he will likely have kept scissors or a cigar cutter nearby for cutting the brunt end off in order to grow a new troll from the finger. If done correctly, a new finger may grow from the clipped stub.

Chess Set-Ask yourself whether a chess set fits in your setting or if it should be another game such as Go, Xiangqi, Arimaa, Checkers, or a game of your own invention. Also consider the quality of the set. Are they rough pieces of stone with symbols etched on them, crude jade carvings, fine marble statuettes, or exquisite golden figures? Are pieces missing? Maybe proxied with pieces from another set, stones of about the right size, or even a slip of paper with a drawing of the missing piece? How used and worn is the set? Has it never been touched or does it see daily use? Another opportunity for flavor is the current game state on the board. Is the board carefully set for the start of a new game? Or is there a game half-finished in progress? Or does one king lay face down, checkmated?

Cockatrice Yolks-The thick, green poultice created by scrambling cockatrice yolks has

incredible healing properties. Even when fresh, it has a putrid smell. As it ages, the smell worsens and the healing powers become more potent. The day the eggs are cracked the yolks can heal most sicknesses with an ounce swig. After a century of aging, the yolks will have grown potent enough that a simple anointing with a thin film of the potion can cure petrification.

Cold Starter-These magical implements come in various forms, but the principle is the same. When activated, the cold starter emits a small blue flame that sucks the heat from the air around it. This cold flame can catch onto stone igniting a similar flame with the same cooling effect that may spread to adjacent stones. While the flame burns the affected stones slowly heat. When they melt, the cool flame goes out. This usually takes about an hour. Pick a shape for the cold starter that suits either the function or the owner. They are usually made of metal.

Cowing Bell-This unassuming trapezoidal bell is not made of any mundane tin. The toneless ring of this bell can be distinctly heard from a far way off. Any cattle who hear immediately to come running to the location of the ringing.

Creeping Tar-Visually indistinguishable from common tar found in natural tar pits, this tar has life to it that might be sensed by those attuned to nature. When the creeping tar comes in contact with a living organism, it sticks with incredible tenacity and spreads itself thin over the surface of the victim creature. This behavior is predatory in nature, meant to fully enclose small creatures and consume them. Larger creatures, like humanoids, will not be completely enclosed but may find a hand or other appendage encased in the sticky tar. Of course, if the coated area is the face, the tar may still succeed in killing its prey. Each ounce of tar is capable of coating roughly a square foot of skin.

Disciplined Spring-Whether by magic, deific blessing, or a miracle of nature, this seemingly mundane metal spring is trained to accept a command to stay coiled and a second command to uncoil. The spring has a 25% chance of being found inexplicably coiled.

There is a 75% chance that a paper with the command words written on it can be found nearby. For those without such a paper, there is a 20% chance the spring is especially well trained and can accept any command to stay coiled and the same repeated command to uncoil.

Dragon Steak-A particularly difficult delicacy to obtain in civilized areas where dragons have been stricken from the land, this grilled slab of dragon flesh is a favorite among uncouth warriors and rulers on the edge of the wilderness where such creatures can still be found. Despite the indescribably savory flavor of this meat, it is rarely eaten in polite company because of the way the meat induces roaring belches in the eater. Some call it the dragon's roar and it is considered a signal of power granted for having killed a dragon.

Dry Fish-A fish dried to the point of being scales stretched over bone, these rare products of nature remain in tidal pools after they have dried out. The exact conditions that lead to their creation are unknown, but they can be recognized by the fact that water does not remain at all in their pool after the tide has gone out. Due to their inexplicable ability to absorb moisture from their environment, these fish are sometimes kept in places where moisture is not desired to help keep them dry. They can absorb as much as a gallon of water per hour.

Dryad Bark Cream-Made from the bark of a dryad's home, this cream has the power to restore and maintain a youthful appearance in mortals when rubbed into the skin.

Engorged Leech-Why would anyone keep a bloated leech around? Perhaps because of the origin of the blood within. Whether it is the blood of an adventurer, a politician, or a demigod, surely the owner had a reason for keeping the insectoid sack of blood around.

