# THE GREAT BOOK OF RANDOM ABLES



120 RANDOM TABLES FOR FANTASY ROLE-PLAYING GAMES

# The Great Book Random Tables

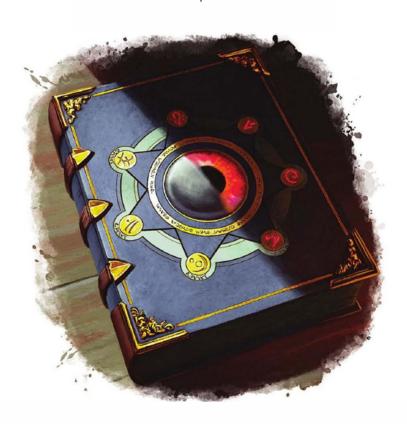


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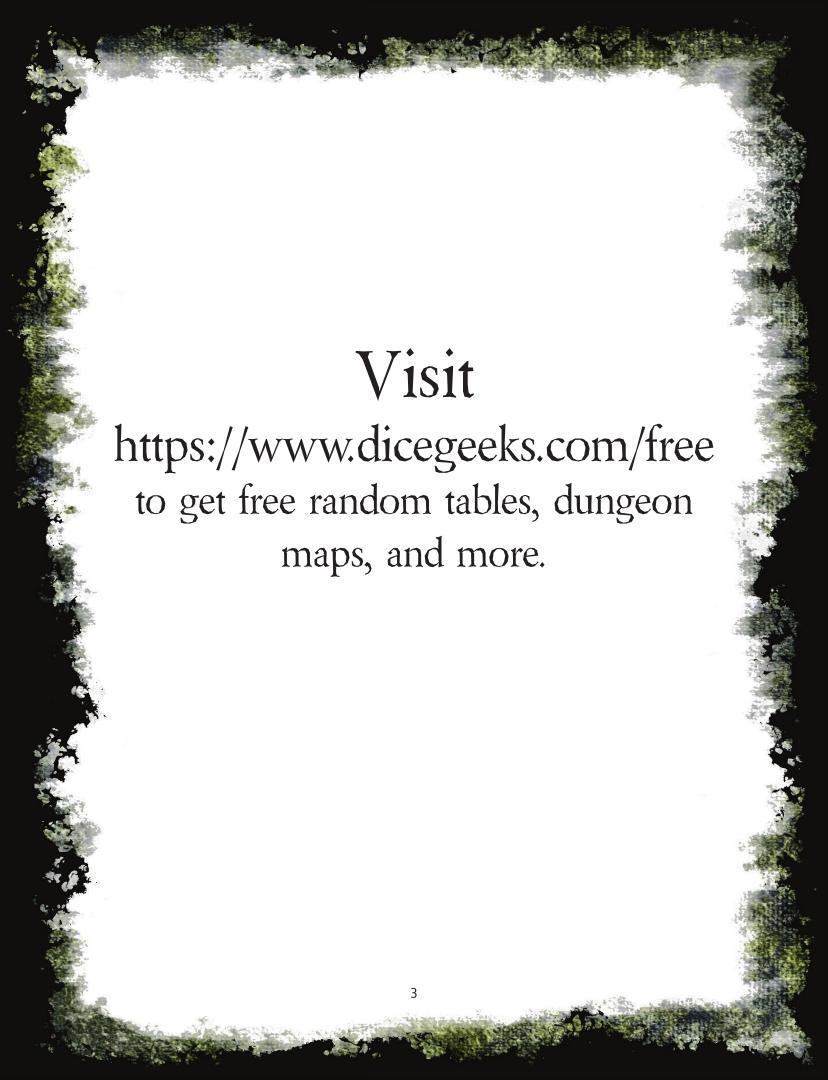
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#### How to Use this Book

Random tables are the dungeon master's best friend. That is the idea under which this book was created. While playing tabletop role-playing games, the dungeon master or game master needs to make hundreds of decisions on the fly. This is where random tables help immensely.

Many of these random tables appeared in other, shorter books like the Books of Random Tables one through four and the Bookhounds of Eberron. However, the tables have been re-edited and improved. Some tables contain more than 50% new material. Plus several tables only appear here in this book.

Game masters can use these tables in a variety of ways. They can be used before the session to populate rooms or places with items. They can be used during the session so DMs and GMs do not have to prepare beforehand. The gamemaster can roll on the table or the player can. It is a matter of personal preference.

The book has several categories: Book Titles, Dungeon Rooms, Encounters, Jobs, & Rumors, Food, Items & Things, Names, and NPCs & Characters. The categories and the tables within them are arranged alphabetically.

The Book Title section is pretty straightforward. A fictional book title is presented with a gold piece value.

In the section called Dungeon Rooms, you will find six tables. These are random items that may be found in any dungeon room. They may not enrich the characters but will provide curious items or possibly hooks for side quests.

Encounters, Jobs, & Rumors provides a wide range of situations or experiences that can generate side quests, whole adventures, or simply make the game world seem more real.

The Food section has tables for filling in those little roleplaying details whenever characters are enjoying downtime or when the game master and players want fuller immersion.

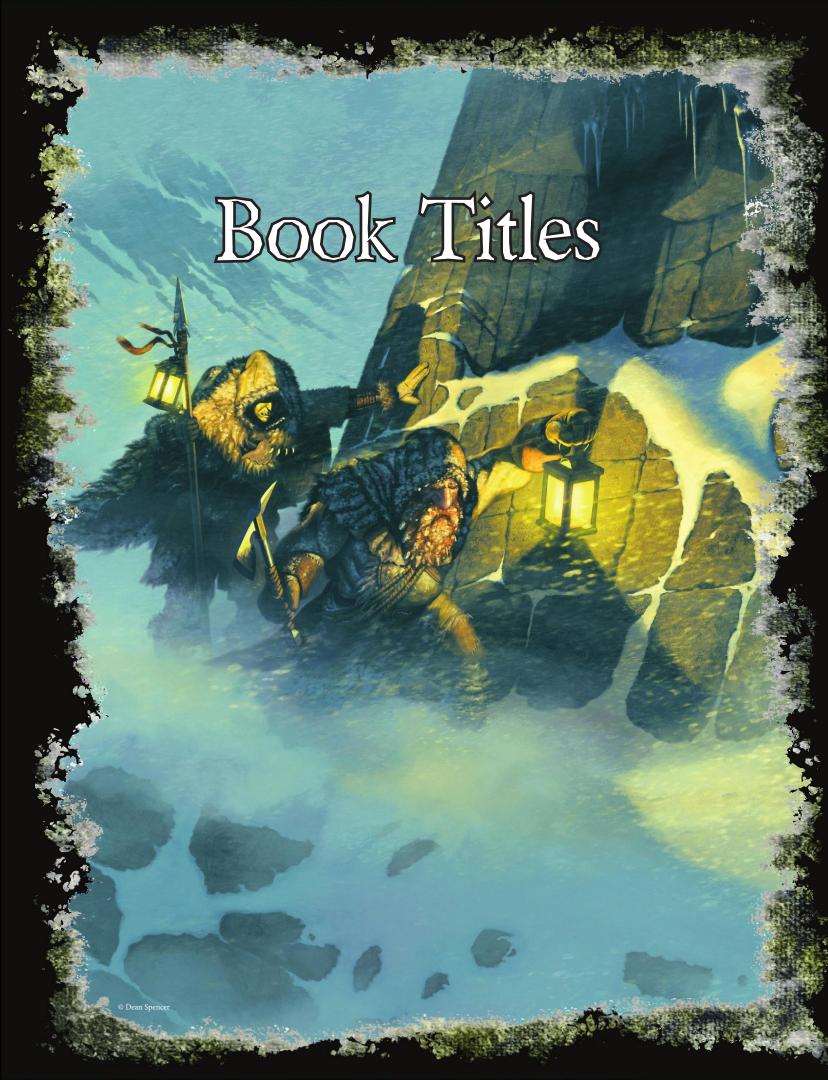
Items & Things is by far the largest section. This category contains items that could be found in a variety of places as well as on dead bodies. These tables bring sessions to life.

The next section is Names. Game masters always need names. Players always ask for the name of the most insignificant non-player characters, so be ready.

The final section is called NPCs & Characters. This is where all the tables possibly relating to player characters, or NPCs are located.

These tables are meant to add depth to roleplaying game sessions and to take the pressure off of dungeon masters and game masters. I know my sessions have greatly benefited from random tables over the years, and that is why I created these tables. I hope you have many adventures in far-flung kingdoms and deep dungeons.

Matt Davids 1/11/2021



- Old Silver and New Gold (150gp)
- The Golden Sceptre (1000gp)
- 3. The Fever Writings of the Crone (75gp)
- A Hermit's Tale and Nonsense Rhymes (25gp)
- Beyond Sight and Sound (10gp)
- 6. Skin for Skin (600gp)
- 7. Arcane Beasts (25gp)
- 8. The Undying Ones (100gp)
- 9. Wedding Customs (50gp)
- 10. The Book of Bone (15gp)
- 11. All Possible Worlds (50gp)
- 12. The Warnings of a Madman (300gp)
- 13. The Grim Head (10gp)
- 14. The Art of Sword Fighting (15gp)
- 15. The Golden Hour (15gp)
- 16. The Art of Showmanship (600qp)
- 17. Studies of Water Fowl (300gp)
- 18. Uses for Certain Tree Saps (15gp)
- 19. The Breath of Fear (10qp)
- 20. Common Herbs (15qp)
- 21. The Tragedies of Sela (100gp)
- 22. The Deep Cold of Wind and Water (75qp)
- 23. The Confounding Speech of the Soutwards (1000gp)
- 24. Potions: Recipes for the Most Common (600qp)
- 25. Slow Bleed (15qp)
- 26. The Peace Accords of the First Age (50gp)
- 27. Seashells (150gp)
- 28. The Wizards of Wardland (50qp)
- 29. The Goblin Empire (75gp)
- 30. The Book of Worms (50gp)
- 31. Long Grasses: Cultivation and Uses (500gp)
- 32. The High Hills (25gp)
- 33. When Giants Sleep (100gp)
- 34. An Examination of Farming in the Logon (75gp)

- 35. Using Blood in Casting Spells (150qp)
- 36. The Toe of the Mountain (10gp)
- 37. Wolves of the Deep (75gp)
- 38. The Eyes That Hear (500gp)
- 39. The Woman Who Challenged the World (10gp)
- 40. The Dread Gates (150gp)
- 41. The Works of the Gods (150gp)
- 42. The Flame Brides (1000gp)
- 43. The Miller's Wife (25qp)
- 44. Freebooting: A Mercenary's Handbook (300gp)
- 45. Inspiration of the Gods (150gp)
- 46. Goblin's of Hinterlode (10gp)
- 47. Dragons Unbound (15gp)
- 48. The Anatomy of the Golden Eagles (50gp)
- 49. The Spirits of the Future (10gp)
- 50. Elven Verse from the Lost Period (600gp)
- 51. Winter of Pain (100qp)
- 52. Blacksmithing (25gp)
- 53. Arrows of Night (150gp)
- 54. Of Making Medicines (75qp)
- 55. Collected Arcana (300qp)
- 56. The Bandit Queen and the Lazy Wizard (200gp)
- 57. Falling Deeper into the Sky (300gp)
- 58. The Hand of Fate (50gp)
- 59. The Fading Sun (300qp)
- 60. When Kings Fall (10000gp)
- 61. The Shadows of the Undead Stars (100gp)
- 62. The Layers of Earth (10gp)
- 63. The Book of Shadow (300qp)
- 64. Herb Learning of the Dwarves (300gp)
- 65. The Season of Birth (10qp)
- 66. Shameful Deeds of Past Ages (10qp)
- 67. A Recording of Key Battles (150qp)
- 68. Boiling Blood (100gp)
- 69. A Copper Piece (300gp)
- 70. Raising Cattle (150gp)

- 71. The Lives of Ten Elven Rulers (75gp)
- 72. Taboos: An Examination of Cultures (150gp)
- 73. King of the Dragons (300gp)
- 74. Storms of the Mind (600gp)
- 75. Falling into Fog (500gp)
- 76. The Very Palms of Your Hands (300gp)
- 77. Gardening: A How To Guide (25qp)
- 78. The Study of Magic (75gp)
- 79. Victory of the Fates (300gp)
- 8o. The Shame of It All (50gp)
- 81. The Art of Dwarven Metal Smithing (300gp)
- 82. Swift Unnatural Beauty (100gp)
- 83. The Unseen: A Guide to Spirits and Apparitions (150gp)
- 84. Unbelievable Travels: The Telling of Seven Journeys (50gp)
- 85. All Tomorrows to Come (50gp)
- 86. Under the Wings of Swans (75gp)
- 87. The Lives of Twelve Queens (25gp)
- 88. The Wormly Words (1000gp)
- 89. Fifty Sermons Concerning Beauty (50gp)
- 90. The Book of Darkness (10gp)
- 91. The Hidden Reasoning of the Hermit of the Far Hills (100gp)
- 92. The Prison of the Mind (50gp)
- 93. The Murder of a World (600gp)
- 94. Shadow From the Deep (100qp)
- 95. The Practice of Shunning (500gp)
- 96. A Galling Defeat (100gp)
- 97. All the Boys and Girls (100gp)
- 98. The Wanderer (300gp)
- 99. Fire Falling from the Sky (10gp)
- 100. Farming: A Guide (300gp)

- Sour Victory (100gp)
- Weaving Instruction Guide (15qp)
- 3. Seven Cosmic Ideas (15gp)
- 4. The Mouth That Sees (25gp)
- 5. Sailing Ships (150gp)
- 6. Kinds of Wines (150gp)
- 7. Eleven Poems (50gp)
- 8. Moneylending: A Guide (75gp)
- The Crown Weighs Heavy (10gp)
- 10. A Scarlet Hour (500gp)
- 11. The Sacred Texts of Gru (300gp)
- 12. In Full Sun (200gp)
- 13. The Book of Skin (10gp)
- 14. The Keeping of Chickens (600gp)
- 15. Bardic Songs (10gp)
- 16. The Lost and the Unfound (25gp)
- 17. The Cover of Day (75gp)
- 18. The Night of Day (75gp)
- 19. The Lost Cultures of the High Mountains (15gp)
- 20. A Hole in the Sky (150gp)
- 21. When Time Stopped (25gp)
- 22. The Defiling Wind (200gp)
- 23. The Warmth of the Dew (600gp)
- 24. Insects: A Study (500gp)
- 25. The Code of Hanno (10gp)
- 26. Histories of the Hill Country (1000gp)
- 27. The Life of an Amanuensis (200gp)
- 28. The Burning Mountains (600qp)
- 29. The Bones of the Past (75qp)
- 30. Unheard Music (15gp)
- 31. How to Raise Cattle (15gp)
- 32. Concerning the Ancient Laws (500gp)
- 33. The Noise and The Silence (10qp)
- 34. Schools of Philosophy Among the High Elves (300gp)
- 35. Reflections on the Days of Youth (15qp)
- 36. The Fell Winter (10gp)
- 37. Diseases Spread by Rats (150gp)

- 38. The Death of the Hunter (75gp)
- 39. Lake Monsters and Other Swimming Horrors (75gp)
- 40. The Bread of Wickedness (50qp)
- 41. Not a Cloud in the Sky (15gp)
- 42. Working with Jade (75gp)
- 43. The Gorging Night (25gp)
- 44. The War Cry (10gp)
- 45. Various Nuts and Their Uses (200gp)
- 46. The Unnamed Ruins (10qp)
- 47. Under the Eye of Heaven (600gp)
- 48. The Journals of the Damned (50gp)
- 49. From the Ashes (1000gp)
- 50. The Fuller's Business (50gp)
- 51. Gargoyles: An Evolution of the Watchers (150qp)
- 52. The Sky Fallen (25gp)
- 53. Ash Upon the Snow (25qp)
- 54. The Day Woman (100gp)
- 55. The Windows of the Souls (25qp)
- 56. Eyes in the Dark (25qp)
- 57. The Kingfisher's Prey (50gp)
- 58. Magic: A Primer (300gp)
- 59. Goblin Hearts (100gp)
- 60. The Art of Burglary (50qp)
- 61. Bird Signs: A Divination Guide (150gp)
- 62. On the Baking of Bread (200qp)
- 63. The Time of the Wolf (500gp)
- 64. When the People Fled (10qp)
- 65. The Thieves' Dictionary (200qp)
- 66. The Chronicles of the South (50gp)
- 67. A Key on a Ring (150gp)
- 68. The Clever Fox (25qp)
- 69. The Tall Tower (75gp
- 70. Wargs: A Breeding Guide (150gp)
- 71. The Ivory Dagger (600gp)

- 72. A Listing of the Carvings Found in the Valleys of Zo (150qp)
- 73. The Importance of Cats and Feline Symbols in Mythology (15gp)
- 74. The World is Broken: The Sad Rantings of the Forgotten Hermit (75gp)
- 75. Dwarven Physiology (300gp)
- 76. Worm Castles (25qp)
- 77. Concerning the Folklore of the Kiraloft Vale (10gp)
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- 94. The Goblin Empire: A Study of Power (25gp)
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- 97. Hungry Seas (200gp)
- 98. A Myth of the Founders (100gp)
- 99. The Dragons of the Pit (10gp)
- 100. Music Written for the Lute (300gp)

- Concerning Herbs (1000gp)
- 2. Counting the Stones in the Road (10qp)
- 3. Sword Making (75gp)
- 4. Guilty and Damned (25gp)
- 5. For the Love of Learning (150gp)
- 6. Ice of the Soul (600gp)
- 7. The Spell Stones (200gp)
- 8. Understanding Divination (75gp)
- Working the Soil (150gp)
- 10. Undead: An Exploration of Horrors from the Grave (500gp)
- 11. The Book of Stone (15qp)
- 12. The Weeping Princess (15gp)
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- 15. Always Alone (25gp)
- 16. Evening Prayers (200gp)
- 17. The Death of Time (100gp)
- 18. The Sorrow of the Soul (25gp)
- 19. The Arcane Arts: An Exploration (10gp)
- 20. The Galakon Forest (15qp)
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- 22. Goblin Songs (150gp)
- 23. Digging for Gold (300gp)
- 24. The Circling Clouds (150gp)
- 25. Swirling Secrets (15gp)
- 26. A Farmer's Tale (500gp)
- 27. The Book of Eyes (15qp)
- 28. Creeping Things: A Study (25qp)
- 29. Common Illnesses and Treatments (1000gp)
- 30. The First Born Son (100gp)
- 31. The Use of Fire in Demonic Rituals (25gp)
- 32. Herbs of the Lowlands (15gp)
- 33. Concerning the
  Construction of Log Cabins
  (109p)
- 34. Keeping Rabbits (10gp)
- 35. The Book of Rain (150qp)
- 36. The Cold in the Marrow (500gp)
- 37. The Fulfilment (10gp)

- 38. Southern Flowers and Their Uses (1000gp)
- 39. When Moons Die (75qp)
- 40. Literature of the Last Period (15gp)
- 41. Blood on the Ground (50gp)
- 42. The White Stag of the Mountain (50gp)
- 43. The Book of Fire (25gp)
- 44. Halfling Pipeweed: An Investigation (150gp)
- 45. In the Dead of Winter (25qp)
- 46. Bright Torches (75gp)
- 47. Spices: Near and Far (25gp)
- 48. Folktales of the Peasants (25gp)
- 49. The Red Hammer (15gp)
- 50. All Shadows Creep (25qp)
- 51. Black Sands (100gp)
- 52. Brewing: Tips and Advice on Crafting Beer (1000gp)
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- 54. The Swan Swimming in the Stars (300gp)
- 55. A Study of the Deep Magic (5000qp)
- 56. The New Pirates (100gp)
- 57. Ancient Mythology (15gp)
- 58. The Unrelenting Fog (100gp)
- 59. The Blue Book of the Ages (10qp)
- 6o. The Wings of the Wind (300gp)
- 61. Bone Blades (25qp)
- 62. Rituals and Rites of Various Cultures (300qp)
- 63. The Foothills (150gp)
- 64. When the Sea Burns (15qp)
- 65. When Knowledge Fails (300gp)
- 66. When the Merriment Ceases (25gp)
- 67. When Stars Fall (25qp)
- 68. The Cords of the Grave (25qp)
- 69. The Far Travels of Ambrose (15gp)
- 70. Good Day, Sad Night (50gp)
- 71. The Birth of an Age (10gp)
- 72. Burning Bridges (50gp)
- 73. The Wind and Its Works (200qp)
- 74. A Jewelled Tent (600gp)
- 75. The Account of Tirgil's Great Leap (159p)

- 76. The Book of Blood (100gp)
- 77. Hippogriffs: Care and Upkeep (300qp)
- 78. Stinging of the Ears (50gp)
- 79. A Record of Condemned Prisoners from the Last Battle (25gp)
- 8o. The Art of Jousting (10qp)
- 81. Imprisoned Spirits (100qp)
- 82. The Stone of the Dwarves (10qp)
- 83. The Collected Writings of the Mad Halfling (15qp)
- 84. Myths and Folktales (25qp)
- 85. A Single Blade of Grass (100gp)
- 86. The Devouring Spirit (10gp)
- 87. The Fallen and Rotten Trees (150gp)
- 88. The Wisdom of the Ant (75gp)
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- 90. The Flourishing City (200gp)
- 91. Plead for the Children (75gp)
- 92. Deep Hidden Truths (25qp)
- 93. The Waking Dead (150gp)
- 94. The False Horizon (150gp)
- 95. The Taste of Blood (300gp)
- 96. Deep Shadows (300gp)
- 97. The Mistakes of the Many (500gp)
- 98. The Flaming Swords (75gp)
- 99. The Tomb of Darkness (600qp)
- 100. The Book of Air (300qp)



- 1. By Pools of Blue (150gp)
- Laughing at Despair (500qp)
- 3. The Sounds of the Deeps (300gp)
- 4. The Hammer of the Wind (200gp)
- 5. Coarse Dealings (50gp)
- 6. Daughters of War (100gp)
- 7. Lost Languages (300gp)
- 8. The Dreams of Birds (600qp)
- 9. The Last Servant (50gp)
- 10. The Iron Crown (600gp)
- 11. The Pounding Rain (25gp)
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- 14. Halfling Death Rites (25qp)
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- 17. Building Bridges: An Engineering Textbook (100gp)
- 18. Trees: A Catalog Species (10gp)
- 19. Balms and Ointments (100gp)
- 20. Rings: Uses and Powers (200gp)
- 21. Mixing Elixirs (75qp)
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- 24. After the Dawn (600gp)
- 25. The Quick Hand (75qp)
- 26. Stories for Children (25qp)
- 27. The Talking Tree and the Gnome Wizard (10gp)
- 28. The Vultures of Twilight (150gp)
- 29. The Mirrored Sky (25qp)
- The Statue Underwater (150gp)
- 31. The War of Uncounted Woes (759p)
- 32. Spilled Blood (600gp)
- 33. The Red Book of Westmarch (100gp)
- 34. A Thief at Midnight (50gp)
- 35. Stonemasonry (150qp)

- 36. Tending the Flame (75gp)
- 37. Theories of Magic (50gp)
- 38. The Four Suns (100qp)
- 39. Orcs and Diplomacy (150qp)
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- 46. A Golden Coin (15qp)
- 47. The Book of Devils (50gp)
- 48. Black Smoke on the Horizon (75gp)
- 49. The Armorbearer (15qp)
- 50. The Wilting Sun (10gp)
- 51. The Weak and The Strong (300gp)
- 52. Look to the Ant (150gp)
- 53. A Splinter of Time (1000qp)
- 54. A Forest of Spears (1000gp)
- 55. The Design of the Gods: A Systematic Theology (1000gp)
- 56. The Clenched Fist (100gp)
- 57. The Time of No Rain (100gp)
- 58. The Echoes of the Past (25gp)
- 59. Talking Dogs (75gp)
- 6o. Sacred Days (6oogp)
- 61. Swords: A Study (200gp)
- 62. The Woman in the Mist (75qp)
- 63. Being Undone (300gp)
- 64. Simple Delights in a Decadent Age (600gp)
- 65. The Complacency of Fools (500qp)
- 66. In the Light of Tomorrow (500gp)
- 67. Crafting Jewelry (25gp)
- 68. The Broken Hourglass (100qp)
- 69. The Wolves of Anarchy (100qp)

- 70. The Strange Lives of the Dead (50gp)
- 71. Among the Grasslands (300gp)
- 72. Worlds on Strings (200gp)
- 73. The Great Flood (600gp)
- 74. On Feathered Wings (15qp)
- 75. The Swineherd's Handbook (15gp)
- 76. The Book of Frost (50gp)
- 77. Dwarven Stone Carving (100gp)
- 78. The Planting of Barley (5000gp)
- 79. The Unseen Slayers (150qp)
- 80. Wild Cries in the Dark (200qp)
- 81. The Princess and the Miller's son (25qp)
- 82. The New Fallen Snow (50gp)
- 83. 1001 Riddles (600gp)
- 84. The Bull of Heaven (75gp)
- 85. Creatures of the Night (600gp)
- 86. The Purpose of Song (15gp)
- 87. The Book of Weeping (100qp)
- 88. The Great Book of History and Lore (300gp)
- 89. Sadness of the Ages (150gp)
- 90. The Green-Eyed Monster (100gp)
- 91. When Gods Go Mad (50gp)
- 92. The Hidden Knowledge of the Blue Wizard (100gp)
- 93. Shattered Realms (300gp)
- 94. A Calming Breeze (150gp)
- 95. The Black Grimoire (15gp)
- 96. The Book of Steam (15gp)
- 97. The Ways of Gold (10gp) 98. A Bronze Figure (15gp)
- 99. To Slay Dragons (50qp)
- 100. The Bitter Wood (75qp)



- Uncontrollable as Water (25gp)
- 2. The King's Consort (300qp)
- 3. The Killings at the Burnt Forest (150gp)
- 4. Fortications and Defenses (75gp)
- 5. The Last War (200gp)
- 6. Winged Beasts (150gp)
- 7. Demon Speech (75gp)
- 8. Gold Lending: A Handy Guide (75gp)
- 9. A Measuring Line (200gp)
- 10. Casting Out Demons (50gp)
- 11. Lost Souls (600qp)
- 12. Back Down the Winding Path (75gp)
- 13. Doors in the Wind (75gp)
- 14. Beasts of the Field (25gp)
- 15. Taboos (300gp)
- 16. Gone Before Dawn (100gp)
- 17. The Wheeling Stars (10gp)
- 18. A Fallen Hearthstone (100qp)
- 19. Souls Lost in the Shadows (75gp)
- 20. When Blood Boils (25gp)
- 21. The Evening Star of Doom (50gp)
- 22. A Spear of Death (1000qp)
- 23. The Autumn of the First Age (25gp)
- 24. The Dogs of Dawn (10qp)
- 25. The Tale of the Lost Children (200gp)
- 26. Celestial Manifestations (10gp)
- 27. Animal Husbandry: A Practical Guide (25gp)
- 28. Mist and Smoke (100gp)
- 29. A Bronze Hand (10gp)
- 30. The Great Stones of the Earth (100gp)
- 31. War: How to Fight and How to Win (150gp)
- 32. The Unsettling Book of Blood Magic (150gp)
- 33. The Wheels of Heaven: Advanced Mathematics (150gp)
- 34. The Fallen Wizard (25gp)

- 35. The Book of Rejoicing (100gp)
- 36. The Angry Elf (1000gp)
- 37. Keys to the Abyss (50gp)
- 38. The Raging Sea (15gp)
- 39. Standing Stones (75gp)
- 40. Look into the Abyss (15gp)
- 41. A Murder in the Moonlight (100gp)
- 42. Miasmas of the Mists (25gp)
- 43. How Should We Live? (600qp)
- 44. How to Win Wars and Influence Battles (75gp)
- 45. A Torch in Hand (15gp)
- 46. Inventions of the Past (150gp)
- 47. Hair of the Dog (50gp)
- 48. Mourning the Lost Daughter (75gp)
- 49. Frogs and Toads of the South Wetlands (10qp)
- 50. Elf Paintings and Sculpture (150gp)
- 51. A Storm of Ash and Cinders (300qp)
- 52. Shipbuilding: A Practical Guide (15gp)
- 53. The Face of a Shattered Earth (300gp)
- 54. The Slow Defeat (25qp)
- 55. Don't Wake Before the Dawn (500gp)
- 56. Secrets of Necromancy (500gp)
- 57. How to Become a Bard (50gp)
- 58. The Book of Ice (100gp)
- 59. Growing Old: The Destiny of All Flesh (15gp)
- 60. The Beating Heart of Worlds (500gp)
- 61. The Forgotten Sea (50gp)
- 62. Wizards, Wands, and Wards (15qp)
- 63. Eyes in the Sky (500gp)
- 64. Dwarven Myths and Stories (50qp)
- 65. Signs in the Sky (25qp)
- 66. Twelve Plays from the Masters (10gp)

- 67. A Wedding at Midday (10gp)
- 68. The Halfling and the Elf (100qp)
- 69. The White Bull (50gp)
- 70. The Felling of the Old Forest (300gp)
- 71. The Architecture of Man (10gp)
- 72. Timeless Words (75gp)
- 73. Wake the Sleeper (10gp)
- 74. Hidden Knowledge (50gp)
- 75. The Grim Face in the Clouds (300gp)
- 76. Lost Cities and Forgotten Lands (50qp)
- 77. 101 Family Meals (50gp)
- 78. Forgotten Lands (100gp)
- 79. Giant Lore (1000gp)
- 80. The Book of War (50gp)
- 81. Chains of Sorrow (50gp)
- 82. The Alchemist's Handbook (50gp)
- 83. Broken Oaths (75gp)
- 84. Power of the Dead (150gp)
- 85. The Locust Pit (10qp)
- 86. The Lost Scrolls of the Mad Librarian (25gp)
- 87. The Singing Sea of Swinging Grass (300gp)
- 88. The Book of Sores (25qp)
- 89. Dreams of the Roaring Fire (100gp)
- 90. Of Kings and Knights (500gp)
- 91. A Scribe's Business (25qp)
- 92. Sons and Daughters (25qp)
- 93. Scraped Knuckles (300gp)
- 94. Mourning the Lost (50gp)
- 95. The Bones of the Young (1000qp)
- 96. The Heavy Hands of the Smith (50gp)
- 97. The Journey of a Thousand Ships (75qp)
- 98. An Ocean of Dust (75qp)
- 99. Hymns of Old (50gp)
- 100. Harvesting Clams (1000gp)

- The Black Book of Lost Souls (25gp)
- 2. Low Magic (75gp)
- Catalog of Cultivated Seeds (300qp)
- The Sibol Text (100gp)
- 5. The Lost Children of the South (75gp)
- 6. Knowledge of the Unseen (10gp)
- 7. The Screaming Flames (600gp)
- 8. Vultures on the Wing (15gp)
- 9. Shadows of Love (150gp)
- 10. Shards of Power (300gp)
- 11. The Key of the Pit (50gp)
- 12. Phases of the Moon (25qp)
- 13. A Necklace of Opal (500gp)
- 14. Lost in the Dark Wood (100gp)
- 15. The Day of Destruction (50gp)
- 16. The Book of Trees (15gp)
- 17. On Feasting (300gp)
- 18. The Book of Thunder (15gp)
- 19. The Book of Mist (600qp)
- 20. Human Anatomy (500gp)
- 21. The Kings and Queens of the Silver Age (15gp)
- 22. Blood and Wine (100gp)
- 23. Journey Fraught with Disaster (50gp)
- 24. The Book of the Ages (75gp)
- 25. The Lady of the Shadow Wood (50gp)
- 26. Memory's Last Gasp (150gp)
- 27. The Beating Fists (15gp)
- 28. The Statue of the Queen (15gp)
- 29. Aelfrein's Great Book of Dragons (100gp)
- 30. Betrayed by Friends (150gp)
- 31. Eyes Full of Tears (100qp)
- 32. Sixteen Dangerous Ideas (1000gp)
- 33. The Foundling's Burden (300gp)
- 34. Turning the Frontier into a Home (100gp)
- 35. Smoke in the Shadows of the Morning (10gp)

- 36. Orc Blood (75gp)
- 37. Manners and Etiquette of the Court (15gp)
- 38. Dragon Lore (150gp)
- 39. The Waving Wheat (300gp)
- 40. Embalming: A Guide (150gp)
- 41. When the Ground Crumbles Beneath You (50gp)
- 42. The Art of a Lost Age (150gp)
- 43. The Needs of the Few (300gp)
- 44. Towers Like Teeth (100gp)
- 45. The Noble Lady and the False Lord (50gp)
- 46. The Conscious of the King (50qp)
- 47. Sing! Sing! All You Singers! (25gp)
- 48. The Opened Tombs (50gp)
- 49. The Lost Land (15gp)
- 50. Lowmer's Crown (25qp)
- 51. The Epic of the Moon Knights (1000gp)
- 52. Beast of Shame (50gp)
- 53. The Hollow Men (15gp)
- 54. Lost Youth (200gp)
- 55. The Throne of the Sun (10gp)
- 56. Grabbing the Flames (50gp)
- 57. Whispers in the Dark (500qp)
- 58. The Black Book of the Damned (50gp)
- 59. Damned Souls (200gp)
- 6o. The Ebon Hand (75gp)
- 61. The Three Hairs (500gp)
- 62. The Thorny Way (600gp)
- 63. The Answers of the Queen (150qp)
- 64. The Scent Language of Crumb Beetles (15gp)
- 65. The Paladin's Trove (15qp)
- 66. The Rising Tide of Chaos (15gp)
- 67. The Moon of Shadow (15gp)
- 68. The Black Book of Understone (500gp)
- 69. Face Like Flint (200gp)
- 70. On Governing (1000gp)
- 71. When the Day Ends (10gp)
- 72. In the Hours of the Dew (15qp)
- 73. Burial Practices of the Elves (50gp)

- 74. Fairfor's Guide to Fairy Folk (600gp)
- 75. The Circling Foe (1000gp)
- 76. Silver Beads of Dew (150gp)
- 77. A Frozen Piece of Nothing (600gp)
- 78. A Wizard's Tale (15qp)
- 79. The Bleeding Foot (25gp)
- 8o. The Frozen Lake (200gp)
- 81. The Best Uses for Dragon Scales (300gp)
- 82. The Slow Fires of Endless Time (75gp)
- 83. When Swords Sing (100gp)
- 84. Foreboding Visions: An Anthology of Demonic Poetry (15gp)
- 85. The Coils of Death (300gp)
- 86. Kinds of Fish (100gp)
- 87. The Green Hills in the Distant (50gp)
- 88. Star Metal (10qp)
- 89. A Treatise on Laws (25gp)
- 90. Twilight's Kine (75gp)
- 91. The Endless Sea (200gp)
- 92. The Well of the Moons (25gp)
- 93. Magic of the Damned (25qp)
- 94. The Silvery Dawn (100gp)
- 95. The Waterfall Tunnel (75qp)
- 96. The Prayer Book of Gii (300gp)
- 97. The Other Fires (1000gp)
- 98. Terror on Every Side (10qp)
- 99. A Time to Flee (50gp)
- 100. Flowers of the Plains (300gp)



- 1. The Elder Days (100gp)
- 2. Dragons of Old (1000gp)
- 3. Daughters of the Whirlwind (300gp)
- 4. The Time of Death and Rain (200gp)
- The Art of Leatherworking (50gp)
- 6. Fendorr's Doom (500gp)
- 7. The Day of Smoke and Ash (10qp)
- 8. How War Should Be Conducted (300gp)
- The Swirling Suns (300gp)
- 10. Mourning Songs (10gp)
- 11. The Fall of Twilight (150gp)
- 12. A Full Quiver (200gp)
- 13. The Spilled Blood (10gp)
- 14. Death and Its Many Forms (300gp)
- 15. The Voyage of Keyel (300gp)
- 16. Mount Karras and Its Environs (15qp)
- 17. The Dark After the Night (150gp)
- 18. The Lost Key (600gp)
- 19. Devils on the Loose (15gp)
- 20. Four Mistakes in Magical Reasoning (25gp)
- 21. A Throne of Ice (500gp)
- 22. Uspurper's Delight (10qp)
- 23. The Hide of the Bear (1000qp)
- 24. Elven Tales and Bedtime Stories (150gp)
- 25. When Diplomacy Fails (1000qp)
- 26. Words of the Wise: Collected Sayings (50gp)
- 27. What a Miller Needs to Know (5000gp)
- 28. The Dragon War (50gp)
- 29. Trevelyan's Fairytales (300gp)
- 30. Living Shall Envy the Dead (25gp)

- 31. Mathematics: Where to Begin (50gp)
- 32. The Tale of Queen Elien and Her Jester (75qp)
- 33. Caring for the Dead (500gp)
- 34. Swordsmanship: A Guide for Novices (15gp)
- 35. The Book of the Raven (10gp)
- 36. Swine Herding as a Profession (150gp)
- 37. Burned Earth (50gp)
- 38. The Grimoire of the Lost Witches (600gp)
- 39. The Burning of Gladwin (600gp)
- 40. Lives of Kings (25gp)
- 41. On Constructing Fortifications (300gp)
- 42. Chaos and Order (1000gp)
- 43. Imps, Trolls, and Devils: A Guide to Any Encounter with Fiendish Foes (300gp)
- 44. Mending Broken Bones (150gp)
- 45. Apes: A Natural Study (300gp)
- 46. The Falling of Stones (25gp)
- 47. Blood and Water (100gp)
- 48. The Flesh of Demons (100gp)
- 49. The Book of Life (300qp)
- 50. Freebooting: A Practical Guide (100gp)
- 51. Folk Songs for Children (300gp)
- 52. Alone in the Wilderness (100gp)
- 53. The Monkey and the Leopard (750p)
- 54. Swimming in a Grassy Sea (10gp)
- 55. The Feet of the Giant (50gp)
- 56. Breaking Bones (10gp)
- 57. City of the Dead (300gp)
- 58. Darkness of the Day (500gp)
- 59. The First Principles of Law (200qp)
- 60. The Were-Beasts of Legend (7500)
- 61. The Anchor of the Earth (25qp)
- 62. The Names of All Things (25qp)
- 63. The Martial Arts (1000gp)
- 64. Acting: The Noble Profession (75gp)
- 65. For All the Elvish Ladies (75gp)

- 66. The Art of Brewing (100gp)
- 67. The Winds of Joy (10qp)
- 68. Lives Carved in Stone (100gp)
- 69. Gourds and Melons (75qp)
- 70. The Book of Light (150gp)
- 71. Magic: The Beginning (15gp)
- 72. At Dawn, We Ride (150gp)
- 73. A Catalog of Religions (75gp)
- 74. The Hermit of the Lake (300gp)75. Swamp Beasts and Other Swimming Oddities (300gp)
- 76. The Crown of Keys (100gp)
- 77. Wayward Son (50gp)
- 78. The Roaring Pines (600gp)
- 79. Concerning the Herbs of the Low Swamps (100gp)
- 8o. Scattered Like Dust (1000gp)
- 81. The Tale of the Lost Needle (100qp)
- 82. Rituals Involving Blood (75gp)
- 83. The Slow Death of Life (10gp)
- 84. The Dream of the Fire (759p)
- 85. The Twelve Fingers (300gp)
- 86. Reaping the Spoils (25gp)
- 87. The Lost World of the Dead (75qp)
- 88. The Gathering Crows (10qp)
- 89. The Riddles of Fairies (15qp)
- 90. Lost Treasures and Where to Find Them (15gp)
- 91. The Silver Crown (150gp)
- 92. The Candle of Destiny (50gp)
- 93. The First Peoples (50qp)
- 94. The Legends of Yore (75gp)
- 95. The Giant Toad (50gp)
- 96. Rare Plants (500gp)
- 97. A Raven on the Wing (1000gp)
- 98. The Hidden Writing (500gp)
- 99. Snow on the Lake (600gp)
- 100. The Screaming Heart of the Dying Warrior (25gp)

- The Very Ears of the Soul (600qp)
- Worlds Inside the Wood (150gp)
- 3. A Woman of Raven Beauty (150gp)
- 4. Illustrated Dragons of the North (150gp)
- 5. Food of the Gods (15gp)
- 6. Monastic Life (100gp)
- 7. Unplowed Ground (15gp)
- 8. Of the Nine Fingers (25gp)
- The Croaking Gulls (50gp)
- The Tarnished Armor (10qp)
- 11. Mariners of Old (300gp)
- 12. Building with Limestone (10gp)
- 13. Dwarven Songs (15gp)
- 14. Singing from the Shadows (200gp)
- 15. The Wrath of Dragons (300gp)
- 16. The Account of the Weeping Stones (75gp)
- 17. The Sweeping Wind (300gp)
- 18. Bending Light (50gp)
- 19. The Fall of the Rogue Kings (100qp)
- 20. Dead Flowers (10qp)
- 21. The Sleeping Giant (15ap)
- 22. Warriors from the Sea (25gp)
- 23. The Queen of Spellweaving (150gp)
- 24. Understanding the Flight of Birds (150gp)
- 25. All Our Failings (75qp)
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- 31. Sweet Mourning (10qp)

- 32. The Torment of Fiends (10gp)
- 33. The Understone Warriors (100gp)
- 34. The Dual of Death (10gp)
- 35. The Endless Circle (10qp)
- 36. An Iron Fist and a Red Rose (200gp)
- 37. Water Foul and Their Habits (600gp)
- 38. Alchemist's Guide to Transmuting (10gp)
- 39. The Book of Wind (10gp)
- 40. The Eye of the Cosmos (100qp)
- 41. Wheels Within Wheels (200qp)
- 42. The Ruined Harvest (100gp)
- 43. The Ice Fields (50gp)
- 44. Monsters of the Depths (25gp)
- 45. Birds of Prey (10gp)
- 46. A Leaf on the Wind (150gp)
- 47. The World of Ice: A Myth (75gp)
- 48. The Embrace of the Spider (50gp)
- 49. The Book of the Soil (100gp)
- 50. The Blood of the Young (50gp)
- 51. Wandering Stars (500gp)
- 52. Tree Bark: A Primer (15gp)
- 53. The Goodly Knight (150qp)
- 54. The Quenching Blade (100gp)
- 55. The Cooper's Trade (75gp)
- 56. The Flora and Fauna of Derindor (25gp)
- 57. Pirates of Old (50gp)
- 58. On Fasting (100gp)
- 59. On Cliffs Above the Sea (300gp)
- 6o. A Dagger in the Heart (75gp)
- 61. The Sharpness of the Sword (100p)
- 62. Water Spilled on the Ground (1000gp)
- (1000gp) 63. Portals to Other Worlds (75gp)
- 64. The Sundered Goddess (25gp)