Everash Pipe-A stylish tobacco pipe by all appearances, this pipe is little use for smoking because the user will find it always full of ash. No matter how the pipe is tapped out, it will always produce more ash, but only at the rate ash would normally be produced from a full pipe.

Eyelash of a Goddess-This remarkably long eyelash, literally that of a goddess, is carefully preserved in a fine glass case. When held on a finger and blown away, the lash scatters into sparkling dust and vanishes. If the blower has a wish firmly in mind while doing this, the goddess will feel obligated to grant the wish, though she will only do so if she considers it appropriate and she may expect a favor in return. Beware the fury of a goddess scorned.

Fire Ant Eggs-Despite the danger of harvesting them from the fiery nests of fire ants, these eggs are a highly sought-after psychotropic chew drug. The thrill of fire that fills the user wildly increases moral, making him unstoppably passionate about whatever task comes to mind. The side effects of fiery flatulence and belching might seem too high a price to pay, but the accompanying addiction spurs users to put up with them. One ounce lasts one hour.



Fire Silk-Spun by fire silk worms, this material is highly sought after for its vibrant red color. The material is also completely resistant to fire, though due to the expense of creating it, it is rarely used in enough quantity to make use of this property.

Fire Starter-Whether in the shape of a dragon, a flower, or a discreet metal box, this magical implement emits a small flame when activated. This flame is hot enough to ignite dry wood.

Flame Butterfly-These butterflies made of flame are beautiful and entrancing to watch as they flit about their small jar. The jar lets off a subtle heat. If released, the flame butterfly will move about erratically, igniting anything flammable in the vicinity.

Flying Squirrel Cape-A cape made from the gliding flaps of a giant flying squirrel or, less often those from dozens of normal-sized flying squirrels. The cape billows freely behind the wearer as if lifted by a wind.

Frictionless Ball Bearing-Once pushed, this ball bearing will roll along a flat surface until reaching something that stops it. Despite the great difficulty in making such a device, it is generally little more than a toy.

Frozen Giant Firefly-Frozen by magic, the giant firefly can be thawed either by being set beside a fire or tenderly rubbed awake. Once awake, the firefly will be disoriented and stiff, but will soon start to fly at its will, glowing brightly.

Ghost Coin-By all appearance a normal coin, usually of large denomination, this coin is psychically linked to the holder such that when the holder attempts a trick of sleight of hand involving the coin, the coin projects an illusion of itself doing what the user meant to pretend to do. This could include flipping into a beggar's hat, tumbling down a flight of stairs, or merely lying on a table. The illusion includes sound and endures for 10 seconds.

Glimmering Thread-This spool of fine thread glows softly. The light is enough to see a line of the thread in the dark. Clothing made using it shimmers and shines, casting the wearer in a halo of light just bright enough to give an impression of energy and glory. Though more expensive than normal thread, it is not uncommon for highly affluent spinstresses to use this glorious thread for their hobby work.

Gorgon Blood Rouge-Infused with the blood of a gorgon, this inconspicuous tube of lip rouge can be used safely to color lips a vibrant red as long as care is taken not to lick the lips or wipe them with bare skin. The rouge is inert during the first five minutes after application, but after this time if it touches bare skin the entity touched will succumb to total paralysis within seconds. The paralysis endures an hour or so.

Gum Tree Sap Paper-These sheets of paper are coated in a sticky sap with thin films of beeswax protecting it from the paper and the air. A user can rub away the top layer of wax

until the sap begins to adhere to his bare hand or other surface. The waxed paper can then be pulled away, leaving the sap on the target surface. At this point, anything touched will stick to the target surface well enough to tear paper. This has whatever incidental effects make sense, including making it difficult to apply the sap to the other hand. When properly applied, the sap gives +2 per hand prepared to climb checks up to 20 feet of climbing (assuming a relatively clean surface that doesn't dirty the sap more quickly). The sheets of paper must be transported with care, since accidental abrasion of the wax can result in the sap sticking to whatever it touches.