- 65. Giants and Their Kin (100gp)
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- 67. Horrid Oaths of the Fallen (25gp)
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- 72. The Water of Yesterday (75gp)
- 73. The Circling Gulls (150gp)
- 74. The Master of All the Bards (150qp)
- 75. The Strong Bow (100gp)
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- 77. The Longing for Peace (5000gp)
- 78. The Master's Fault (25qp)
- 79. The Seventh Journey of the Thinking Merchant (500gp)
- 8o. The Book of Peace (25qp)
- 81. The Prince and the Tailor's Daughter (10gp)
- 82. The History of the Vale (150gp)
- 83. Upon the Wing (100gp)
- 84. On Raising Goats (600gp)
- 85. The Common Honey Bee (75qp)
- 86. Shattered Souls (75qp)
- 87. Fading From View (200gp)
- 88. The Heart of the World (100qp)
- 89. A Midnight Sea (25gp)
- 90. The Account the Kin-Slaying at Tor (10qp)
- 91. Dwarvish Rhymes (15gp)
- 92. Fists and Feet (75gp)
- 93. The Soldiers of the Dead (10gp)
- 94. Mushrooms: Sorted by Kinds and Uses (75gp)
- 95. The Singing Tree (500gp)
- 96. Not My People (10qp)
- 97. The Little Girl and the Old Money Lender (100gp)
- 98. Delving Deep (200gp)
- 99. The Book of Smoke (25gp)
- 100. On Spiders (150qp)

- 1. The Blue Cloaks (300qp)
- 2. Lives of Alchemists (50gp)
- 3. Tales of the Hearth (50gp)
- 4. The Eye Perceives (75qp)
- 5. The Bandit Queen and the Halfling Thief (600gp)
- 6. Stumbling to the Grave (15gp)
- 7. Hours of the Day (25gp)
- 8. Birth and Rebirth (100gp)
- 9. The Keys of Death (75gp)
- 10. A Tooth of a Lion (15gp)
- 11. The Shadow of Water (300gp)
- 12. Obscure Myths of the Dwarves (1000gp)
- 13. The Shining Sword (10gp)
- 14. An Open Grave (10qp)
- 15. The Yellow Book of Doom (200gp)
- 16. Sorting the Dead (300gp)
- 17. Star Stones: Rocks That Fall (600gp)
- 18. Helpful Spells and Potions (15gp)
- 19. Elven Songs (75gp)
- 20. The Face of Evil (75gp)
- 21. A King's Conscience (500gp)
- 22. The Forging of Wrathgor (10qp)
- 23. Twelve Spells Hatched in Hell (300gp)
- 24. A Tale of Three Empires (200gp)
- 25. Faces of Years (500gp)
- 26. Frost Upon the Ground (1000gp)
- 27. The Dust of Empires (100gp)
- 28. The Deeds of Fate (200gp)
- 29. The Hands of Doom (25gp)
- 30. A Man of Wealth and Taste (300gp)
- 31. Demons Chained in Darkness (15gp)
- 32. Of Orc Kind (75gp)
- Medicinal Roots and Where to Find Them (75qp)

- 34. The Stolen Crown (300gp)
- 35. The Boiling Desert (15gp)
- 36. A Hawk's Feather (25gp)
- 37. The Only Flame (10gp)
- 38. The Laughing Waters (500gp)
- 39. All the Fire in Our Souls (600gp)
- 40. The Secret Words of the Prophetess (75gp)
- 41. Timber: How to Become a Logger (150gp)
- 42. Fren's Guide to Ship Building (200qp)
- 43. Speaking to the Sand (200gp)
- 44. Hidden in the Earth (300gp)
- 45. The Book of Fiends (50gp)
- 46. Curing Tobacco (100gp)
- 47. No End of Words (75gp)
- 48. Games of Cards (1000gp)
- 49. The Topaz Ring (25gp)
- 50. The Deep Gorge (100gp)
- 51. The Blight (15gp)
- 52. The Soldiers of Night (1000qp)
- 53. The Whispering Mist (600gp)
- 54. Walking with Shadows (500gp)
- 55. The Jasper Throne (150qp)
- 56. The Lonely Tree (100gp)
- 57. Working with Iron (100gp)
- 58. The Book of Silence (10gp)
- 59. Elder Trees (150gp)
- 60. Ten Questions Wizards Ask (100qp)
- 61. The Fingers of Cold (15qp)
- 62. Creatures of the Forest (600qp)
- 63. Faded Into Mist (50gp)
- 64. Sons of Thunder (500gp)
- 65. The Saga of Linea (15gp)
- 66. Young Soil (1000gp)
- 67. Barehanded Fighting: Strategies and Tactics (75qp)
- 68. The Angry Sea (300gp)
- 69. The Kin Slaying (15gp)
- 70. I swam in a Blood Red Sea (150qp)
- 71. The Broken Bow (300gp)
- 72. Forest Gnomes: The Untold History (75qp)
- 73. A Man of Worth (15gp)
- 74. The Crows of Sand (300gp)

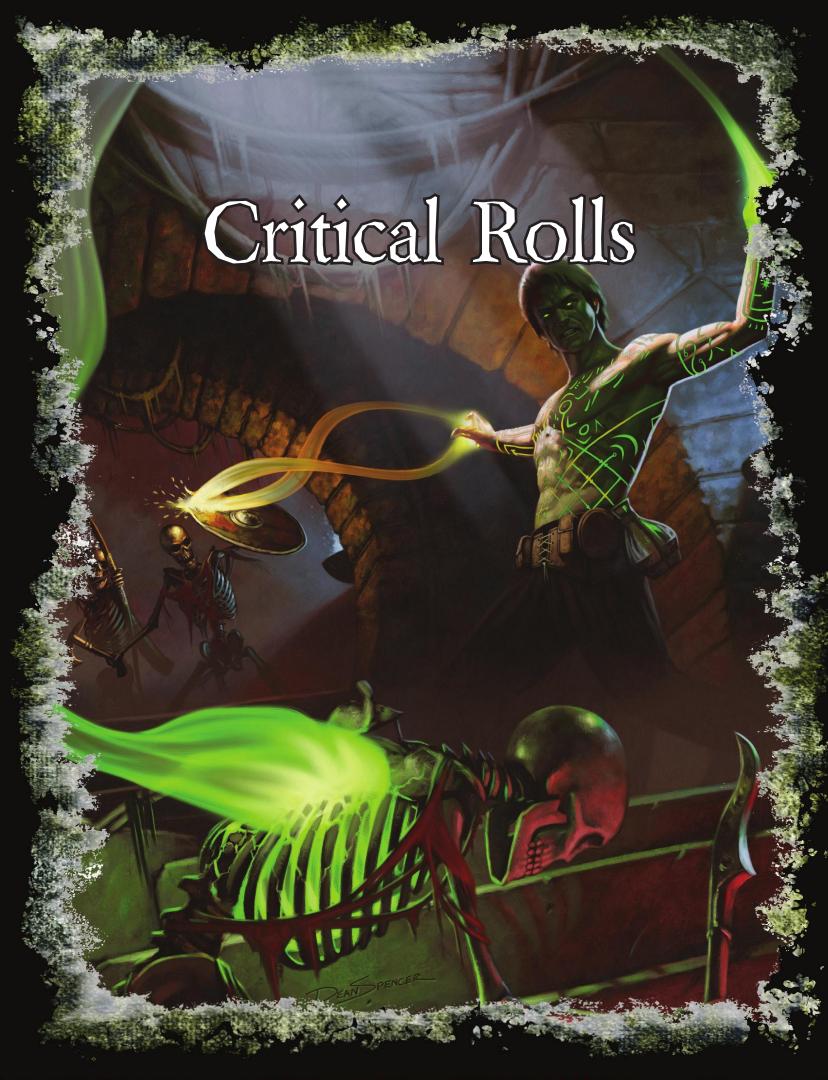
- 75. Twenty Stories from Yesteryear (50gp)
- 76. Never Speak to Trees (500gp)
- 77. The Day It Rained Blood (10qp)
- 78. The Age of Broken Arrows (50qp)
- 79. The Wizard's Lexicon (150gp)
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- 91. A Practical Guide to the Art of Wrestling (150qp)
- 92. The Crimson Dawn (10qp)
- 93. When Shadows Fall (10qp)
- 94. Apes and Monkeys of the Coast (300gp)
- 95. Arcane Words (15qp)
- 96. The Chronicle of Oq (25qp)
- 97. The Well of the Weeping Sisters (150qp)
- 98. Forever Falling (600gp)
- 99. Preparing Excellent Meals (150qp)
- 100. A Catalog of Symbols Found in Caves (500gp)



- To Steal a Crown (300gp)
- 2. All Who Despair (15qp)
- 3. The First Spells (600gp)
- 4. Royal Bloodlines (25gp)
- 5. Shattered Minds: A Sane Inquiry into Madness (75gp)
- Fever Dreams: An Examination of Hallucinations and Their Meanings (300gp)
- 7. Animal Husbandry in the First Age (1000gp)
- 8. Collected Poems (15gp)
- 9. The Brass Ring (15qp)
- 10. Consumed By Hate (75qp)
- 11. Harrowing Beauty (50gp)
- 12. Songcraft (100gp)
- 13. The Forgotten Warriors (25gp)
- 14. Digging Through Stars (75gp)
- 15. The Burning Fields (100gp)
- 16. An Inquiry into the Minds of Rulers (50qp)
- 17. The Wetlands (25gp)
- 18. The Value of Leisure (600gp)
- 19. A Study of Despair (15qp)
- 20. Songs of the Lowlands (500gp)
- 21. Swords of the Morning (15qp)
- 22. The Odes of War (10qp)
- 23. The Barren Sea (150gp)
- 24. The Hidden Temple (150gp)
- 25. Radical Farming Techniques (300gp)
- 26. The Fourteen Prophecies (300gp)
- 27. The Broken Alliance (15gp)
- 28. A Sweet Day Near the Lake (10gp)
- 29. On Giants and Their Kin (50gp)
- 30. The Forging of Shadows (100gp)
- 31. Mending Magic (50gp)
- 32. The Art of Fletching (25gp)
- 33. The Book of Flesh (300gp)
- 34. How to Wear a Cape (10qp)
- 35. The Art of Singing (10qp)

- 36. The Lost Spells of the Silver Age (25gp)
- 37. The Rushing Waves (100gp)
- 38. Into the Bleak (10gp)
- 39. Forty Different Pies(15qp)
- 40. Gourds: The Other Fruit (150gp)
- 41. The Green Book of Life (15gp)
- 42. A Rigorous Study of Ancient Mills (100qp)
- 43. Twelve Thousand Days on an Island Alone (150gp)
- 44. The Gnome Killings (25qp)
- 45. Low Magic and Simple Spells (5000gp)
- 46. Fire and Death (15gp)
- 47. The Principles of Archery (600gp)
- 48. Understanding Frost Ogres and Their Confounding Speech (1000gp)
- 49. The Sweet Scent of Yesterday (10gp)
- 50. Collected Sayings of Peasant Wives (75gp)
- 51. The Father of Lies (500gp)
- 52. The Horses of Doom (600qp)
- 53. The Shattering Blow (300gp)
- 54. The Fish of the Northern Lakes (50gp)
- 55. The Crimson Hammer (10qp)
- 56. Graves of the Queens (15qp)
- 57. The Gnome Dialogues (100gp)
- 58. The Dead of the Stars (15qp)
- 59. The Book of Mirrors (1000qp)
- 6o. Spellcraft: Ancient Black Arts (25gp)
- 61. Fairytales of the Lonely Forest (1000gp)

- 62. Swordcraft: Forging Blades (600gp)
- 63. Teran's Great Voyage (200gp)
- 64. Beasts that Live in Fire (75gp)
- 65. The Book of Lightning (500gp)
- 66. The Hammers Rang Like Bells (150gp)
- 67. The Hour of the Bleeding (150gp)
- 68. The Reign of Queen Shealyn (500qp)
- 69. Songs of Silver (150gp)
- 70. The Mountains of Iron (15qp)
- 71. The Dying Bride (75gp)
- 72. The Cold Forge (200gp)
- 73. Living Under the Rock (1000gp)
- 74. Music from the Erilon Period (25qp)
- 75. The Blood of Grapes: Oenological Studies (75gp)
- 76. Voices in the Woods: The Unseen Creatures in Forests (15gp)
- 77. The Ornaments of the Gods (300qp)
- 78. When Blood is Drawn (300gp)
- 79. The Age of Hunters (500gp)
- 8o. The Falling Stars (150gp)
- 81. The Singing Graves (50gp)
- 82. Healing Wounds (150gp) 83. A Sharp Axe (10gp)
- 84. The Songs of the Grave (15gp)
- 85. The Sorrows of Swords (15gp)
- 86. The Rivers Boiled (75gp)
- 87. When Hate Reigns (300gp)
- 88. The Mornings of Mist (600gp)
- 89. Cosmological Models Past and Present (600qp)
- 90. Volcanos (600gp)
- 91. Yeast and Its Uses (300qp)
- 92. When the Sword Fails (300qp)
- 93. Daylight on the River (50gp)
- 94. The Weeping Widow (25gp)
- 95. Hidden Love (150gp)
- 96. Sad Stories of the Death of Kings (150gp)
- 97. The Sharp Axe (300gp)
- 98. The Book of Water (100qp)
- 99. Crumbling History (10gp)
- ioo. Bright Days and Dark Nights (75gp)



# Critical Fails for Melee Attacks

- 1-2. The character drops their weapon
- 3-4. The character's attack succeeds
- 5-6. The character loses their balance and falls toward the target
- 7-8. The target steals some gold pieces from the character
- 9-10. The character impales themselves, taking 1D12 damage
- 11-12. The character is killed by their own attack
- 13-14. The target yawns as if bored while dodging the attack
- 15-16. The character's attack succeeds as if it were a critical success
- 17-18. The character is grappled
- 19-20. The character cuts off their own hand, taking 1D20 damage
- 21-22. The attack causes the target to become enraged
- 23-24. The character jams their finger, taking 1D2 damage
- 25-26. The attack taunts all nearby enemies
- 27-28. The target steals an item from the character
- 29-30. The character pokes their eye, taking 1D2 damage
- 31-32. The target laughs at how pathetic the character's attack was
- 33-34. The character stubs their toe, taking 1D2 damage
- 35-36. The character hits an adjacent friendly target with their attack
- 37-38. The attack taunts adjacent enemies
- 39-40. The character trips and falls
- 41-42. The character loses a piece of armor
- 43-44. The character's weapon is flung ten feet away
- 45-46. The character causes a nearby friendly target to drop their weapon
- 47-48. The character hits their head and becomes disoriented
- 49-50. The character's weapon is stuck in the target's armor
- 51-52. The attack hits but does no damage
- 53-54. The character's weapon is tossed up into the air
- 55-56. The character hits themselves with their own attack
- 57-58. The target intimidates the character, causing them to flinch
- 59-60. The character stabs themselves in the gut, taking 1D8 damage
- 61-62. The character's weapon breaks
- 63-64. The character's weapon is stolen
- 65-66. The character's weapon is embedded into a nearby wall
- 67-68. The character's weapon is flung out of sight and lost
- 69-70. The character bites their tongue, taking 1D2 damage
- 71-72. The character drops their weapon onto their foot, taking 1D4 damage
- 73-74. The character accidentally embraces the target
- 75-76. The character breaks their nose, doing 1D2 damage
- 77-78. The character is spun around, disorienting them
- 79-80. The character lets out an intimidating battle cry before missing the target
- 81-82. The character cuts off their own toe, taking 1D6 damage
- 83-84. The attack makes a loud noise that attracts nearby enemies
- 85-86. The attack is deflected back onto the character
- 87-88. The character is thrown at another friendly target
- 89-90. The character trips an adjacent friendly target
- 91-92. The character is knocked unconscious
- 93-94. The character cuts off their own finger, taking 1D6 damage
- 95-96. The character's weapon is lodged into the ground
- 97-98. The character drops their gold pouch on the ground
- 99-100. The target dodges and attacks the character

# Critical Fails for Spell Attacks

- 1. The caster is blinded for thirty seconds
- 2. The caster teleported directly in front of the target
- 3. The spell alters reality: The target is now a rust monster
- 4. The spell knocks the caster back ten feet
- 5. The caster is polymorphed into a rabbit for thirty seconds
- 6. The spell equips the target with magical armor
- 7. The spell causes the nearest friendly target to drop their weapon
- 8. The target reflects the spell back at the caster
- 9. The caster becomes confused and disoriented for thirty seconds
- 10. The target absorbs the spell and becomes more powerful
- 11. The target reflects the spell at a target of its choosing
- 12. The spell hits the floor
- 13. The caster is gripped with irrational terror for thirty seconds
- 14. The spell alters reality: The target is duplicated 1D2 times
- 15. The target is unaffected by the spell
- 16. The caster is polymorphed into a squirrel for thirty seconds
- 17. The spell alters reality: The caster's alignment shifts slightly
- 18. The spell burns the caster for 1D12 fire damage
- 19. The target rushes forward, surprising the caster
- 20. The spell alerts all nearby enemies to the caster's location
- 21. The spell alters reality: The target is now a doppelganger of the caster
- 22. The spell burns the caster for 1D10 fire damage
- 23. The spell taunts the target
- 24. The caster is set on fire
- 25. The caster is polymorphed into a frog for thirty seconds
- 26. The spell alters reality: The caster is now five inches shorter
- 27. The caster is sent thirty seconds into the future
- 28. The spell burns the caster for 1D20 fire damage
- 29. The spell is erased from the caster's spellbook
- 30. The caster is distracted by a vision
- 31. The spell alters reality: The caster falls in love with the target
- 32. The caster forgets how to cast that spell
- 33. The spell causes water to begin flooding the immediate area
- 34. The caster is polymorphed into a chicken for thirty seconds
- 35. The spell brings a dead enemy back to life with half of their health
- 36. The spell heals the target for 1D12 health
- 37. The spell causes a minor earthquake at the caster's location
- 38. The spell burns the caster for 1D6 fire damage
- 39. Nothing happens
- 40. The spell freezes the caster's hands together
- 41. The caster is paralyzed for thirty seconds
- 42. The caster is polymorphed into a pig for thirty seconds
- 43. The spell brings two dead enemies back to life with one health
- 44. The spell brings a dead enemy back to life with one health
- 45. The spell backfires onto the caster
- 46. The caster trips and falls
- 47. The spell increases all stats of the target by one point
- 48. The spell fizzles out with a pathetic whimper
- 49. The caster is unable to cast that spell again for one hour
- 50. The spell inflicts a random curse upon the caster

# Critical Fails for Spell Attacks

- 51. The spell causes the target to become invulnerable for thirty seconds
- 52. The spell causes the caster to float in the air for thirty seconds
- 53. The spell alters reality: The caster is now thirty pounds heavier
- 54. The spell alters reality: The caster's hair color is now orange
- 55. The spell tears a hole in space/time, sending the caster five minutes into the future
- 56. The spell alters reality: The target is now a mimic
- 57. The spell causes the target to become invisible for thirty seconds
- 58. The spell brings a dead enemy back to life with full health
- 59. The spell hits the ceiling
- 60. The spell taunts all nearby enemies
- 61. The nearest friendly target is set on fire
- 62. The spell fizzles out with a spectacular display of lights
- 63. The spell heals the target for 1D8 health
- 64. The spell hits the nearest friendly target
- 65. The target distracts the caster with a loud jarring noise
- 66. The spell taunts the target and any enemy adjacent to the target
- 67. The spell summons a demon
- 68. The caster is polymorphed into a rat for thirty seconds
- 69. The spell equips the target with a magical weapon
- 70. The spell kills the caster
- 71. The spell causes the nearest friendly target to trip and fall
- 72. The spell causes the target to become enraged
- 73. The spell creates a flow of water that begins flooding the room
- 74. The caster is deafened and muted for thirty seconds
- 75. The spell summons a mind flayer
- 76. The spell tears a hole in space/time, sending the target five minutes into the past
- 77. The caster becomes unconscious for thirty seconds
- 78. The spell heals the target for 1D6 health
- 79. The spell hits the wall
- 80. The caster is polymorphed into a stag beetle for thirty seconds
- 81. The spell heals the target for 1D10 health
- 82. The spell alters reality: The target is now directly behind the caster
- 83. The spell heals the target for 1D20 health
- 84. The spell supercharges into a more powerful spell that completely misses the target
- 85. The spell summons a shadow
- 86. The spell fizzles out with a loud jarring noise
- 87. The spell alters reality: The target is now one size larger
- 88. The spell alters reality: The target is now an owlbear
- 89. The spell sets in motion the seemingly insignificant event that will lead to Armageddon
- 90. The target dodges the spell
- 91. The spell burns the caster for 1D8 fire damage
- 92. The spell causes the caster to lose all memories of the last day
- 93. The caster is polymorphed into a housecat for thirty seconds
- 94. The caster's intelligence and wisdom scores are set to one for two hours
- 95. The spell summons a dragon
- 96. The spell fully heals the target
- 97. The spell succeeds as if it were a critical success
- 98. The spell burns the caster for 1D4 fire damage
- 99. The spell succeeds
- 100. The spell inflicts a random curse upon the nearest friendly target