Hand of Glory-Made from the dried and pickled hand of a murderer, specifically the guilty hand. The hand grips a candle made from the fat of the same murderer with a wick of the malefactor's hair. When the candle is lit, it sheds light as a normal candle but visible only to the holder of the hand. Furthermore, anyone the hand is held out toward within 10 feet will be paralyzed with fear whether or not they can see the hand. When found, the candle has a burn time of 1d6+1 hours remaining.

Helm of Crumpled Foil-This helmet of thin tin can be crumpled with bare hands and provides no real protection in physical combat. It does, however, provide a flawless defense against mind reading and other intrusions into the mind of the wearer. The truly paranoid may keep such a helmet in a place where they allow themselves to address secret and important thoughts to ensure no one is stealing those thoughts.

Hungry Coin-This standard coin, probably of low value, has been enhanced by magic. Though potentially of ancient or foreign origin, the coin otherwise shows no sign of having any unusual properties. When in contact with other coinage, the Hungry Coin sucks them into itself at a rate of 1 per minute. This does nothing to increase the weight of the coin. The absorbed coins can be removed by shaking the Hungry Coin firmly, producing 1d4 coins per shake in random order.

Jacob's Ladder-A child's toy created by cleverly wrapping ribbons or string across

square slabs of wood. It is surprisingly satisfying to play with.

Jerk Cockatrice-Though cockatrice meat naturally has a powerful tang, it is traditionally prepared with a dry rub of potent spices to make the aftertaste more tolerable. It is said that eating the flesh of the cockatrice prevents bleeding. In some cultures, disputes to be resolved by combat are preceded by a shared meal of cockatrice meat, allowing both combatants a strong chance of surviving the ordeal.

Larva of Reciprocity-Eating this small and repulsive grub provides the consumer with 1 hour during which any attacks against him damage the attacker rather than himself. The effect is bidirectional in that if the consumer hits someone during that hour, he feels the damage and the pain. Highly uncommon, they are valued as a protection against muggers as well as in rituals of empathy.

Listening Shell-This large sea shell allows the user to hear the ocean crashing against the coast when held against their ear. Exactly which part of the coast is heard is determined by where the shell gained its magical properties. While such shells are usually kept to enjoy the soothing sound of the sea, some particularly intriguing specimens may provide an ear into a portion of the coast where invaluable information can be overheard. Consider where it might be valuable to your players to have ears and establish times of day when they have some chance to hear something other than the ocean to reward any efforts to use the shell.

Living Rock-These smooth stones range from the size of a fist down to the size of a thumbnail. They are generally a rough triangular prism with a face on one of the triangular sides. This face can see, smell, hear, feel, taste and speak. Their inability to move on their own often leads to these rocks having a cantankerous personality. While eager to have someone to talk with, they are generally a pain to deal with. However, given their long life and memory, they might be worth consulting for information

otherwise unavailable, despite their highly limited perspective.

Loaded Dice-Usually in pairs of six-sided dice, they are weighted to give a significant advantage at a specific game which may depend on your world (for example 3 and 4 or 2 and 5 for playing craps).

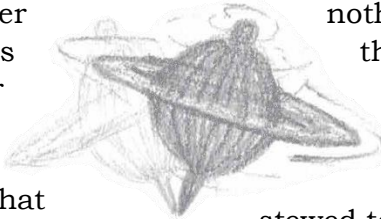
Lossless Top-Looking like nothing but a highly intricate top, once spun it becomes clear there is something special about it. Unless it strikes something while it spins, it will spin forever on a flat surface. Even if initiated with a wobble in the spin, it will continue to spin as long as nothing obstructs it. Often the pattern of the top will be designed to be beautiful both while spinning and while still.

Manticore Stew-Manticore meat is stringy and tough. It is usually stewed to soften it and remove the need to cut it. The meat and its juices are rumored to fend off death and the meal is sometimes reserved to sustain those who are on their deathbed.

Merlinberries-Picked from raspberry bushes originally cultivated by the historical wizard Merlin (or other as appropriate to your world), these berries have a flavor superior to all other raspberries, which has caused them to be transplanted and grown far and wide. They have the side effect of giving the eater the ability to taste magic for an hour, though few have developed this modified palate enough to have distinguishing tastes in magic.