# Critical Success for Spell Attacks

- 1. Flight- The caster gains the ability to fly for 1D6 rounds.
- 2. No Cost-The spell was used for free
- 3. Cursed Finesse-The target has a disadvantage on dexterity for 1D6 rounds
- 4. Multiply- 1D4 duplicates of the caster appear
- 5. Bound- Magical threads entangle the target for 1D6 rounds. They can be broken can be broken with a strength roll
- 6. Renewing Spell- Recover 1D4 used spells
- 7. Healing Aura- All friendly creatures within 30ft of the caster are healed for 2d10 health
- 8. Dispel- All magical effects on the target are dispelled
- 9. Steal Voice-The target loses the ability to speak until the curse is removed
- 10. Fire Shield- Flames wreathe the caster's body, causing 1D6 damage to any creature that touches the caster
- 11. Enfeeble-The target does half damage on weapon attacks for 1D6 rounds
- 12. Amnesia-The target lapses into insanity and forgets his identity
- 13. Guiding Ray- All attack rolls made against the target have advantage for one round
- 14. Tether- The target is anchored to the ground for 1 minute and can only move 5ft from its current position.
- 15. Magic Barrage-The caster fires a missile of magic as a bonus, 2d4 damage
- 16. Minion-Tf the target dies within 1D4 turns it is raised again as the caster's ally
- 17. Web-The target becomes entangled in a sticky web
- 18. Cursed Body-The target has disadvantage on constitution checks for 1D6 rounds
- 19. Cursed Presence-The target has disadvantage on charisma checks for 1D6 rounds
- 20. Interrogate- The caster can ask the target one question at the threat of pain if answered untruthfully
- 21. Nightmare-The targets worst fear appears in front of it
- 22. Fish Out of Water- The target grows gills and can only breathe water for 1D6 turns. If the target does not find water, it begins to suffocate
- 23. Flaming Blade- Any weapon of the caster's choosing ignites into flames and does an additional 1D6 burning damage for 1D6 turns
- 24. Disappearing Act- The caster becomes invisible for 1D6 rounds
- 25. Pushing Blast-The target is pushed back 10ft
- 26. Cursed Mind-The target has disadvantage on intelligence checks for 1D6 rounds
- 27. Concussive Blast-The target is stunned for one round
- 28. Launch-The target is pushed back 20ft
- 29. Aggro- All creatures within sight of the target see it as an immediate threat and must use their action to attack it. This lasts until the casters next turn
- 30. Brainy Allies- The caster and all allies within 30ft gain advantage on intelligence rolls for 1D6
- 31. Free Spell-The spell is cast as a bonus action instead of a full action
- 32. Bloody Tears- The target is blinded and begins to bleed from the eyes. They take 2d6 damage on each of their turns for 1D6 turns
- 33. Encircling Wind- A wall of wind appears, encircling the target in a 10ft radius for 1D6 turns
- 34. Tough Skin-The caster gains damage resistance to slashing and piercing damage for 1D6 rounds
- 35. Wise Allies- The caster and all allies within 30ft gain advantage on wisdom rolls for 1D6 turns
- 36. Storm Caller- The caster can call forth three bolts of lightning for 3d10 damage each
- 37. Zero Gravity-The target floats 5ft into the air for 1D6 rounds
- 38. Magic Shield-The caster gains +2 to defense for 1D6 rounds
- 39. Long Arms-The caster's arms stretch in length, increasing their reach by 5ft

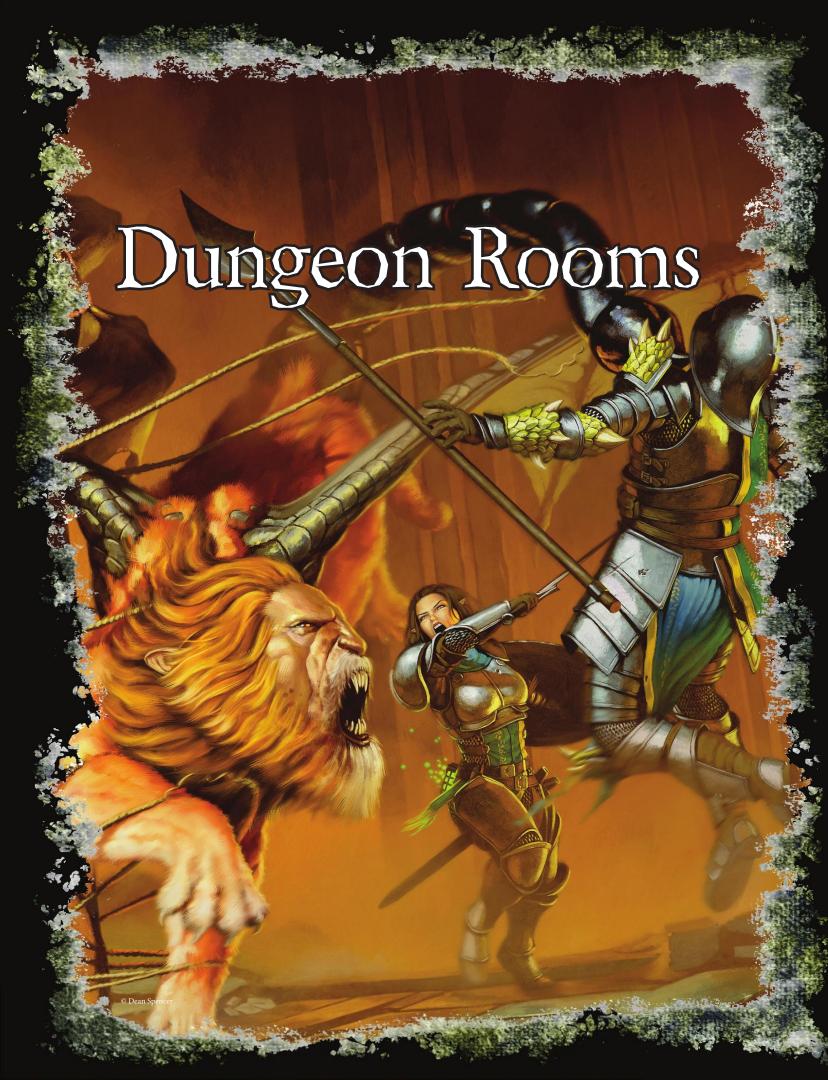
# Critical Success for Spell Attacks

- 40. Deafening Blast- All creatures within 10ft of the target must make a constitution save or be deafened
- 41. Transformative Ray-The target is transformed into a beast of a small size
- 42. Wrecking Ball-Throw the target at any other creature within 30ft of it. Both creatures take 3d6 damage and are knocked prone
- 43. Absorb Energy- Absorb any energy attacks made against caster for 1D6 turns
- 44. Inner Beast-The target behaves as if enraged and confused for 1D6 turns
- 45. Cursed Strength-The target has disadvantage on strength checks and attack rolls for 1D6 rounds
- 46. Magic Winds-The caster gains control of the air around them.
- 47. Truth- The target takes 3d10 psychic damage if questions are answered untruthfully and has a -10 on deception for 1d6 rounds
- 48. Exhaustion-The target adds -1 to all rolls until they finish a short or long rest
- 49. Quicken Allies-The caster and all allies within 30ft gain advantage on dexterity rolls for 1D6 turns
- 50. Dimensional Rift- The target is transported to a random plane for 1D4 rounds and then reappears in the same spot
- 51. Powerful Blast-The target is knocked prone
- 52. Magic Weapons- The caster and all allies within sight treat their weapon attacks as magical and have a +2 on attack and damage rolls for 1 minute
- 53. Encircling Flames- A wall of fire appears, encircling the target in a 10ft radius for 1D6 turns
- 54. Déjà vu-The target must repeat the specific actions it took this round again for 1D4 rounds
- 55. Strike True-The caster can give any ally within sight a +20 on their next attack roll
- 56. Cursed Beauty-The target's face is horribly disfigured and has disadvantage on persuasion checks until the spell is removed
- 57. Adamant Bones- The caster gains damage resistance to bludgeoning damage for 1D6 rounds
- 58. Cursed Spirit-The target has disadvantage on wisdom checks for 1D6 rounds
- 59. Energy Drain- Energy is pulled from the target into the user. Recover health equal to half of the damage dealt
- 60. Sluggish-The target is slowed for 1D4 rounds
- 61. Blinding Light-The target is blinded by a brilliant flash of light
- 62. Stasis-The target becomes frozen in time for 1D6 turns and cannot be harmed until the effect ends.
- 63. Maze-The target is banished to a labyrinthine dimension.
- 64. Extend Spell- Double the duration of the caster's next spell
- 65. Quick Feet- Increase the caster's base movement speed by 30ft for 1 hour
- 66. Babble-The targets languages are replaced with random new languages
- 67. Birthday Suit- The target's armor and clothing are blasted from them
- 68. Fear Me-The target is frightened by the caster
- 69. Invigorating Spell- Recover 1D4 spells and receive 2d6 in healing
- 70. Eruption-The target is thrown 6oft into the air and takes fall damage or impact damage if it hits a ceiling
- 71. Distant Spell- Double the range of caster's next spell
- 72. Dragon Shape-The caster is transformed into a young dragon for 1D6 turns
- 73. Charming Spell-The target must make a wisdom save or be charmed
- 74. Charming Allies- The caster and all allies within 30ft gain advantage on charisma rolls for 1D6 turns

# Critical Success for Spell Attacks

- 75. Stone Curse-The target slowly becomes stone, starting with their arm. If the curse or affected area is not removed within 3 rounds the target is petrified
- 76. Protective Blast-The user gains the effect of magic armor
- 77. Speedy-The caster gains an additional 10ft of movement for 1D4 rounds
- 78. Paranoia-The target sees everyone as an enemy and becomes hostile
- 79. Glowing Ray- For 1D6 rounds the target is wreathed in fire
- 80. Enchanting Spell-The target falls unconscious
- 81. Encircling Stone- A wall of stone appears, encircling the target in a 10ft radius for 1D6 turns
- 82. Healing Energy-The caster regains 2d10 hit points
- 83. Fire Ants-The target perceives stinging ants filling their clothing and loses 1D6 turns scratching
- 84. Shrink Ray-The target is reduced in size
- 85. Mind Read-Secret thoughts and memories from the target flood the caster's mind
- 86. Poisoned Blood-The target is poisoned for 1D6 rounds.
- 87. Disarming Ray-The target drops their weapon or shield
- 88. Toughen Allies- The caster and all allies within 30ft gain advantage on constitution rolls for 1D6 turns
- 89. Flying Daggers- Magical daggers spin around the caster in a 5ft radius for 1D6 turns. Any creature that enters that radius takes 5d4 damage.
- 90. True Understanding-The caster gains the ability to understand all languages for 1 hour
- 91. Empower Allies- The caster and all allies within 30ft gain an advantage on strength rolls for 1D6 turns
- 92. Aging Curse-The target is aged by 1D12 years
- 93. Invulnerable-The caster becomes immune to all damage for 1D6 turns.
- 94. Break- Break any non-magical item the target is holding or wearing
- 95. Paralyze-The target must make a wisdom save or be paralyzed for 1D4 rounds
- 96. Suggestion-The caster may make one suggestion to the target
- 97. Double Spells- Cast a second spell on the same turn
- 98. Explosive Spell- The spell affects any other creature within 5ft of the target
- 99. Envious Desire-The target is overwhelmed with envy and must use his action to disarm, grapple, or steal from any target nearby for 1D6 rounds
- 100. Baby Hand- One of the targets hands shrinks to infant size and can no longer hold anything greater than 5lbs





- Elf skull
- 2. Torn leggings
- 3. Dead snake
- 4. Beads (1D4)
- 5. Leather apron
- 6. Soap (half bar)
- 7. Human skull
- 8. Colored pebbles (1D8)
- 9. Silver button with an anchor design
- 10 Trowel
- 11. Dwarf skull
- 12. Dead toad
- 13. Rusted iron spikes (1D8, 10")
- 14. Wax-sealed book (Roll once on a Book Title Table)
- 15. Bear trap
- 16. Thimble
- 17. Halfling skeleton
- 18. Bear claw
- 19. Tin plate
- 20. Dead bird
- 21. Goblin toenail clippings
- 22. Blue glass bottle
- 23. Melted gold piece
- 24. Lock of blonde hair
- 25. Leather helmet
- 26. Brooch (silver)
- 27. Tiny golden snowflake
- 28. Tiny iron chain (24')
- 29. Moth-eaten jerkin
- 30. Blocks of wood (1D12, 3" x 3")
- 31. Small elephant statue (lapis lazuli)
- 32. Human femur
- 33. Bead necklace
- 34. Bone staff
- 35. Chessboard
- 36. Chalk (1D8)
- 37. Silver brooch with a leaf design
- 38. Small stone with "M" carved in it
- 39. Tin mask
- 40. Bag of bones
- 41. Old boot
- 42. Marbles (1D10)
- 43. Rusted crossbow
- 44. Brooch (gold)
- 45. Chrysalis (1')
- 46. Rusted topaz ring
- 47. Phoenix feather
- 48. Rope (20')
- 49. Windchime
- 50. Brass spoon

- 51. Wooden token
- 52. Red ribbon (2')
- 53. Moldy apple
- 54. Dog skeleton
- 55. Dead groundhog
- 56. Pewter chess piece (bishop)
- 57. Silver pieces (1D8)
- 58. Broken short bow
- 59. Broken broom
- 6o. Dwarven waistcoat
- 61. Bent crowbar
- 62. Dead body (orc)
- 63. Signet ring of a missing noble
- 64. Glass vial (empty)
- 65. Broken clay pot
- 66. Orc teeth (1D8)
- 67. Gold pieces (1D8)
- 68. Books (1D8 rolls on a Book Title Table)
- 69. Purple glowing stone
- 70. Basket
- 71. String (84")
- 72. Dead spider
- 73. Glass eye
- 74. Rusted iron spikes (1D10, 8")
- 75. Painting of a landscape
- 76. Wooden box (no lid, 2' x 3')
- 77. Butterfly carving (mahogany)
- 78. Dagger (new)
- 79. Wooden staff
- 8o. Bent tin fork
- 81. Orc teeth (1D6)
- 82. Small dragon statue (jade)
- 83. Colored pebbles (1D12)
- 84. Gold necklace
- 85. Small stone statue of a dwarven warrior
- 86. Tiny silver horse statue
- 87. Belt buckle
- 88. Burlap tunic
- 89. Pewter bowl
- 90. Goblin teeth (1D4)
- 91. Sundial
- 92. Warm cup of tea
- 93. Oak leaf
- 94. Dented tin cup
- 95. Tin dragon figurine
- 96. Broken spear
- 97. One gold piece
- 98. Gold hairpin
- 99. Human scalp
- 100. Dead dog

- 1. Tiny glowing stone
- 2. Ripped bloody jerkin
- 3. Key (iron)
- 4. Brass button
- 5. Torn pants
- 6. Fossilized walrus tusk
- 7. Torture tool kit
- 8. Piece of red glass
- 9. Rusted longsword
- 10. Piece of coral
- 11. Books (1D6 rolls on a Book Title Table)
- 12. Iron nose ring
- 13. Loaf of moldy bread
- 14. Snakeskin (4')
- 15. Elephant tusk
- 16. Ivory earring
- 17. Silver pieces (1D20)
- 18. Quill
- 19. Burnt body (halfling)
- 20. Ceramic funeral urn (full of ashes)
- 21. Wooden box (lid, 2' x 2')
- 22. Glass jar full of eyeballs
- 23. Silver ingot
- 24. Whetstone
- 25. Leather pouch (empty)
- 26. Jug of water full of tadpoles
- 27. Small green glass bottle
- 28. Large clay pot
- 29. Rusted needle
- 30. Small glass globe with a figurine inside
- 31. Stuffed beaver tail
- 32. Severed orc arm
- 33. Cat skeleton
- 34. Stuffed oxtail
- 35. Broken longsword
- 36. Jack o' lantern
- 37. Sack (empty)
- 38. Iron mask
- 39. Map of a bandit camp
- 40. Candles (1D10)
- 41. Dead rat
- 42. Ogre skull
- 43. Iron ingot
- 44. Dead fish
- 45. Metal chest
- 46. Dead lizard
- 47. Goblin skeleton
- 48. Beads (1D12)
- 49. Goblin skull
- 50. Small gear

- 51. Mosquito trapped in amber
- 52. Peg leg
- 53. Severed kobold head
- 54. Hat with "Crilis" embroidered in it
- 55. Button (gold)
- 56. Iron ring
- 57. Wolf pelt
- 58. Small leaf (glass)
- 59. Broken harp
- 6o. Hawk talon
- 61. Shattered glass
- 62. Button (copper)
- 63. Cocoon (1' x 3')
- 64. Rotten waterskin
- 65. Decayed book
- 66. Dragon claw
- 67. "Fuller" written in blood on the floor
- 68. Silver pieces (1D4)
- 69. Dead mule
- 70. Pile of large bones (1D20)
- 71. Tin knee guard
- 72. Leather strap (1" x 2')
- 73. Silver necklace
- 74. Musty cloak
- 75. Cracked crystal orb
- 76. Pile of dead flies
- 77. Goblin teeth (1D20)
- 78. Broken vase
- 79. Glass box full of butterfly wings (1D12)
- 8o. Tin hook
- 81. Torn backpack
- 82. Rotten gourd
- 83. Orc fang
- 84. Brass key with a dragon head design
- 85. Iron shears
- 86. "Morling" scratched on the wall
- 87. Silver knife
- 88. Wooden pole (10')
- 89. Broken short sword
- 90. Cloven shield
- 91. Cowhide
- 92. Nail
- 93. Wooden shoe
- 94. Halfling skull
- 95. Rusted shackles
- 96. Blocks of wood (1D10, 2" x 5")
- 97. Burned body (gnome)
- 98. Rags (1D8)
- 99. Half a gold piece
- 100. Lead nugget

- 1. Leather gauntlet
- 2. Copper pieces (1D10)
- 3. Voodoo doll (with pins)
- 4. Goat hide stretched over tanning rack
- 5. Beads (1D20)
- 6. Arrowhead (iron)
- 7. Dragon scale
- 8. Copper pieces (1D20)
- 9. Candles (1D6)
- 10. Leather pouch (empty)
- 11. Leather strap (1" x 2')
- 12. Bloody bandage
- 13. Small polished black stone
- 14. Severed dwarf finger
- 15. Brass nose ring
- 16. Rope (100')
- 17. Chalk (1D6)
- 18. Broken shovel
- 19. Colored pebbles (1D20)
- 20. Jawbone of a donkey
- 21. Iron tongs
- 22. Rotten wood (3" x 2')
- 23. Dead pig
- 24. Gold ring
- 25. Faded painting of a little girl
- 26. Pool of a tar-like substance
- 27. "Gulwulf" scratched into the floor
- 28. Partially burned blanket
- 29. Longsword (orc make)
- 30. Crushed candle
- 31. Pile of small bones (1D100)
- 32. Silver ring
- 33. Puddle of slime
- 34. Books (1D10 rolls on a Book Title Table)
- 35. Pair of bone dice
- 36. Eagle talon
- 37. Half a silver piece
- 38. Mouse droppings
- 39. Books (1D12 rolls on a Book Title Table)
- 40. Mirror (1' x 4')
- 41. Candles (1D4)
- 42. One silver piece
- 43. Chalk (1D20)
- 44. Copper pieces (1D6)
- 45. Square gold coin with a torch design
- 46. Blood-soaked cloak
- 47. Copper wire
- 48. Tiny gold nugget
- 49. Half-burned love letter
- 50. Button (silver)

- 51. Scarecrow
- 52. Short sword (goblin make)
- 53. Teacup
- 54. Orc teeth (1D20)
- 55. Bent longsword
- 56. Broken wine bottle
- 57. Wine bottle (full)
- 58. Silver arrow
- 59. Leather armor
- 6o. Leather strips (1D6, 1"x6')
- 61. Silver earring
- 62. Gold key with a shield design
- 63. Barrel (empty)
- 64. Puddle of blood
- 65. Pile of dead ants
- 66. Shattered clay pot
- 67. Dead bat
- 68. Torn tunic
- 69. Dead sapling
- 70. Dented bronze basin
- 71. Keyring (1D6 keys, iron)
- 72. Chalk (1D10)
- 73. Roc feather
- 74. Small piece of flint
- 75. Small brass tree
- 76. Goblin droppings
- 77. Horse collar
- 78. Glass jar with an orc ear inside
- 79. Orc droppings
- 80. Broken porcelain bowl
- 81. Wax sealed vial that appears empty
- 82. Bent tin spoon
- 83. Dead body (adventurer)
- 84. Small clay figurine of an elven female
- 85. Lead balls (1D4, 3")
- 86. Severed orc hand
- 87. Mushrooms
- 88. Orc skeleton
- 89. Glass jar with a green vapor inside
- 90. Broken table
- 91. Broken chain link
- 92. Hammer
- 93. Burned body (human)
- 94. Sling stones (1D6)
- 95. Silver coin from an ancient kingdom
- 96. Cat of nine tails
- 97. Elf skeleton
- 98. Map to a dungeon
- 99. Hawk feather
- 100. Blocks of wood (1D6, 2" x 2")

- 1. Dagger (goblin make)
- 2. Old rope (8')
- 3. Rat's nest
- 4. Human teeth (1D8)
- 5. Branch with a flowering bud
- 6. Moldy piece of cheese
- 7. Colored pebbles (1D4)
- 8. Iron collar
- 9. Broken abacus
- 10. Sole of a shoe
- 11. Bronze bust a noble
- 12. Gold pieces (1D4)
- 13. Book with blank pages
- 14. One copper piece
- 15. Copper pieces (1D4)
- 16. Whip
- 17. Rusted iron ring
- 18. Ornate smoking pipe
- 19. Dead body (goblin)
- 20. Silk scarf
- 21. Dead mice (1D20)
- 22. Clay figurine of a warrior
- 23. Copper button with a crown design
- 24. Gold pieces (1D20)
- 25. Gold button with a lion design
- 26. Cocoon (3'x4')
- 27. Live fireflies (1D100)
- 28. Shattered onyx orb
- 29. Silver spoon
- 30. Pitchfork
- 31. Human tooth
- 32. Feather pillow
- 33. Burnt torch
- 34. Tiny golden scarab
- 35. Glass slipper
- 36. Old glove
- 37. Lantern
- 38. Blocks of wood (1D10, 3" x 6")
- 39. Broken arrow
- 40. Broken crossbow bolt
- 41. Map case (locked)
- 42. Dog skull
- 43. Fireplace poker
- 44. Bucket of filthy water
- 45. Silver pieces (1D10)
- 46. Child's raq doll
- 47. Bronze belt buckle
- 48. Dented bronze cup
- 49. Dead chicken
- 50. Lion skull

- 51. Briddle
- 52. Copper armband with battle scene design
- 53. Shattered mirror
- 54. Crutch
- 55. Tinder box
- 56. Rusted iron spikes (1D4, 6")
- 57. Rusted dagger
- 58. Rusted mace
- 59. Half-burned map
- 6o. Burned body (elf)
- 61. Wax-sealed letter
- 62. Glass jar with a fairy inside
- 63. Books (1D4 rolls on a Book Title Table)
- 64. Colored pebbles (1D10)
- 65. Moldy rations
- 66. Dead beetle
- 67. Beartrap
- 68. Sword hilt
- 69. Candles (1D8)
- 70. Bloody goblin footprint
- 71. Remnants of a burned map
- 72. Broken pike
- 73. Small piece of quartz
- 74. Remnants of a burned book
- 75. Severed goblin foot
- 76. Orc skull
- 77. Small fossil
- 78. Pulley
- 79. Adventurer's notebook
- 8o. Cat tooth
- 81. Map of a nearby town
- 82. Ancient key (bone)
- 83. Broken quarterstaff
- 84. Blocks of wood (1D20, 4" x 4")
- 85. Copper pieces (1D8)
- 86. Mirror (1' x 4')
- 87. Piece of coal
- 88. Rusty hooks (1D4)
- 89. Blocks of wood (1D6, 3" x 3")
- 90. Preserved raven wing
- 91. Silver key with a star on it
- 92. Large iron hook
- 93. Bloody handprint (human)
- 94. Lamp
- 95. Glass vial (one drop of clear liquid)
- 96. Broken porcelain vase
- 97. Wooden pole (8')
- 98. Small seashell
- 99. Shoe buckle
- 100. Dead horse

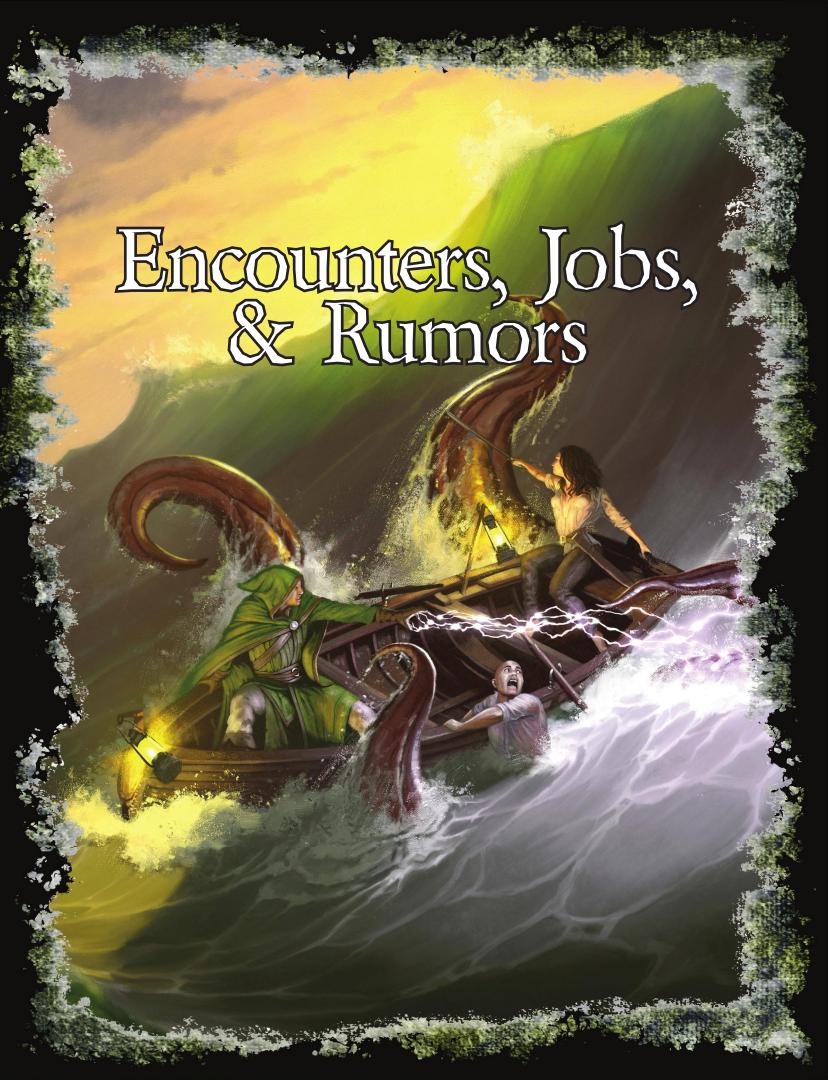
- Crystal ball
- 2. Rusted iron spikes (1D6, 6")
- 3. Shiny rock
- 4. Yellow flower growing in a clay pot
- 5. Flask of holy water
- 6. Inkwell (dry)
- 7. Stuffed monkey doll
- 8. Broken longbow
- 9. Frying pan
- 10. Ornate beer stein
- 11. Bust of an ancient queen
- 12. Colored pebbles (1D6)
- 13. Glass pitcher filled with yellow dust
- 14. Wolf's tooth
- 15. Wooden mask
- 16. Rusted iron spikes (1D20, 4")
- 17. Hymnbook
- 18. Silver pieces (1D12)
- 19. Shattered hourglass
- 20. Chicken feather
- 21. Broom
- 22. Tin ring
- 23. Ceramic funeral urn (empty)
- 24. Music box
- 25. Bloody handkerchief
- 26. Iron bar (2')
- 27. Wooden chest
- 28. Beads (1D8)
- 29. Gold pieces (1D6)
- 30. Bloody bandages
- 31. Broken viol
- 32. Beads (1D10)
- 33. Gold pieces (1D10)
- 34. Pan flute
- 35. Small clay pot
- 36. Message in a bottle
- 37. Half a copper piece
- 38. Raven beak
- 39. Sharpened iron spoon
- 40. Glass skull
- 41. Small glass orb
- 42. Pin
- 43. Cloth shears
- 44. Eagle skeleton
- 45. "Help me," spelled with small stones
- 46. Pile of kindling
- 47. Large cat paw print
- 48. Small wooden flute
- 49. Broken lyre
- 50. Small polished red stone

- 51. Lead balls (1D8, 1")
- 52. Wine bottle (half full)
- 53. Dead swan
- 54. Sharktooth
- 55. Fragments of a hatched egg (small)
- 56. Silver fork
- 57. Orc teeth (1D10)
- 58. Rat droppings
- 59. Wolf tooth necklace
- 6o. Goblin tooth
- 61. Goblin teeth (1D10)
- 62. Ivory staff
- 63. Broken candle
- 64. Stuffed lizard
- 65. Dogtooth
- 66. Jar with a human eye floating in liquid
- 67. Blocks of wood (1D4, 3" x 3")
- 68. Longbow
- 69. Pouch (empty)
- 70. Quadrant
- 71. Orc bodies (1D8)
- 72. Silver button with an "S" design
- 73. Blocks of wood (1D6, 3" x 3")
- 74. Dagger sheath
- 75. Caged butterfly
- 76. Gold pieces (1D12)
- 77. Raven feather
- 78. Golden feather
- 79. Bloody rags
- 8o. Dwarf skeleton
- 81. Ivory clasp with a whale design
- 82. Starving dog
- 83. Silver pieces (1D6)
- 84. Rusted chain (2')
- 85. Dead robin
- 86. Severed human head
- 87. Amber with a mosquito inside
- 88. Rusted lock
- 89. Map of the dungeon
- 90. Stone basin
- 91. Tiger skull
- 92. Dead squirrel
- 93. Tiny jade lion statue
- 94. Arrow (bone)
- 95. Burnt body (dwarf)
- 96. Chalk (1D4)
- 97. Copper ring
- 98. Fragments of a hatched egg (large)
- 99. Spear (goblin make)
- 100. Chalk (1D12)

- 1. Stuffed cat
- 2. Holy symbol
- 3. Marbles (1D20)
- 4. Rusty nails (1D6)
- 5. Broken chair
- 6. Crumbled hat
- 7. Flask of oil
- 8. Basket of fresh fruit
- 9. Human skulls (1D10)
- 10. Rusted iron spikes (1D8, 6")
- 11. Paintbrush
- 12. Glass beads (1D100)
- 13. Broken staff
- 14. Iron door handle
- 15. Dagger with a bone hilt
- 16. Dead cockroaches (1D100)
- 17. Weeping Statue
- 18. Human teeth (1D10)
- 19. Blocks of wood (1D8, 3" x 4")
- 20. Drawing of a shooting star on parchment
- 21. Iron arm bracelet
- 22. Dagger
- 23. Inkwell
- 24. Ash in the shape of a body
- 25. Dead raven
- 26. Fish hook
- 27. Leather-working needle
- 28. Nails (1D12)
- 29. Rusted iron spikes (1D12, 6")
- 30. Wooden spoon
- 31. Pewter amulet
- 32. Book (Roll once on a Book Title Table)
- 33. Rusted short sword
- 34. Astrolabe
- 35. White flowers growing on the floor
- 36. Broken hammer
- 37. Auger
- 38. Arrowhead (flint)
- 39. Small lizard statue (ivory)
- 40. Goblin teeth (1D6)
- 41. Crystal shard
- 42. Small wooden boat
- 43. Canvas (2' x 6')
- 44. Bronze candlestick
- 45. Quill dipped in blood
- 46. Human skeleton
- 47. Cow skull
- 48. Ox horn
- 49. Old belt
- 50. Copper coin from a legendary kingdom

- 51. Pile of fine sand
- 52. Rusty horseshoe
- 53. Candleholder
- 54. Ivory chess piece (queen)
- 55. Bear skull
- 56. Wooden pole (6')
- 57. Beads (1D6)
- 58. Rotten wood (5" x 3')
- 59. Shovel
- 60. Wooden bowl full of berries
- 61. Caged monkey
- 62. Lizard skeleton
- 63. Iron box (locked, 1'x2')
- 64. Large cat skeleton
- 65. Small rock carved like an eye
- 66. Rusted battleaxe
- 67. Small glass swan
- 68. Dead rose
- 69. Glass vial (full of a red liquid)
- 70. Ivory comb
- 71. Ogre's toe
- 72. Wooden bowl
- 73. Silver locket
- 74. Deer antlers
- 75. Severed human finger
- 76. Lute string
- 77. String bracelet
- 78. Broken lantern
- 79. Dead raccoon
- 80. Small brass horse statue
- 81. Dustpan
- 82. Iron key with a skull design
- 83. Caltrops (1D20)
- 84. Copper pieces (1D12)
- 85. Decayed leather armor
- 86. Torn burlap sack
- 87. Handkerchief with an "S" on it
- 88. Lead balls (1D12, 2")
- 89. Golden Harp
- 90. Decayed scroll
- 91. Bedroll covered in mildew
- 92. Leather belt
- 93. Goblin bodies (1D20)
- 94. Eagle beak
- 95. Unfinished poem on vellum
- 96. Ripped pouch
- 97. Butterfly carving (jade)
- 98. Remains of a campfire
- 99. Pewter cup
- 100. Dead butterfly





# **Bounty Board**

- 1. Tyjan Rames, Wanted Dead or Alive: Accidentally massacred a town
- 2. Artina Skil, Wanted Dead or Alive: Scammed a man out of his horse
- 3. Andi Crist, Wanted Dead: Suspected of being a demon lord
- 4. Plok Un, Wanted Dead: Known enemy of the people
- 5. Bron the Dull, Wanted Alive: Accidentally executed the wrong prisoner
- 6. Tabitha Poth, Wanted Dead: Cheated on each of her three husbands
- 7. Lany Bell, Wanted Alive: Stole an artifact from the local museum
- 8. Raiz Flen, Wanted Dead or Alive: Stole a pig
- 9. Denmar the Stubborn, Wanted Dead: Refused to pay for damages he inflicted upon the furniture of a local tavern
- 10. Wirl Igo, Wanted Alive: Winner of a hide and seek game that took place three years ago
- 11. Haijira the Horrid, Wanted Dead: Cast a curse on multiple passersby
- 12. Helga Hellgiver, Wanted Dead: Gave hell to the wrong person
- 13. Isabella the Mad, Wanted Alive: Ran away from her caretakers
- 14. Urz Gro'Kash, Wanted Dead or Alive: Killed a nobleman's son
- 15. Brent Borin, Wanted Dead: His trained attack dogs killed a nobleman's son
- 16. Toldo, Wanted Dead: Saw something he shouldn't have
- 17. Fargarth Stonefrost, Wanted Alive: Knows the secret recipe to an ancient Dwarven mead
- 18. Harge Om'kul, Wanted Alive: Kidnapped a woman
- 19. Valeria Bene, Wanted Alive: Killed her husband
- 20. Patty Barnim, Wanted Dead: The soup was cold
- 21. Gary, Wanted Dead: He deserves it
- 22. Elsa Gravefiller, Wanted Dead: Killed seventy-six people
- 23. Frela the Defamer, Wanted Dead: Exposed a nobleman's scandal
- 24. Bolin Frostbeard, Wanted Dead: Poisoned the drinks in a tavern, killing eight people
- 25. Mel the Marvelous, Wanted Alive: Persuaded 12 children to run away from home and join his traveling show
- 26. Amalia Valentine, Wanted Alive: Stole a man's most prized possession
- 27. Dhat Mavids, Wanted Alive: Took an ancient spoon from the local museum
- 28. Hal the Scoundrel, Wanted Alive: Owes money to a local leader
- 29. Wesk Porington, Wanted Dead: Suspected of being a doppelganger
- 30. Ahaji Sanvil, Wanted Dead or Alive: Set fire to a tavern
- 31. Indigo Callan, Wanted Dead or Alive: Robbed a trade caravan
- 32. Mica Hoodwort, Wanted Dead: Refuses to sell her property to make way for the royal road
- 33. Xander Collins, Wanted Dead or Alive: Stole all the loot while a group was fighting a dungeon boss
- 34. Larry Lars, Wanted Alive: Didn't pay for his drinks at the tavern
- 35. Orpin Jero, Wanted Alive: A troublesome vigilante who comes out at night and beats thugs to a pulp
- 36. Alina Lovei, Wanted Alive: Has been missing for thirteen years
- 37. Penny the Intelligent, Wanted Dead: Has been terrorizing children with elaborate pranks for 27 years
- 38. Shilo Fey, Wanted
- 39. Gerult Bronzebeard, Wanted Dead: Offended a noblewoman
- 40. Kilroy Scarhead, Wanted Dead or Alive: Actually killed a man named Roy
- 41. Signid the Immovable, Wanted Dead: Has been loitering in front of the mayors estate for two years, refusing to leave
- 42. Lam Pam Tam Wam, the Ham, Wanted Alive: Identity theft
- 43. Reid Lightfoot, Wanted Dead: Assassinated an elven dignitary
- 44. Penelope Paige, Wanted Alive: Is suspected to have murdered her husband
- 45. Jilga Dro'buln, Wanted Dead: Supposed to be dead already, I want to make sure
- 46. Gri Nech the Thief, Wanted Dead: Stole a tree
- 47. Zherk Bronzeaxe, Wanted Dead: Went on a killing spree for fun, forty-three dead
- 48. Faria Galen, Wanted Alive: Please Faria just give me a chance
- 49. Flint Gobbywock, Wanted Alive: Sold a defective lute to a nobleman
- 50. Helvig Hammerstring, Wanted Dead: Dishonored his family by becoming a doctor

# **Bounty Board**

- 51. Grifert the Wort, Wanted Dead: Insulted a nobleman's daughter
- 52. Klein the Shady, Wanted Alive: Suspected of selling illegal merchandise
- 53. Arvil the Worn, Wanted Dead: I'm just so tired...
- 54. Gorn Grin'frolk, Wanted Dead: He ate my last sandwich
- 55. Corina Pont, Wanted Alive: Please come home Corina, we miss you
- 56. Fallon Steelhammer, Wanted Dead: Stole a royal jewel
- 57. Seigfreid Voss, Wanted Alive: Unpaid debt to the town mayor
- 58. Borck, Wanted Dead: Borck bad need killed
- 59. Barila Bando, Wanted Dead or Alive: Scammed a nobleman
- 60. Golgin the Indecipherable, Wanted Alive: He's up to something, I just know it
- 61. Deroln Ironstout, Wanted Dead: Running an illegal gambling club
- 62. Calnim Farstrider, Wanted Alive: Trespassed on the wrong property
- 63. Hajen Jelifin, Wanted Dead or Alive: Stole a horse
- 64. Kalico Maven, Wanted Dead: Harbored a known criminal
- 65. Gelas Canico, Wanted Alive: Ran away from home for the seventh time
- 66. Baugh Rode, Wanted Dead: Wrong place, wrong time
- 67. Jack Parvin, Wanted Dead and Alive: Known vampire lord
- 68. Belf Agn'nhub, Wanted Dead: Stole a keg of dwarven mead
- 69. Onali Rumn, Wanted Dead: Built a wall on property he didn't own
- 70. Vin Doss, Wanted Dead: Stole an apple
- 71. Sven Highforge, Wanted Dead or Alive: Minor treason
- 72. Ralf Grimmel, Wanted Dead: Blackmailed a noble
- 73. Ward Walker, Wanted Alive: Kidnapped four halflings
- 74. Rufus Padfoot, Wanted Dead: Forged the deed to a nobleman's estate and having said nobleman arrested for squatting
- 75. Ammlin Greybeard, Wanted Alive: Losing his mind, wandered away from home
- 76. Klav the Fragrant, Wanted Dead: He really does smell THAT bad
- 77. Bilfer Boffin, Wanted Dead: Caused a house to collapse, killing five people
- 78. Sabina Fyn, Wanted Dead: Seduced and robbed fourteen men
- 79. Quirn the Unimportant, Wanted Dead: Just take care of him, no one will miss him
- 80. Galia Hevoro, Wanted Alive: Stole a nobleman's housecat
- 81. Man Person, Wanted Dead: Man do bad thing. He no good. Need get dead.
- 82. Clive the Clever, Wanted Alive: Tricked a group of adventurers into killing his enemies for him
- 83. Eleanora the Unpronounceable, Wanted Alive: Stole a sweet roll from an elf child
- 84. Grilb Orbulg, Wanted Dead: Hunts people for fun
- 85. Tiki Fortuin, Wanted Alive: Was not at his post when his compound was completely destroyed
- '86. Grunth Or'Kilb, Wanted Dead: Killed and ate every animal on a nearby farm
- 87. Melon Usk, Wanted Dead: Knows too much
- 88. Emeri the Loud, Wanted Dead: Annoyed the wrong people
- 89. Barl Hel'Grub, Wanted Alive: Ran away from an arranged marriage
- go. Poc the Wise, Wanted Dead: Gave incredibly bad advice that caused the deaths of four people
- 91. Ek Kul'n, Wanted Alive: Stole an elder dragon egg
- 92. Griselda Prune, Wanted Dead or Alive: Caused a tribal war
- 93. Blint Barefoot, Wanted Dead or Alive: Escaped an inescapable prison
- 94. Felina Dais, Wanted Dead or Alive: She humiliated me!!!
- 95. Dali Fonti, Wanted Alive: Known user of black magic
- 96. Mik the Desserter, Wanted Alive: Stole all the recipes from the bakery where he worked and left town
- 97. Puln Brinder, Wanted Dead: Performed unspeakable scientific experiments on runaway children
- 98. Arqa Sam, Wanted Alive: I just want to make sure he's alive
- 99. Javin Harimer, Wanted Dead: Stole the wrong woman's heart
- 100. Hugh Jharms Wanted Dead: Stole a loaf of bread