Music Box-Usually hand wound and playing a song composed of half a dozen notes or so, these boxes can range from very simple and plain to being inlaid with ivory and gold with dancing figures. The music played will suit the environment in which it is found.

Painted Crockery-Found in the homes of both serfs and sires, painted dishes often commemorate events, such as building a home, military victories, treaties signed, and communions with the gods. The quality of the painting and of the dish itself can vary greatly depending on the significance of the event and the means of the creator. These dishes are not generally eaten off of.



Pheromone Perfume-Attuned to attract local insects, this perfume usually focuses on desirable varieties such as butterflies and certain bees. In small doses, it is sometimes used by the affluent to spend their time surrounded by beautiful creatures and convey an appearance of life and vibrancy. Larger doses are sometimes used by gardeners to bring beneficial insects into their gardens. One ounce is enough to attract nearly all the targeted insects in a half mile radius. The effect lasts 8 hours during which it gradually weakens. The quantity of the pheromone used in one place does little to impact the range, but less attracts a smaller proportion of the insects in the range while more attracts a larger proportion.

Pleasing Paper-This paper looks different to every viewer and shifts according to the conditions. The paper has psionic properties that allow it to access the mind of the reader and display something that will be good news to the reader. The paper desires only to please.

Psychochromatic Lice-These magical lice are suspended in oil and dormant, waiting for a place to take residence. The vial of oil can be poured into hair and carefully massaged in to settle the lice there. These lice can receive thought signals from the subject to change the hair color. The process requires an hour of focused thought picturing the desired hair color for a full transition. Like any lice, itching is a side effect of having these pests colonize a head.

Rabbit's Luck-This talisman is created by lowering a rabbit into a vat of acid until the entire rabbit is consumed but the held part. As the rabbit is lowered, its luck flees into the held portion and can be kept and kept by merciless men. A rabbit's luck need not be a foot, though this is a common form. The more sadistic may trap the luck in an ear, and, though awkward to produce, tails are also sometimes used.

The rabbit's luck, when clutched tightly, provides a +1 bonus on all rolls made by the user that can reasonably benefit from a stroke of luck. The luck is exhausted after seven successful rolls which would not have succeeded without the bonus.

Salamander Scat-Inexplicably warm balls of dung that, when exposed to a heat source, explode in a small burst of fire, igniting cloth and paper in a 2-foot radius.

Shadow Watcher-An antiquated pocket watch that does not run and cannot be wound attached to a clip and monocle by a long thin chain. The time of the pocket watch can be set normally and the winding knob sets the day of the year. When looking through the monocle, the wearer sees shadows as they would fall at the time and date shown on the watch on a clear day with no other light sources. The pocket watch will sometimes have an inscription inside, perhaps something indicating how it can be used in the vicinity.

Shifter Skin Boots-Made from the skin of a shape shifter, these boots are a snug and comfortable fit on any feet. The boots can sense the desire of the wearer and form themselves accordingly to leave tracks resembling those of any animal with feet of reasonably similar size to the feet of the wearer.

Smoke Water-A dark, cloudy liquid that when poured out, transforms quickly into smoke. A teaspoon (1/6 ounce) of Smoke Water on the ground will, in 30 seconds, become a cloud of smoke 4 cubic feet in volume. Smoke Water is sometimes used as a presentation trick in food serving. When mixed with other liquids, the transformation into smoke is slower; a soup with a teaspoon of Smoke Water in it can let of streams of smoke for as long as an hour. Eating very much of it can lead to intestinal pain, but in small doses the effect is limited to smoky breath and occasional belches of smoke.