# Catastrophes

Thunderstorm 1-2. Earthquake 3-4. Hurricane 5-6. 7-8. Meteorite Small Pox 9-10. 11-12. Conquered 13-14. Genocide 15-16. War 17-18. Siege 19-20. Troll Raiders 21-22. Mudslide 23-24. Blight 25-26. Poisoned Water 27-28. Roving Giants 29-30. Bands of Cannibals 31-32. Wildfire

33-34. Windstorm
35-36. Tsunami
37-38. Volcanic Eruption
39-40. Locusts
41-42. Snakes
43-44. Scorpions
45-46. Occupation
47-48. Blizzard
49-50. Famine

51-52. Darkness 53-54. Frogs 55-56. Sandstorm 57-58. Madness 59-60. Flood 61-62. Disappearances 63-64. Sleeping Sickness 65-66. Tornado 67-68. Serial Killer 69-70. Drought 71-72. Dancing Plague Band of Thieves 73-74. 75-76. Stampede 77-78. Cholera 79-80. Hailstorm 81-82. Trickster Fairy 83-84. Undead Horde 85-86. Rats 87-88. Raiding Bands 89-90. False Prophet 91-92. Curse 93-94. Pirates 95-96. Dragon

97-98. Hauntings

99-100. Packs of Wolves



### Desert Encounters

- 1. Vultures picking an elf carcass clean
- 2. Stone statue of a man clad in armor
- 3. Old boot with a map inside
- 4. Small cave entrance
- 5. Shrubbery laden with berries
- 6. Pile of burning letters
- 7. Road sign too weatherworn to read
- 8. Necromancy ritual in progress
- 9. Sand golem
- 10. Camel (dead)
- 11. Merchant trying to sell a map to a forgotten library
- 12. Unmarked grave
- 13. Reanimated skeleton sweeping
- 14. Bandits (1D8)
- 15. Paladin searching for an evil cult
- 16. Skeleton clutching a piece of parchment
- 17. Crater with a meteor inside
- 18. Coyotes (1D6)
- 19. Squire weeping for his dead knight
- 20. Horse bones
- 21. Man dying of thirst
- 22. Smoldering remains of a caravan
- 23. Broken siege equipment
- 24. Table set for a feast, not a soul in sight
- 25. Sinkhole (6' diameter)
- 26. Caravan campsite
- 27. Giant scorpions (1D6)
- 28. Dead courier with undelivered messages
- 29. Camels (1D10)
- 30. Swordsman challenging any who pass by to a duel
- 31. Hermit who wants to be left alone
- 32. Lone skeleton clutching a rusty sword
- 33. Rock formation with strange carvings
- 34. Traveling merchants with common wares
- 35. Tracks of an orc war party
- 36. Sandstorm (1D20 turns until it arrives)
- 37. Merchant trying to sell "a magic lamp".
- 38. Beautiful woman who disappears when approached
- 39. Lost courier
- 40. Woman dying of a mortal wound
- 41. Beautiful oasis
- 42. Dragon skeleton
- 43. Traveling minstrel
- 44. Deserted campsite
- 45. Ongoing duel between two swordsmen
- 46. Bloodstained sand
- 47. Long-forgotten temple
- 48. Broken wagon with rotten goods inside
- 49. Traveling merchants with exotic wares
- 50. Army campground

- 51. Twin statues weathered by time
- 52. Giant stone arm sticking out if the sand
- 53. Half-buried halfling
- 54. Severed head stuck on a pike
- 55. Glass bottle with a love letter inside
- 56. Familiar tracks, you may be lost
- 57. Portal to an unknown destination
- 58. Handsome man who dissipates when approached
- 59. Chest marked "Do not open under any circumstance."
- 6o. Goblins (1D6)
- 61. Pilgrims on their way to a holy site
- 62. Golden statue of a woman holding a spear
- 63. Cask of wine (dated 2D100 years old)
- 64. Poachers (1D8)
- 65. Decaying corpses (1D12)
- 66. Fox
- 67. Hunter and her faithful dog
- 68. Small watchtower
- 69. Windswept ruins of a castle
- 70. Man grieving for his dead horse
- 71. Group of adventurers returning home
- 72. Giant scorpion tracks
- 73. Camel tracks
- 74. Dried up oasis
- 75. Archeological dig site
- 76. Abandoned quarry
- 77. Remnants of a defeated army
- 78. Ongoing battle
- 79. Naked man complaining about witches
- 80. Horse carrying a dead rider
- 81. Single flourishing tree (30' tall)
- 82. Group of children clad in armor
- 83. Circular cacti grove
- 84. Cultists (2D4)
- 85. Oasis occupied by a group of travelers
- 86. Remnants of a stone road
- 87. Talking cactus
- 88. Knight weeping over his dead squire
- 89. Campsite of pilgrims
- 90. Coyotes (3D6)
- 91. Signs of a battle
- 92. Demon looking to make a deal
- 93. Wizard mumbling to himself
- 94. Sphinx
- 95. Halfling digging a hole
- 96. Rusty sword with "Honor" engraved on the blade
- 97. Rock in the shape of a crowned head
- 98. Wanderer seeking vengeance
- 99. Trading caravan
- 100. Something moving under the sand

#### Forest Encounters

- 1. Woman praying a small rock shrine
- 2. Puddle of Blood
- 3. Wagon with a broken wheel
- 4. Traveling elf scholar
- 5. Outcast family living in a grass hut
- 6. Mountain lion
- 7. Guards (1D4) with prisoners (1D10)
- 8. Rare edible mushrooms (3D20)
- Strange old women (2D4)
- 10. Escaped slaves (1D6)
- 11. Truffles (1D20)
- 12. Shepherd with 1D100 sheep
- 13. Knights on an errand (1D8)
- 14. Map case (locked)
- 15. Tree fallen across the path
- 16. Swineherd with 1D20 pigs
- 17. Pregnant woman walking down the path
- 18. Book lying on the path (Roll on a Book Title Table)
- 19. Mud pit in the middle of the road
- 20. Lynx
- 21. Girl gathering mushrooms
- 22. Metal strongbox (looted)
- 23. Wizard performing a ritual at a stone circle
- 24. Injured mule
- 25. Talking tree
- 26. Goblins (1D4) skinning a boar
- 27. Plundered wagon
- 28. Mayor of nearby town (beaten, bound)
- 29. Gnome wizard shouting, "I lost it!"
- 30. Area of felled trees
- 31. Elk (1D4)
- 32. Hunting party (1D8)
- 33. Merchant caravan (2D20 wagons)
- 34. Dead birds (3D100)
- 35. Map staked to the ground (Roll on Map Table)
- 36. Settlers (1D12 wagons)
- 37. Sword in a stone
- 38. Dead body (human, robbed)
- 39. Cylinder seal belonging to a bishop
- 40. Chest (locked)
- 41. Deer (1D4)
- 42. Recently dug shallow grave
- 43. Forest fire
- 44. Goblins (1D6) digging a pit
- 45. Orphans (1D8) trying to set an animal trap
- 46. Medicinal herbs (Roll 1D10 times on the table)
- 47. Fox wedding party (disappears when noticed)
- 48. Wolves (1D4)
- 49. Depp hoofprints from 1D6 horses
- 50. Posse hunting an outlaw (1D20)

- 51. Blind wanderer
- 52. Broken lute and signs of a struggle
- 53. Dead bodies (1D10, goblins)
- 54. Massive tree that seems to be walking
- 55. Lone knight kneeling in prayer
- 56. Orphans (1D20) traveling along the path
- 57. Dwarf treasure hunter
- 58. Human (beaten, unconscious)
- 59. Escaped slaves (1D4)
- 60. Boy caught in a net trap
- 61. Odd fruit with a note, "EAT ME!"
- 62. Great White Stag of the Mountain
- 63. Merchant caravan (1D6 wagons)
- 64. Gnome tinker with a wagon
- 65. Goblins (1D8) waiting in ambush along the path
- 66. Peasants (1D4) carrying a large stone
- 67. Bear with 1D4 cubs
- 68. Dwarf (beaten, robbed)
- 69. Monk on a pilgrimage
- 70. Orc tracks lead off into the thick woods
- 71. Burned wagon
- 72. Noble wedding caravan (1D20 wagons)
- 73. Vagabond (halfling)
- 74. Severed arm (human)
- 75. Pregnant elf in labor
- 76. Wooden "No Trespassing" sign
- 77. The Questing Beast
- 78. Bard who twisted his ankle
- 79. Abandoned baby (elf)
- 8o. Concealed pit
- 81. Dead beavers (1D6)
- 82. Body hangs from a hasty tree gallows
- 83. Medicinal herbs (Roll 1D6) times on the table)
- 84. Bandits (1D6) digging a trench
- 85. Pit in the path
- 86. Man carrying a keg of beer
- 87. Path washed out
- 88. Boar
- 89. Rabbits (1D4)
- 90. Bandits (1D6) dividing loot
- 91. Abandoned baby (human)
- 92. Deer with a foot in a beartrap
- 93. Dead bodies (1D6, elves, robbed)
- 94. Artist painting the landscape
- 95. Skull on a stake
- 96. Band of druids (1D10)
- 97. Lost child (human)
- 98. Fairy who plays harmless tricks
- 99. Woman chopping down a tree
- 100. Boy weeping because he broke his ax



### Forest Locations

- 1. Moss-covered wall of a collapsed Stone building
- 2. Massive chain drawn tight between two immense stones
- 3. Five iron cages hang from a tree, in three of them are dead bodies, in two of them are living prisoners
- 4. Gallows tree
- 5. Fallen hollow tree large enough to walk through
- 6. Ancient statue of a king
- 7. Field filled with lifelike stone statues, terror on their faces
- 8. Freshly dug grave
- 9. Well-maintained fruit orchard
- 10. Alchemist's Cottage
- 11. Five piles of stones
- 12. Flintknapping site
- 13. Fairy ring
- 14. Foundation of stone of a once stout home
- 15. Stream with a beaver dam
- 16. Fur trapper trading post
- 17. Sacred grove
- 18. Tar pits
- 19. Blue hole
- 20. Ruins of a stone tower
- 21. Barrows
- 22. Campsite with the inhabitants slaughtered
- 23. Stone spiral staircase leading down into the earth
- 24. Ring of death
- 25. Village of an uncontacted people
- 26. Waterfall
- 27. Quicksand
- 28. Loggers Camp
- 29. Hermit shack
- 30. In between the large knobby roots of a tree lies a crate of longswords
- 31. Closed gate but no walls
- 32. Skeleton of a dragon
- 33. Lean-to against the base of a tree
- 34. Bear den
- 35. Carne
- 36. Ruins of a wooden tower
- 37. Ancient road covered with grass and leaves
- 38. Cave with a secret cache of liquor
- 39. Limestone formations jut from the forest floor mimicking stone trees
- 40. Village of tiny people
- 41. Witch tree
- 42. Large stone cut into a perfect circle
- 43. Tree covered with human skulls
- 44. Ancient stone sarcophagus
- 45. Secluded grotto where the ghost of an elf princess resides
- 46. Dolmen
- 47. Abandoned village
- 48. Cave entrance
- 49. Pipe sticking out of the ground with clear water gushing out
- 50. Circle of Standing Stones

#### Forest Locations

- 51. Cascading stream
- 52. Stone statue that weeps
- 53. Treehouse village of small furry bipeds
- 54. Sword stuck in a stone
- 55. Plank walkway over a chasm
- 56. Cottage burned to the ground
- 57. Village of orphaned children
- 58. Abandoned campsite
- 59. Entrance to an ogre lair
- 6o. Entrance to a hermit's cave
- 61. Hollow tree large enough to camp in
- 62. Clear pool with stones around the edges
- 63. Hidden grotto with a statue of a woman guarding a clear pool
- 64. Dry creek bed
- 65. Hot spring
- 66. Lake with a dock and a rowboat
- 67. Wolf pit
- 68. Ancient overgrown graveyard
- 69. Stone property marker
- 70. Entrance to a troll's cave
- 71. Circular stone about 8' in diameter stained with ancient blood
- 72. Forest canopy is so thick that light barely gets through
- 73. Pleasant glade
- 74. Sandpit quarry no one seems to be around
- 75. Talking tree
- 76. Ruins of castle
- 77. Hill completely covered in soft thick moss
- 78. Large tree stump serves a table set for tea (exact amount for the number of players)
- 79. Geyser
- 80. Herbalist's Shack
- 81. Ship (there is no sea or water nearby)
- 82. Clear stream with a statue lying supine at the bottom.
- 83. Swift flowing creek with a man-made ford
- 84. River pouring into a subterranean cavern
- 85. Bridge over a river
- 86. Homey cottage
- 87. Wishing well
- 88. Abandoned treehouse
- 89. Small pond
- 90. Single standing Stone
- 91. Ruins of a stockade
- 92. Badger den
- 93. Natural stone arch
- 94. Section of an ancient aqueduct
- 95. Area of the forest is blighted
- 96. Inn built into a huge old tree
- 97. Ancient quarry
- 98. Saltlick
- 99. Abandoned gold sluice
- 100. Stones arranged in the shape of an arrow pointing a different direction than the party should be traveling

### Inn Encounters

- 1. Group of halflings begins singing loudly
- 2. A rather ugly young maiden bursts into the room yelling in a strange tongue. Shortly after, a beautiful, but fierce maiden of the same age comes in. She spots the first girl and screams something at her in the same language. She pulls out a magical rope and binds her. Dragging the frightened maiden out of the room, she speaks to no one. Meanwhile, the bound girl is obviously pleading for help in her own language.
- Sign: "Gnomes, we don't serve your kind."
- 4. A bard is performing but one patron is heckling them terribly
- 5. Fire breaks out in the common room
- 6. Sign: "Inn for sale."
- Sign: "No vacancy."
- 8. Barmaid slips a character a note, it says meet me in the wine cellar
- 9. Sign: "Halflings, we don't serve your kind."
- 10. Cook shouts, "I quit!" and storms out.
- 11. A sword swallower is performing
- 12. Fight breaks out on the other side of the common room
- 13. When the party enters, everyone else leaves
- 14. The bard stops playing and runs out the door
- 15. Innkeeper announces the inn will close permanently tomorrow
- 16. A wizard shouts at the innkeeper, "You'll rue this day!" as he storms out
- 17. A woman asks the party if they have seen her daughter
- 18. Party is told the gnome in the corner bought them all drinks
- 19. Barmaid spills drinks on a nearby table, the patrons begin yelling at her
- 20. Sign: "Half-elves, we don't serve your kind."
- 21. Drunk patron pesters the party
- 22. Party notices a single gold piece under the table
- 23. There is a child going about serving tables. She keeps her head down and averts her eyes when others speak to her. Her movements are graceful and there seems to be an element of magic in the small tasks she performs. Around her ankle is a metal band engraved with strange runes.
- 24. Innkeeper demands triple the price for everything the party orders
- 25. In a dark corner, a man is sitting alone with his face buried in his hands. Before him is a book. When you gaze at the book, it appears blank, but you feel you could just swear there was writing in it when you first saw it out of the corner of your eye.
- 26. Party is told the woman in the corner bought them all drinks
- 27. Rough-looking dwarf jumps behind the bar and grabs the till
- 28. Fire breaks out in the kitchen
- 29. A woman asks the party if they would like to buy some "sweet leaf"
- 30. A dwarf keeps staring at the party
- 31. Sign: "Bouncer wanted."
- 32. A man weeps uncontrollably at the bar
- 33. A man bursts in raving about a headless horseman chasing him down the road
- 34. The party sees a pickpocket lift a man's coin purse
- 35. A bard asks the party if they happen to have a lutestring
- 36. Sign: "Cook wanted."
- 37. Fire breaks out in wine cellar
- 38. Sign: "Humans, we don't serve your kind."
- 39. Innkeeper asks for help gathering firewood
- 40. Heated argument at the table next to the party
- 41. Patron bumps into one character and then warns them to watch their step
- 42. One character's chair breaks

### Inn Encounters

- 43. When the party pays, the innkeeper says he can't take money from you folks
- 44. Patron asks the party for a gold piece
- 45. A small boy is moving through the crowd, performing magic tricks for a few coins. He has an easy-going, likable manner, and the customers find themselves disposed to include him. However, you notice as he moseys about the room, his fingers seem to find the wallets of the preoccupied patrons.
- 46. A frightened horse crashes through the common room
- 47. Stable boy runs in and says someone is stealing the horses
- 48. Party finds a child hiding under their table
- 49. The innkeeper puts a bottle of wine on the party's table and says this one's on the house and leaves with a wink
- 50. Sign: "Out of mead."
- 51. As a character sits down, they notice a bundle of letters in the chair
- 52. A headless chicken runs through the common room and then collapses
- 53. A rock flies through a window, shattering it. There is a note tied to it.
- 54. There is a group of formidable-looking women playing cards. One of them keeps eyeing your party. If she catches the party's eye, she grins impishly. She continues to raise the stakes of the game, much to the annoyance of her companions.
- 55. Barmaid drops a tray of drinks on the player's table creating a huge mess
- 56. A knife thrower is performing
- 57. An elf keeps staring at the party
- 58. Fight breaks out next to the party
- 59. A man in pied attire saunters into the room and announces the upcoming dance competition. He assures the customers that the prizes and honor bestowed will be second to none.
- 60. Raucous game of darts involving most in the common room
- 61. All patrons stare at the party
- 62. Common room erupts into a huge brawl
- 63. Sign: "Dwarves, we don't serve your kind."
- 64. Huge rough-looking human announces, "Every bard in here needs to leave now."
- 65. A woman with a strange hat is approaching every table and asking if they are adventurers for hire
- 66. Goblin war party bursts in (1D12)
- 67. Gang demands protection money from the innkeeper
- 68. Sign: "Help wanted."
- 69. There's a man dressed in hunter's garb apparently sleeping at his table. In his hand is a strange jewel. Many of the people around the tavern seem to know who he is. Whispering to each other, you hear snippets of conversation concerning the precious stone. Rumors of it being magical, or evil, or both waft across the room. Suddenly and silently the jewel slips from the hunter's grasp and clatters upon the flagstones.
- 70. Party is told the dwarf in the corner bought them all drinks
- 71. Party is told the elf in the corner bought them all drinks
- 72. Innkeeper and patron get into a heated argument
- 73. Patron hands the party a sealed letter and says to keep it safe
- 74. Several loud crashes shake the inn, they came from the kitchen
- 75. A halfling seems to be having trouble lighting his pipe
- 76. A young lady in a flamboyant costume is speaking to a mysterious pale-skinned man. She is offering up her unique services for a price. Claiming that she has the ability to hypnotize crowds with her soothing voice and magic-infused mandolin, she makes suggestions that the crowd finds difficult to refuse.

### Inn Encounters

- 77. A man bursts in and demands if anyone has seen a person matching this description. He describes one party member to a tee.
- 78. Eight angry gnomes enter and appear to be looking for someone
- 79. Guards come in and announce that the mayor has ordered the inn closed
- 80. A strange, tiny man is going around peeking in everyone's shoes. He seems to be looking for something of dire importance.
- 81. Sign: "Half-orcs, we don't serve your kind."
- 82. A drunk father brags about his smoking hot fairy wife who gave him a daughter that can spin straw into gold
- 83. Innkeeper collapses
- 84. A troupe is performing a play
- 85. A fabulously wealthy (but hammered) man gets his hand stuck in a wine barrel
- 86. There is an ancient woman sitting by the fire, muttering. She has a strange shard of ice in her hand, which she is shaving with a knife. As she shears off the ice, the shard becomes sharper and sharper. The shavings fall into the fire, creating mysterious bursts of colorful flames as they fall in.
- 87. Fire breaks out in a guest room
- 88. Party is told the man in the corner bought them all drinks
- 89. Barmaid collapses
- 90. A wizard is sitting at the bar. He is in a heated discussion with a tiny, wispy fairy perched upon the brow of his hat. The fairy appears to have a crumpled wing.
- 91. Sign: "Out of mutton."
- 92. A finely dressed elf asks if anyone is interested in a game of cards
- 93. Sign: "Bard Wanted."
- 94. Innkeeper asks the party to deliver a package
- 95. Drunk man passes out on the party's table.
- 96. Sign: "Elves, we don't serve your kind."
- 97. Bare-knuckle fights are being held in the common room
- 98. The party notices a dirty child stealing bread
- 99. Seemingly drunk patron slips a map into one character's hand
- 100. Two patrons draw swords and face each other





### Jobs

- 1. Help an old lady across the street
- 2. Cut timber for a businessman
- 3. Help a young page find his sword before the tournament
- 4. Explore a ruin for a noble family
- 5. Help two teenagers elope
- 6. Provide security for a noble's party
- 7. Investigate a sinkhole
- 8. Help tend an orchard
- 9. Deliver medicine to an ill person
- 10. Escort a prisoner from one town to another
- 11. Impersonate a noble at a party
- 12. Set an ambush for bandits
- 13. Scout an orc camp for the queen
- 14. Harvest crops for a farmer
- 15. Map a forest for a noble
- 16. Help an innkeeper get a beehive out of the stables
- 17. Help teach a teenager to fight
- 18. Find an escaped prisoner
- 19. Rescue prisoners being held in a goblin lair
- 20. Investigate a murder for the town council
- 21. Guard the walls of the town overnight
- 22. Dig a ditch for the mayor
- 23. Deliver a package to the hermit of the hills
- 24. Investigate goblin tracks seen nearby
- 25. Help a merchant who is being hassled by gangsters
- 26. Find a lost cat
- 27. Help fix a widow's roof
- 28. Clean a temple for the priest
- 29. Transport a dragon egg to an elven queen
- 30. Kill the rats in a warehouse
- 31. Plant crops for a widow
- 32. Help a noble find a lost key
- 33. Help repair a dam
- 34. Transport a chest to a dwarven stronghold
- 35. Return a ring to a noble family
- 36. Join an expedition to a lost city
- 37. Get a cat out of a tree
- 38. Find the fountain of youth for a wealthy old man
- 39. Protect a witness until the trial
- 40. Deliver a letter to the mayor of another town
- 41. Find a nearby bandit hideout
- 42. Lend a hand in the mines
- 43. Investigate a strange door unearthed outside of town
- 44. Capture a wanted outlaw
- 45. Raid a troll's cave
- 46. Fix a wagon for a widow
- 47. Track down a pickpocket
- 48. Guard a ship overnight
- 49. Clear land for crops for a farmer
- 50. Find the thief who stole the king's signet ring

## Jobs

- 51. Transport goods for a merchant to another town
- 52. Perform a prisoner exchange
- 53. Break up a gang of bootleggers
- 54. Find a kidnapped child
- 55. Investigate the sounds coming from the graveyard
- 56. Guard a trade caravan
- 57. Deliver a sword to a knight
- 58. Deliver pies for an innkeeper
- 59. Investigate strange tracks by the lake
- 60. Find a rare herb for an herbalist
- 61. Dig a well
- 62. Locate a runaway prince and return him to the queen
- 63. Investigate the burning of a farmhouse
- 64. Help a general store with its grand opening
- 65. Secretly deliver a message to a prisoner
- 66. Provide entertainment at the princess's birthday party
- 67. Deliver an ancient book to a wizard
- 68. Represent a noble in an archery contest
- 69. Free a wrongly condemned prisoner
- 70. Help the king's mare give birth
- 71. Help dig a grave
- 72. Explore the ruins under the old sawmill
- 73. Locate a lost gemstone for a merchant
- 74. Bring a white stag to the king
- 75. Check out a nearby cave
- 76. Carry a message to another kingdom
- 77. Go to the underworld and bring someone back from the dead
- 78. Infiltrate the thieves' guild and pass information to the mayor
- 79. Milk the innkeeper's cows
- 80. Take care of horses at the stables
- 81. Chop firewood for the innkeeper
- 82. Help a troubled spirit find peace
- 83. Investigate a field of dead birds
- 84. Help peasants do a controlled field burning
- 85. Locate a missing merchant
- 86. Search the old city ruins for an artifact
- 87. Find a rare book for a librarian
- 88. Investigate why the town's main water source dried up
- 89. Help out at the local quarry
- 90. Investigate recent burglaries
- 91. Find a little girl's doll
- 92. Deliver a ring to a certain gnome inventor
- 93. Round up escaped horses
- 94. Investigate odd sightings in the tunnels under the town
- 95. Help a farmer fight off a gang trying to steal his land
- 96. Help raise a barn
- 97. Play matchmaker for two rival innkeepers
- 98. Escort a princess to her wedding
- 99. Load cargo on a ship for a sea captain
- 100. Pick flowers for a wedding

## Jungle Encounters

- 1. Archeologists looking for ruins
- 2. Ax stuck in a large tree that appears to be bleeding
- 3. Herd of triceratops
- 4. Tyrannosaurus rex stalks the party
- 5. Tribal warriors trying to communicate in a foreign language
- 6. Ancient pyramids
- 7. Skulls on the tip of spears
- 8. Fire ant nest
- 9. Quicksand
- 10. Large carnivorous plants
- 11. Horde of army ants
- 12. Eccentric hermit collecting herbs
- 13. Party of big game hunters (1D12)
- 14. Flowers with intoxicating pollen in the air
- 15. Stampede of various animals
- 16. Witch in the disguise
- 17. Baboons (1D6)
- 18. Cave with a lit fire inside
- 19. Tribe of lizardfolk
- 20. Bird caught in a snare
- 21. Skeleton intertwined with tree roots
- 22. Disease-carrying mosquitoes
- 23. Ghostly figure of someone a character loves
- 24. Man swinging from vines
- 25. Apes (1D6)
- 26. Cave hidden behind a waterfall
- 27. Nest of harpies
- 28. Meat roasting over a fire
- 29. Curious pseudodragon
- 30. Jaquar quarding its meal
- 31. Lit torches along a trail
- 32. Flying snake with a message tied to it
- 33. Temple overgrown with vines
- 34. Naga village
- 35. Wagon filled with an ivory shipment
- 36. Monkeys throwing debris (1D10)
- 37. Pair of boots hanging from a vine
- 38. Stirges looking for a meal (1D6)
- 39. Parrot that follows the part and mocks them
- 40. Giant spider web
- 41. Ongoing battle between two tribes
- 42. Huge red flowers
- 43. Circle of druids performing a ritual
- 44. Monkeys trying to steal items (1D6)
- 45. Halfling hanging upside down from a trap
- 46. Pit trap
- 47. Glowing mushrooms covering the trees nearby
- 48. Giant ape
- 49. Elephants (1D6)
- 50. Shed skin of a huge snake

- 51. Tarpit
- 52. Cannibals (1D20)
- 53. Young boy who acts like an ape
- 54. Curious group of catfolk
- 55. Giant centipedes
- 56. Bounty hunter looking for an escaped convict
- 57. Saddled horse without a rider
- 58. Undead pygmies (1D6)
- 59. Small ship in the top of a tree
- 6o. Skeleton in a net
- 61. Beautiful tribal woman being attacked by her own tribe
- 62. Staff entangled in vines high in the canopy
- 63. Highly venomous snake
- 64. Tribal warrior using poison darts
- 65. Crusaders on a quest
- 66. Half-buried wagon and treasure chest
- 67. Old wooden hut
- 68. Sloth
- 69. Piranha infested river
- 70. Young orc barbarian looking to prove his strength
- 71. Delicious looking fruit
- 72. Poisonous plants
- 73. Jaguar cub meowing for food
- 74. Ape carrying a spear
- 75. Green dragon
- 76. Shadow of a roc flying over
- 77. Wizard trying to protect the trees
- 78. Tracks of a large predator
- 79. Skeleton of a large dinosaur
- 8o. Treetop village
- 81. Giant constrictor snakes (1D6)
- 82. Blind pack mule wandering
- 83. Rickety bridge over a chasm
- 84. Wooden knight standing in the path
- 85. Scientist researching for a new book
- 86. Talking parrot repeating ominous warnings
- 87. Large stone with mysterious carvings
- 88. Explorer dying of poison
- 89. Entangling and grasping vines
- 90. Net trap
- 91. Barbarians hunting a giant boar
- 92. Green hag
- 93. Man who frantically shouts for the party to run for their lives
- 94. Toucan
- 95. Bow and arrows hidden in a hollow tree
- 96. Secret order of monks protecting a holy site
- 97. Treehouse
- 98. Cave opening to an underground lake
- 99. Golden statuette of a monkey with ruby eyes
- 100. Friendly goblin offering to feed you at his home

#### Mountain Encounters

- 1. Woman reading a book
- 2. Dire wolf
- 3. Merchant caravan (1D20 wagons)
- 4. Confused old man
- 5. Blizzard
- 6. Bloody spear
- 7. Traveling merchant
- 8. Dead pack mule (still loaded with supplies)
- 9. Broken wizard's staff
- 10. Bounty hunters (1D6)
- 11. Wolves (1D10)
- 12. Lumberjacks (1D10)
- 13. Orcs (1D12)
- 14. Elven outcast
- 15. Injured hunter
- 16. Unconscious knight lying inside stone circle
- 17. Circling vultures
- 18. Talking snowman
- 19. Band of dwarves (1D8)
- 20. Crossbow bolt with inscribed with "Hadrin"
- 21. Dead fur trader
- 22. Ghost
- 23. Adventuring party (1D6)
- 24. Hunters (1D12)
- 25. Wolves (1D20)
- 26. Rabbits (1D6)
- 27. Broken statue
- 28. Mountain lion
- 29. Wild donkeys (1D6)
- 30. Trading outpost
- 31. Goblins (1D20)
- 32. Campfire (still warm)
- 33. Elf and dwarf arguing
- 34. Bear tracks
- 35. Wolves (1D6)
- 36. Bundle of clothes
- 37. Poachers (1D4)
- 38. Mineshaft
- 39. Lost hunter
- 40. Goblins (1D4)
- 41. Bear trap (hidden)
- 42. Dead bear
- 43. Small locked chest
- 44. Nervous dwarf who says he's traveling
- 45. Dead orc war party (1D12)
- 46. Man repairing a wagon
- 47. Strange flowers
- 48. Strange yellow moss
- 49. Hunter's shack
- 50. Bear cubs (1D4)

- 51. Bloody patch of snow
- 52. Eagle's nest
- 53. Bear droppings
- 54. Frozen body
- 55. Logging camp
- 56. Bear
- 57. Frost giant
- 58. Bandits (1D4)
- 59. Mudslide
- 6o. Rockslide
- 61. Thick fog
- 62. Trail of torn book pages
- 63. Abandoned campfire
- 64. Wandering wizard
- 65. Lost coin purse (3D100sp, 1D100gp)
- 66. Troll
- 67. Foxes (1D4)
- 68. Abandoned cabin
- 69. Murder of crows
- 70. Mountain goats (1D6)
- 71. Orphan
- 72. Messenger
- 73. Old abandoned fortress
- 74. Orc raiding party (1D6)
- 75. Coin purse (2D20 silver pieces)
- 76. Cage hanging from a tree filled with ravens
- 77. Orcs (1D4)
- 78. Rustic inn
- 79. Burnt down building
- 8o. Bandits (1D6)
- 81. Merchant caravan (1D12 wagons)
- 82. Old path
- 83. No trespassing sign
- 84. Traveling doctor
- 85. Avalanche
- 86. Deer (1D6)
- 87. Nobles (1D4)
- 88. Traveling cleric
- 89. Traveling bard
- 90. Baby wrapped in furs
- 91. Rusted locked chest
- 92. Burning wagon
- 93. Abandoned food cart
- 94. Gnome building a stone hut
- 95. Mercenary camp
- 96. Mountain giant
- 97. Forest fire
- 98. Dead adventurer
- 99. Halfling caught in a bear trap
- 100. Distant smoke

### Non-Combat Encounters

- 1. Burning pile of letters
- 2. Trail of breadcrumbs
- 3. Family traveling to a new town
- 4. Several halflings digging a hole
- 5. Odd symbol etched into the ground
- 6. Old woman asks for water
- 7. Dead man
- 8. Injured woman
- 9. Woodcutter felling a tree
- 10. Fallen tree blocks the path
- 11. Talking raven
- 12. Table set for two
- 13. Group of dwarves carrying a large stone
- 14. Man asks, "Where is Tanerlay?"
- 15. Elf hands one character a book then runs off
- 16. Injured dog
- 17. Tinker with a wagon selling wares
- 18. Talking dog
- 19. Woman gives one character a ring then dies
- 20. Shepherd looking for lost sheep
- 21. Group of elven children playing
- 22. Worker cutting grass with a sickle
- 23. Sword in a stone
- 24. Human skeleton
- 25. Injured halfling female
- 26. Hunter's campsite
- 27. Young adventurer on a guest
- 28. Young boy looking for a sword
- 29. Shallow grave
- 30. Weeping child
- 31. Lost sheep
- 32. Elf princess riding an elk
- 33. Wanted poster nailed to a tree
- 34. Child carrying a large bundle of straw
- 35. Old beggar asks for a coin
- 36. Dead halfling male
- 37. Gallows with a body swaying in the breeze
- 38. Man carrying a heavy sack
- 39. Caravan of elves (2D20 individuals)
- 40. Group of monks on a pilgrimage (1D12)
- 41. Child is lost in a cave
- 42. Book hanging from a tree by a leather cord
- 43. Wizard looking for his spellbook
- 44. Courier's bag open with letters scattered about
- 45. Large rectangular stone lies in the path
- 46. Golden arrow stuck in a tree
- 47. Dagger stuck into a tree
- 48. Stone tablet inscribed unknown language
- 49. Several horseshoes on the ground
- 50. Dead dwarf male

- 51. Blood trail
- 52. Hunter gutting a bear
- 53. Man hanging upside down from a tree
- 54. Unconscious child
- 55. Sad bard sitting on a stump
- 56. Dead goat
- 57. Wax-sealed letter on the ground
- 58. Rock seemly rolling under its own power
- 59. Children lost in the forest
- 60. Orphan steals something from a character
- 61. Unconscious man
- 62. Overturned wagon with fruit scattered about
- 63. Cat starts hanging around
- 64. Child has fallen into a well
- 65. Wedding caravan
- 66. Man building a fence
- 67. Talking tree
- 68. Child asks for bread
- 69. Abandoned campsite
- 70. Wild horses (1D20)
- 71. Abandoned cottage
- 72. Well-kept cottage
- 73. Warrior searching for his lost sister
- 74. Herd of pigs
- 75. Pair of boots with bloodstains nearby
- 76. Shepherd with sheep
- 77. Unconscious elf female
- 78. Talking snake
- 79. Dog runs up to be petted
- 8o. Hunter repairing a bow
- 81. Golden book lies on the ground
- 82. Trade caravan (1D12 wagons)
- 83. Bear caught in a bear trap
- 84. Snake coiled around a sword
- 85. Dead horse with riding gear scattered about
- 86. Loaded pack mule with no owner to be seen
- 87. Arrow with a note stuck into a tree
- 88. Pregnant woman who needs help
- 89. Empty gallows
- 90. Wishing well
- 91. Dead gnome male
- 92. Injured dwarf female
- 93. Overturned wagon
- 94. Forest fire
- 95. Farmer looking for a lost cow
- 96. Woman asks for directions
- 97. Unconscious halfling female
- 98. Two hand axes stuck into the ground
- 99. Dwarf looking at broken warhammer
- 100. Survivors of an attack



#### Notes in a Bottle

- 1. Deed to a castle and a town in a nearby country
- 2. "Look behind you."
- 3. "You're dead."
- 4. Appears blank but has a magically hidden message
- 5. "The end is near and maybe my letter will find someone who cares..."
- 6. "Is this adventure worth your life?"
- 7. "Whoever opened this bottle is now king." (details included)
- 8. Song of an ancient battle
- 9. Spell Scroll (level 1)
- 10. Navigation chart to an island rich in spices
- 11. Letter revealing the location of a dragon hoard (written in draconic)
- 12. Wanted poster of a character in the party
- 13. "Too late now."
- 14. Map to a nearby dungeon
- 15. Map that leads to a faraway town
- 16. Letter discussing a quarry of rare stone (written in dwarven)
- 17. Tale of a lady who lost her mind
- 18. Wanted poster (large reward)
- 19. Page from a bestiary
- 20. Leaf identification chart
- 21. Dungeon map
- 22. Ancient legend about a fox wedding
- 23. "We need warriors. Come join us." (from a nearby town)
- 24. "In the nearest town, you will find the answers you are seeking."
- 25. "I'm lost. My last known location was..." (directions included)
- 26. Letter speaking of a large gemstone (written in goblin)
- 27. Recipe for rabbit stew
- 28. Instructions on how to build a wooden table
- 29. "Bounty hunter needed ASAP." (directions included)
- 30. Map to a sunken ship
- 31. Recipe for apple pie
- 32. "All is lost and I cannot continue."
- 33. "Blood will be shed. Tread carefully the path you walk."
- 34. Half of a dungeon map
- 35. Detailed picture and description of a dragon
- 36. "Never come back again."
- 37. "To someone beautiful and far away..."
- 38. "I have no reward for the finder of this message save that of friendship." (contact details included)
- 39. Doodles
- 40. Last will and testament of a wealthy merchant
- 41. Heroic tale from a lost culture
- 42. Details of a lost people group
- 43. "A maiden is locked in a tower." (directions included)
- 44. Quest to find a buried chest full of gold
- 45. Recipe for cornbread
- 46. Wanted poster (small reward)
- 47. Recipe for a poison
- 48. Love letter dated more than a thousand years ago
- 49. Half of an ancient spell
- 50. Spell scroll (level 2)

#### Notes in a Bottle

- 51. "The secret to life is found within yourself but the secret to yourself is found in life."
- 52. Recipe for an invisibility potion
- 53. Map to a dungeon in a faraway land
- 54. Riddle
- 55. Once the piece of paper is touched it melts
- 56. "Whoever answers this letter with aid can have my crown..." (details included)
- 57. Legal contract on black paper with white letters
- 58. Recipe for a rare wine
- 59. Ad for a blacksmith shop
- 60. "I am a prince. I have been kidnapped. If you were to rescue me, the reward would be..." (directions included)
- 61. Letter discussing hidden loot (written in thieves' cant)
- 62. Story of an ancient relic
- 63. "I'm watching you."
- 64. Ad for an inn
- 65. "Stranded on an island." (directions included)
- 66. "This bottle is very valuable. Don't break it!"
- 67. "The goddess of disease and poison shall curse you."
- 68. Story of a man named Krimdar, he came from afar...
- 69. Journal entry from a sailor
- 70. "I miss you, (insert a character's name)."
- 71. "You are called by the gods to battle the creatures of the underworld."
- 72. Picture of a mastiff
- 73. Missing child poster
- 74. Letter from a character's family member
- 75. "Abandon all hope. The Destroyer awaits."
- 76. Footprint chart of eight different animals
- 77. Tale of a man who slew a dragon
- 78. Deed to a mill in a nearby city
- 79. "The Blue Devil Mercenaries are traitors. Don't trust them!"
- 8o. "Find Draco."
- 81. "They're coming."
- 82. Piece of paper with the family crest of a boar
- 83. "Find the lost silver mine of Tharen before Ulmek does!"
- 84. Tavern's secret mead recipe
- 85. Blank piece of paper
- 86. "Mavis has the key."
- 87. "You're now under my spell."
- 88. "Head to the hermit's shack."
- 89. Tale of the fallen kingdom
- 90. Tale of a powerful ring
- 91. Recipe for a potion of healing
- 92. Tale of an ancient beast
- 93. Map of the local area
- 94. "Have Sword, Will Travel." (contact details included)
- 95. Detailed drawing of a mythical animal
- 96. Blank piece of paper that bursts into flame when opened
- 97. "Gridlar is the killer."
- 98. "Sdrawkcab eton a si sith." (ancient language)
- 99. List of edible and non-edible berries
- 100. Directions to a secret fortress

#### Road Encounters

- Talking cat
- 2. Merchant caravan (1D10 wagons)
- 3. Fallen tree across the road
- 4. Crumbled scarecrow
- 5. Small family with a wagon
- 6. Posse pursuing an outlaw (1D10 riders)
- 7. Standing stone
- 8. Statue of a king with a passage at the base
- 9. Unconscious man
- 10. Crude stone arrow pointing off into the woods
- 11. Old wanderer (actually a god in disquise)
- 12. Bard playing a lute, woodland creatures following
- 13. Section of the road washed out
- 14. Wolves (1D8)
- 15. Wounded messenger
- 16. Paladin carrying a barrel yelling, "Make way!"
- 17. Dead bodies (1D100)
- 18. Bandits (1D6)
- 19. Wagon stuck in mud
- 20. Two gnomes riding mules
- 21. Refugees (1D8)
- 22. Dead bodies (1D12)
- 23. Golden egg
- 24. Strange symbol drawn on the road
- 25. Wagon with a broken wheel
- 26. Abandoned wagon
- 27. Shallow grave
- 28. Refugees (1D10)
- 29. Dead bodies (1D4)
- 30. Merchant caravan (1D6 wagons)
- 31. Bandits (1D12)
- 32. Puddle of blood
- 33. Chest
- 34. Royal courier riding a horse
- 35. Troupe (1D4 wagons)
- 36. Landslide covering a section of the road
- 37. Princess traveling with a retinue
- 38. Fire in a ditch
- 39. Elf wearing a crown
- 40. Little girl walking backward
- 41. Road flooded
- 42. Refugees (1D100)
- 43. Short sword wrapped in satin
- 44. Gnome tinker
- 45. Bear
- 46. Barrow
- 47. Weeping pixie
- 48. Noble traveling with a retinue
- 49. Broken down a statue of a beautiful woman
- 50. Troupe (1D10 wagons)