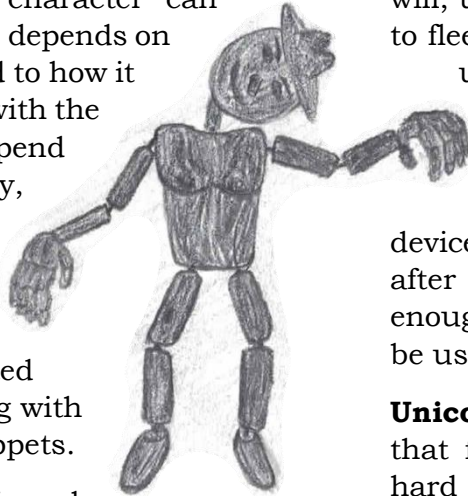
Stale Water-This water has been in its container for months. If in a metal container it may have a metallic flavor, and in any case it will be spoiled with the taste of algae growing inside.

Stasis Jar-This seemingly mundane glass jar has a screw-on lid. The contents of the jar do not experience time normally, though the rate at which they experience time depends upon the jar. Some stop time entirely for their contents while others merely slow it, usually by half or more. They are an expensive but

effective way to preserve perishable foods, among other things. Consider what the owner of the jar might keep in it.

Stringless Marionette-These puppets can come in many forms including animals and people. Much like a normal marionette, the puppet can be guided with a pair of control bars. The strings of these bars hang unattached, however, and the marionette is controlled by a magical bond to the bars.

The skill with which a character can manipulate the marionette depends on a number of factors related to how it is used. Most movements with the marionette will depend primarily on dexterity, though charisma can also play a role if the marionette is putting on a show. Both of these can of course be supplanted with training in performing with marionettes and other puppets.



Squish Gel-This fantastic gel expands upon hitting the ground, expanding more when hitting at a higher speed. The expansion is mostly back in the direction of the fall. The column of foam so formed accepts falling objects, slowing their descent gently. Four ounces of the gel expands enough to break the fall of an average human man when dropped from the same height the man fell from. The column of foam disintegrates rapidly, vanishing completely within 10 minutes.

Sewing Kit-These needles and bundles of thread are certainly not enough to make a career out of, but they are plenty useful for darning socks, mending trousers, and replacing buttons. The colors of the thread may say something about the owner of the kit.

Stormbloom Petals-These petals from the stormbloom flower retain the property of the original flower: out of an abhorrence for the sun, they magically maintain a localized storm above their fields. The individual petals have remarkable power to, when exposed to bright light, generate a small cloud over the petal that rains lightly on the petal. The cloud will begin

to diminish every five minutes, but thicken again at any sign of light.

Teller Bones-These bones, often of a turtle and held in a turtle shell, can be used by those with the skill for fortune telling to see glimpses of the future. Those not skilled in such a use might find them to be an oddity worthy of display.

Terror Weed Pollen-Harvested from the rare terror weed, this pollen can cause great fear if inhaled. One ounce delivered to a target's face will, unless they are strong of will, cause them to flee in terror for 30 seconds. It is sometimes used in food preparation to give the food a powerful zing.

Time Imbalanced Mirror-This hand mirror (whether of ancient or modern device) shows reflections moments before or after it should. The delay or advance is just enough to be unsettling, but hardly enough to be useful.

Unicorn Blood-A thick, fluorescent, blue liquid that flows sluggishly from the container. It's hard to swallow and leaves a bad taste in the mouth. Despite the great evil involved in obtaining it, the blood is highly sought after for its powerful healing qualities and power to extend youth. An ounce of the blood is enough to bring a strong man from the brink of death to perfect health, or to keep an ancient crone alive another week.

Unicorn Milk-Milking a unicorn is no simple prospect, but the wild power it contains may be worth it. Drinking an ounce of the milk grants one of the following effects:

1d6	Effect
1	Horse Speed
2	Control over Plants
3	Heightened Senses
4	Incredible Strength
5	Fast Healing
6	Command of Animals

When drinking more than one ounce, roll on the table for each ounce. The effect lasts 6d20 seconds, with proportional partial duration for partial ounces.

Vampire Blood-Vampire blood can be injected to bring on an aphrodisiac effect accompanied by incredible strength and speed. It also

confers weakness to the sun and other things harmful to vampires. The effects last 1 hour for each ounce injected. Each time it is used, there is a 5% chance the user will contract vampirism.

Wyvern Feather Cap-Wyvern feathers don't fall idly from these mighty birds. The effort required to obtain them gives the feathers an inherent value. They can be worn in a cap, giving the wearer a mild aspect of terror, striking fear in all who see them.

Zephyr Feather-This bright blue and green feather shimmers and shifts in color in the light. When the user holds the feather aloft while walking, running, riding, and so on, the air around the user moves at the same speed as the user, creating a localized breeze that matches their speed. The size of the affected area depends on the size of the feather, with 2-inch specimens affecting only a 5-foot radius and 8-inch specimens affecting a 20-foot radius.

IV. CONTAINERS

It wouldn't do for fluid and powder goods to be found puddled and piled on the shelves of the murdered apothecary's laboratory.

Beaker-A glass container with a narrow neck for an opening commonly used by alchemists and apothecaries. They are usually used to store dangerous substances.

Bottle-Glass and probably corked, this is appropriate for liquids intended to be used shortly after opening. The glass is thick and very safe for transporting.

Cracked Beaker-A cracked beaker will have lost some or all of the fluid it once held. Some may be found puddled on counters or the floor nearby.

Cup-A small wooden cup. Whoever filled it almost certainly meant to drain it shortly.

Decanter-A wide based glass bottle used to decant alcohol and perhaps some other liquids.

Envelope-A thin paper envelope, usually unsealed to allow frequent access to the contents.

Flask-A metal bottle bound with leather that fits comfortably in the palm of your hand. Dented and non-descript, it serves fine to hold mundane liquids but also to hide the nature of more exotic substances.

Glass-A glass cup. When filled, it was most likely a temporary resting place for the contents. Whether the owner simply never got around to relocating it or will do so soon can color perceptions of him.

Goblet-Unless filled for ceremonial purposes, whatever was put in this goblet was clearly intended for consumption shortly thereafter. The fact that it is still full might make one wonder if the owner is coming back soon or if he was interrupted. The goblet itself can be of any material from wood to pewter to gold depending on the wealth of the owner and its function.

Iron Chest-Heavy and expensive, it is usually locked and says a lot about how precious the contents were to their owner. Usually small (6" x 4" x 3") and very durable, it can be hard to break into.

Jar-A short, wide-mouthed glass container with a screw-on tin lid. The seal is quite tight and the jar can hold a great deal of liquid, powder, or other bulkier substances for storage over extended periods.

Mug-A wooden cup with a handle. Whoever filled this mug surely intended to consume it soon. Either they forgot it or they'll be back any moment.

Pitcher-A large container of metal, glass, or wood with a handle and a lip meant for pouring into smaller containers. It doesn't do anything to preserve the liquid within and is meant primarily for serving.

Pot-A small clay pot, often closed with a cork or with a clay lid that lays snugly on top or even sockets into the pot. Though primitive and prone to breakage, this is a nondescript way to store powders long-term.

Pouch-A leather pouch, usually with drawstrings. If not handled carefully, the opening could easily loosen and spill its contents. Some contents may even slip out

when the strings are drawn tight if the pouch isn't kept upright.

Snuff Box-A small and usually ornate box with either a flip lid or a fully removable lid. Primarily used to hold powders for frequent and convenient use.

Stone Box-A crudely cut and roughly rectangular stone container. The size may vary wildly from fist-sized to larger than a man's head. In any case, a stone lid covers the contents, usually something of ceremonial value to the owner.

Twisted Paper-A sheet of paper twisted to keep powder or solid contents within. Crude and simple, it is a reliable enough way to quickly store certain, less volatile substances. The substance can be gathered up in the center and the corners twisted together, or it can be rolled up in a tube of the paper and the ends twisted shut.

Wooden Chest-A quaint, fist-sized chest of hard wood secured with a lock stronger than the chest itself. Clearly, whatever is within was important to the owner, but they did not expect others to make much of an effort to steal it.

Vial-A small glass container able to hold at most a few ounces of liquid. It most likely contains valuable and scarce fluid meant to be used in small doses.



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