- 51. Gold piece lying on the road
- 52. Man carrying a ten-foot pole
- 53. Refugees (1D20)
- 54. Stone circle
- 55. Merchant caravan (1D4 wagons)
- 56. Troupe (1D20 wagons)
- 57. Burnt wagon
- 58. Barricade across the road
- 59. Vulures picking a corpse of some kind
- 6o. Bandits (1D4)
- 61. Goose nest in the middle of the road
- 62. Sword lying in the road
- 63. Tinker
- 64. Twelve stones stacked on top of each other
- 65. Two children carrying sacks
- 66. Dead ravens (1D20)
- 67. Dead bodies (1D8)
- 68. Large mud pit in the road
- 69. Tinman chopping wood
- 70. Wooden box full of maps
- 71. Farmer taking produce to market
- 72. Dwarf smith
- 73. Elf mercenary
- 74. Snake oil salesman
- 75. Dead body (elf)
- 76. Pile of dead butterflies
- 77. Young couple eloping
- 78. Wolves (1D6)
- 79. Ancient tomb
- 80. Mercenary walking quickly
- 81. Skipping child
- 82. Wolves (1D4)
- 83. Fortuneteller
- 84. Pregnant woman
- 85. Two-headed snake
- 86. Wandering cow
- 87. Broken walking stick
- 88. Toad inside an old boot
- 89. Orc tracks
- 90. Dwarf mercenary
- 91. Man being chased by a woman
- 92. Old wanderer
- 93. Four halflings with elven cloaks
- 94. Young boy digging a hole
- 95. Washed out bridge
- 96. Coins scattered all over the road (2D100cp)
- 97. Peasant boys throwing apples at travelers
- 98. Book lying in the road
- 99. Dead deer
- 100. Man with a gigantic book strapped to his back



## Rumors and Odd Jobs

- 1. There's talk that gold has been discovered in the hills beyond the old forest.
- 2. A local herb shop is paying for rare specimens.
- 3. A group of vampires is moving this way. Well, that's what that wild-eyed man said last night at the inn. Who's ever heard of such nonsense?
- 4. A horse was stolen out of the stable last night. The stable boy was hit on the head and knocked out.
- 5. On the night of a full moon, if you hear a robin's call and toss a silver coin into the town's well, your wish will be granted.
- 6. A pickpocket is working in the upscale district.
- 7. A circus is supposed to be coming to town in a couple of days.
- 8. Three teens set out from town a week ago after buying rope and some rations. Now, their parents are offering a reward to anyone who can bring them back.
- 9. The Lord Mayor is hiring adventurers to look into reports of goblin activity around the ruins in the high forest.
- 10. A farmer outside of town is said to have a chicken that lays golden eggs.
- 11. Slavers raided a village in the hills a week ago. The mayor was afraid to send a party to investigate.
- 12. There are whispers of a rebellion against the town leadership. Could new leadership be any worse?
- 13. A drunk broke some tables in the inn the other night. He shouted he would teach town a lesson. No one has seen him since.
- 14. A body was found dead near the edge of town. His pack included a map.
- 15. The owner of the inn is looking to sell.
- 16. A group of newcomers is gathering at a local common house for "meetings" one night a week. Well, that's what is being said anyway.
- 17. An elf is buying a lot of books around the city.
- 18. The town down the road discovered a vast sum of treasure.
- 19. Farmer Beullo found thousands of dead birds in his field a few days ago.
- 20. A wealthy halfling merchant is supposedly outfitting an ocean expedition.
- 21. No one has seen the owner of the old mansion on the hill in more than two years.
- 22. A local merchant is offering a reward to anyone who brings back artifacts from the ruins up in the hills.
- 23. A musclebound dwarf is offering a large sum of gold to anyone who can best him in a series of feats of strength.
- 24. There's talk that the fire at the mill the other night was set by a drifter. The mayor wants to question
- 25. Several children found a basket that was sealed with tar floating down the river. They say there was a baby inside.
- 26. Travelers are telling stories about ruins uncovered in the wilderness about a three-day journey from the city.
- 27. The thieves' guild is going to overthrow the town government. Well, that's what a disgraced politician has been saying.
- 28. A stranger has been offering payment for information on the strength of the town quard.
- 29. Three different people say the spirit of an elf princess appeared to them near the town square in the last week.
- 30. Travelers coming down river say blight is spreading among scattered farms.
- 31. The shopkeeper at the general store said old Riston didn't come into town for supplies this week.
- 32. A mercenary troop is recruiting. Food and wages are offered, but the main benefit is a life of war.
- 33. The old man who lives in the cave on the hill has been hiring workers lately.
- 34. A drunken guardsman said an ancient scroll was found in the town square.
- 35. Several fishermen reported seeing a glow underwater the last few nights. Those old fools are probably drinking again.
- 36. A store burned down last week. Whispers say a rival merchant paid the arsonist.

## Rumors and Odd Jobs

- 37. If you stare into the eyes of the inn's cat too long, it will steal your soul. That's what happened to the poor kitchen hand who went mad.
- 38. A band of rangers has been gathering at the inn every night this week. Their number is growing and commonfolk are starting to worry.
- 39. A nearby fountain was found filled with blood this morning.
- 40. Strange cloud formations have been seen over one mountain to the west.
- 41. A young farm girl said she saw a dragon flying to the east three days ago.
- 42. Wreckage of a raft was found floating downriver by some folk doing laundry. They say there was a logbook.
- 43. A reward is being offered for the capture of some vandals.
- 44. Several disappearances were noticed after a strange ship left port the other night. Just talk, no one important is missing.
- 45. A lost child was found with a spellbook. The authorities are investigating.
- 46. The king's son is planning to overthrow and murder his father.
- 47. Several people say they have seen lights up at the old mine the last few nights.
- 48. A miracle worker is said to be traveling from town to town. If the stories are true, he will arrive here tomorrow.
- 49. The old lady who lives outside of town is a witch and she has been placing curses on people. Some folks want to drive her out.
- 50. A nomadic band is kidnapping children as they move from town to town. If they show up here, what will we do?
- 51. A traveling troupe is looking for players. Untold fame and riches await those who join. They haven't had many takers yet.
- 52. The mayor is thinking about canceling the festival, because of so many thieves in the city.
- 53. A new businesswoman in town is hiring workers to clear a section of woods near the edge of town.
- 54. The town's tinker has created a means of mechanical flight. That old fool couldn't create anything.
- 55. A strange bard passed through town recently. After he was gone jewels and valuables were reported missing.
- 56. A 12-year-old murdered his father the other night. He's being held at the jail, though he denies he did it with much weeping.
- 57. A dwarf named, Randarr, is hiring hands for a journey into the mountains.
- 58. There's talk of a woman looking for her lost daughter.
- 59. Highwaymen are working the north road. No one has really seen them, but no one wants to go that way now.
- 60. One of the town guards said some children found a bundle of gold pieces in the river.
- 61. A burglar has been working in the wealthy section of town. Always enters in the second story and only takes gems.
- 62. A robber baron is collecting "tolls" from travelers along the east road.
- 63. A rich dwarf is hiring hands to help import stone from a dwarven stronghold.
- 64. A statue of a god was stolen from the city square two nights ago. Strange how no one saw anything.
- 65. An outlying farm was raided a few days ago. The farmer says it was goblins, of course, that can't be.
- 66. A band of mercenaries swept into town about a week ago broke a lot of things, spent lots of money, and then moved out yesterday.
- 67. Some say they have seen a man carrying a coffin on his back the last two nights.
- 68. There has been a string of late-night arsons recently.
- 69. That crazy old wizard, Cilivren, is offering 500 gold pieces for a book.
- 70. Some dockworkers say dragon scales are washing ashore down at the wharf.
- 71. On a nearby mountain top is a man who will give you a stone that will protect you.

## Rumors and Odd Jobs

- 72. The dispute between the metalsmiths and the wood smiths is close to turning violent. Well, at least, that's what that drunken gnome said.
- 73. Travelers from the west are telling tales of a wizard building a great library.
- 74. There's been a lot of nighttime activity at the general store lately.
- 75. The old hermit came into town the other day. He said the old dam upriver is leaking. No one believes him, because he's crazy. That dam hasn't broken in hundreds of years.
- 76. One of the servers at the inn is looking to hire on with a group of adventurers.
- 77. An expedition that set out a month ago. Their horses found wandering in the forest, but there was no sign of the adventurers.
- 78. A man has been coming to the inn the last few nights looking to hire protection.
- 79. Some of the farming families on the outskirts of town are saying several gangs of prospectors moved up into the hills recently.
- 80. Some say dogs and cats are disappearing around town lately.
- 81. Wizards and other magic folk are passing through town. Some "great alignment" is going to happen next month and the best observation spot is to the west.
- 82. Krieg was heard arguing with a stranger the other night, now he has disappeared.
- 83. That crazy old lady who lives alone by the lake says a monster lives in it.
- 84. Wreckage from a ship washed ashore by the docks. There was one badly injured survivor. He's being cared for by the sheriff's family.
- 85. Travelers are telling tales of traps set along the south road.
- 86. The merchant ship, Cromwell, didn't arrive last month and is thought lost with all hands.
- 87. There are stories of a giant red wolf attacking travelers within the last month.
- 88. A sea captain is hiring hardy souls for a long voyage.
- 89. An art collector has moved into town and is paying for valuable items.
- 90. An elven woman has been coming to the inn every night for a week asking about someone named, Gulien.
- 91. There are whispers one of the town's wealthy merchants is hiring adventurers and mercenaries.
- 92. A businessman is hiring hands to cut timber on the mountain slopes.
- 93. Travelers are saying a wizard is building a tower on a hill down the river.
- 94. Several local merchants have created an exploration company. They are looking for hardy souls to lead expeditions.
- 95. A boisterous band of adventurers left town yesterday. Some say they heard them talking about searching for a legendary library.
- 96. A bard is threatening to put the entire town to sleep by playing a magic flute. He's just angry because the town laughed at him while he was performing.
- 97. A paladin is recruiting adventurers for a holy quest. He promises adventure, blessings, and almost certain death. Wouldn't that be glorious?
- 98. There's a disease in the poor section of town. But, who cares?
- 99. The odd dwarf blacksmith is hiring workers to open up a mine. They say it will be incredibly dangerous.
- 100. The undertaker has discovered a strange key that is said to open the gates of hell. He's always been a scary fellow anyway.



### Sea-Related Encounters

- 1. Leeches
- 2. Sea snake
- 3. Manta rays (1D6)
- 4. Sand dollar
- 5. Beautiful woman clinging to wreckage
- 6. Waterlogged treasure chest
- 7. Massive sand castle large enough to live in
- 8. Underwater volcano
- 9. Ship with black flags in the distance
- 10. Seashell with voices inside
- 11. Sea urchin
- 12. Ghostship
- 13. Small mysterious child swimming
- 14. Beautiful seashells (1D8)
- 15. Sunken temple
- 16. Small chest with the sound of a beating heart
- 17. Mermen mounted on porpoises (1D12)
- 18. Singing clam
- 19. Tasty looking fish
- 20. Ship in a bottle
- 21. Tornado filled with sharks
- 22. Mermaid caught in a net
- 23. Skeleton holding a trident
- 24. Fish with polished mirror scales
- 25. Siren song
- 26. Small boat with supplies but no sailors
- 27. Talking boat
- 28. Skeleton holding a broken oar
- 29. Bones of a massive dragon
- 30. Gold statue of a man holding a trident
- 31. Statue army
- 32. Shark carcass with a sword piercing its head
- 33. Woman in the water holding a sword
- 34. Cursed gold coins
- 35. Crate of wine
- 36. Dragon turtle
- 37. Man in a boat with a goat
- 38. Sinking island
- 39. Giant metal hook
- 40. Coconut
- 41. Giant octopuses (1D6)
- 42. Old human wizard walking on the water
- 43. Two ships in combat
- 44. Sunken city
- 45. Sunken ironclad ship from a lost time
- 46. Underwater cave entrance
- 47. Shipwrecked crew of sailors
- 48. Surfing dwarf
- 49. Message in a bottle
- 50. Starfish that suctions to a character

- 51. Lighthouse
- 52. Human who believes he is a merman
- 53. Corpse tied to a rock
- 54. Ghost of a man who died at sea
- 55. Canoes made from trees (1D12)
- 56. Friendly water elemental
- 57. Oysters (1D4 pearls)
- 58. Large tree washed up on the beach
- 59. Barrel of dead fish
- 60. Seagulls that peck your head
- 61. Rusted old cannon
- 62. Aquatic elf fighting giant squid
- 63. Long scaly tail disappears just out of sight
- 64. Oars stuck upright in the sand (1D20)
- 65. Kelp forest
- 66. Sunken ship
- 67. Coral reef
- 68. Viking longship
- 69. Rum (1 bottle)
- 70. Floating town
- 71. Tall tower sticking out of the water
- 72. Dead body (woman)
- 73. Underwater stone road
- 74. City in a giant bubble
- 75. Single tree growing out of the water
- 76. Beached ship
- 77. Wife waiting for her sailor husband
- 78. Unknown sea monster
- 79. Gnome in a rowboat
- 80. Stranded halfling bard
- 81. Hundreds of jellyfish
- 82. Stone statue of a woman dressed in robes
- 83. Hurricane (1D20 turns till it arrives)
- 84. Sharks (1D8)
- 85. Group of sea turtles
- 86. Crab holding a knife
- 87. Tsunami (1D20 turns till it arrives)
- 88. Old man that gives you a fishing pole
- 89. Floating island
- 90. Very pinchy crabs (1D20)
- 91. Strange man looking for a lost child
- 92. Coastal druid talking to some fish
- 93. Paladin on a whale hunt
- 94. Water witch looking to make a trade
- 95. Young boy froze in an iceberg
- 96. Deep underwater trench
- 97. Ghostly of a woman in a long flowing dress
- 98. Old abandoned castle
- 99. Man staked to the beach
- 100. Skeleton holding a treasure chest

## Seafaring Encounters

- Blood cloud in the water
- 2. Slave ship fleet (1D12)
- 3. Uncharted island (lone castaway)
- 4. Ship from an exotic locale
- 5. Lost ship
- 6. Rope (200')
- 7. Flotsam (1D100 salvageable items)
- 8. Rum (1D8 barrels)
- 9. Giant white whale
- 10. Dolphins (1D20)
- 11. Bird sign (ill omen)
- 12. Salted pork (1D4 barrels)
- 13. Shark feeding frenzy
- 14. Pirate ship
- 15. Raft (1D8 survivors)
- 16. Woman riding an orca
- 17. Sargassum seaweed
- 18. Red tide
- 19. Pirate ship (entire crew dead)
- 20. Bottle with a navigation chart inside
- 21. Island (penal colony)
- 22. Hurricane
- 23. Talking fish
- 24. Mermaids (1D4)
- 25. Elves in a hot air balloon (1D6)
- 26. Merchant fleet (1D6)
- 27. Raft (1D6 dead bodies)
- 28. Pod of whales (1D20)
- 29. Giant squid
- 30. Jetsam (1D100 salvageable items)
- 31. Uncharted island (village)
- 32. Lifeboat (empty)
- 33. Flotsam (1D20 salvageable items)
- 34. Ghostship
- 35. Strong winds
- 36. Flotsam (no salvageable items)
- 37. Warship
- 38. Pirate fleet (1D4)
- 39. Mermaid
- 40. Whales (1D10)
- 41. Warship fleet (1D4)
- 42. Sail canvas (30'x60')
- 43. Lagan (1D8 salvageable items)
- 44. Elf floating on a lilypad
- 45. Lifeboat (empty except for a pocket watch)
- 46. Kraken
- 47. Slave ship
- 48. Giant octopus
- 49. Derelict ship
- 50. Oil slick

- 51. Whales (1D100)
- 52. Raft (a chest)
- 53. Raft (lone survivor)
- 54. Shooting star (good omen)
- 55. Storm
- 56. Uncharted island (shipwreck 1D20 survivors)
- 57. Water spout
- 58. Floating wizard's tower
- 59. Merchant fleet (1D10)
- 6o. Raft (1D8 dead bodies)
- 61. Whales (1D8)
- 62. Lagan (dead body)
- 63. Red gaseous cloud
- 64. Jetsam (1D20 salvageable items)
- 65. Uncharted island (secluded lagoon)
- 66. Huge snail resting on a rock
- 67. Gnome clinging to a board
- 68. Warship fleet (1D20)
- 69. Uncharted island (ruins)
- 70. Merchant ship (sinking, crew abandoning)
- 71. Buoy with a message from a lost ship
- 72. Coffin (kingly human body)
- 73. Coffin (filled with maps)
- 74. Message in a bottle
- 75. Rum (1 barrel)
- 76. Jagged rocks just under the surface
- 77. Treasure ship
- 78. Huge shoal of fish that begin to eat the hull
- 79. Pirate fleet (1D8)
- 8o. Uncharted island (megaliths)
- 81. Doldrums
- 82. Raft (single dead body)
- 83. Dragon turtle
- 84. Sea hag
- 85. Uncharted island (cave)
- 86. Slave ship fleet (1D4)
- 87. Dwarf in a barrel
- 88. Uncharted island (pirate base)
- 89. Capsized ship
- 90. Merchant fleet (1D20)
- 91. Whirlpool
- 92. Lifeboat (1D4 survivors)
- 93. Green gaseous cloud
- 94. Huge dead fish
- 95. Flag from a legendary pirate ship
- 96. Raft (1D4 survivors)
- 97. Board inscribed with "The Lady Luck"
- 98. Leather satchel
- 99. Plesiosaurus
- 100. Giant shark

## Swamp Encounters

- 1. Standing stone
- 2. Gallows tree (1D6 human bodies)
- 3. Giant alligator
- 4. Alligators (1D6)
- 5. Strange stepping stones
- 6. Boulder that turns out to be a turtle
- 7. Overgrown road
- 8. Hidden town
- 9. Sunken boat
- 10. Ancient ruins
- 11. Distant howling
- 12. Wooden coffin (50% chance empty)
- 13. Onyx statue with piercing eyes
- 14. Submerged chest
- 15. Large chain coming out of the ground
- 16. Band of orcs building a wooden tower (2D20)
- 17. Goblins (1D10)
- 18. Rowboat
- 19. Entangling vines
- 20. Elf with a severe head injury
- 21. Alchemist's cottage (50% chance abandoned)
- 22. Cave entrance
- 23. Bandits (1D4)
- 24. Graveyard
- 25. Lost adventuring party (1D8)
- 26. Horde of toads
- 27. Witch
- 28. Thick fog
- 29. Mad hermit
- 30. Skeletons (1D12)
- 31. Dungeon entrance
- 32. Hand sticking out of the mud
- 33. Adventurer's camp (50% chance abandoned)
- 34. White horse
- 35. Troll
- 36. Dead bodies (elves, 1D4)
- 37. Carnivorous plant
- 38. White stag
- 39. Stone slab
- 40. Band of druids (1D8)
- 41. Zombie
- 42. Giant snake
- 43. Runaway slave camp (2D20 people)
- 44. Goblins (1D8)
- 45. Giant rat
- 46. Something large swimming under the water
- 47. Dead manatee
- 48. Burning treehouse
- 49. Man in shackles
- 50. Wizard's tower

- 51. Nymph
- 52. Strange lights
- 53. Man in a cage hanging from a tree
- 54. Lost child
- 55. Dead bodies (dwarves, 1D8)
- 56. Hapless merchant
- 57. Weeping mermaid
- 58. Moss hut (50% chance abandoned)
- 59. Fisherman's camp (50% chance abandoned)
- 6o. Horde of mosquitos
- 61. Goblins (1D4)
- 62. Wild men (1D6)
- 63. Outlaw hideout
- 64. Dead bodies (humans, 1D20)
- 65. Giant tortoise
- 66. Skeleton
- 67. Snake in a snare
- 68. Horde of flies
- 69. Wolves (1D6)
- 70. Wooden chest (locked)
- 71. Pyramid
- 72. Strange massive tree
- 73. Wandering druid
- 74. Quicksand
- 75. Wandering monk
- 76. Bloodstained clothes
- 77. Hunter's camp (50% chance abandoned)
- 78. Ornate mirror
- 79. Abandoned raft
- 8o. Feral child
- 81. Drowning halfling
- 82. Bandits (1D8)
- 83. Swamp gas
- 84. Giant centipede
- 85. Stone coffin (50% chance empty)
- 86. Overgrown ship
- 87. Place where the water is on fire
- 88. Ghost
- 89. Band of monks (1D12)
- 90. Overgrown house
- 91. Dead body (human)
- 92. Poison frog
- 93. Poisonous flowers
- 94. Chest full of books (3D20)
- 95. Half-sunken statue
- 96. Wizard digging a hole
- 97. Giant lizard
- 98. Still pool lined with gold trinkets
- 99. Adventurer's backpack (50% chance empty)
- 100. Fish-like humanoids swinging from trees

## Talking Inanimate Objects

- 1-2. Iron bracelet that chats about the weather
- 3-4. Vial that laments being empty
- 5-6. Pair of gloves that claims to be a queen
- 7-8. Small polished rock that sings lullabies
- 9-10. Belt buckle that claims to be a wizard
- 11-12. Ring that chats about local celebrities
- 13-14. Lantern that talks about the good old days
- 15-16. Wagon that tells sad stories
- 17-18. Burlap sack that recites love poetry
- 19-20. Pipe that claims to be a halfling
- 21-22. Bronze coin that talks like a goblin
- 23-24. Iron chest that tells the story of the fall of an empire
- 25-26. Cloak that claims she's a princess
- 27-28. Gold necklace that compliments the wearer
- 29-30. Brass button that talks like an orc
- 31-32. Block of wood that wants to be useful
- 33-34. Fork tell stories of heroic deeds
- 35-36. Wood file that claims to be a carpenter
- 37-38. Hammer that claims to be a blacksmith
- 39-40. Iron bracelet that claims to have secret knowledge
- 41-42. Longsword that tries to pick a fight with everyone
- 43-44. Arm ring that claims to be a merchant
- 45-46. Large rock that mourns a lost loved one
- 47-48. Bar of soap that swears like a sailor
- 49-50. Butter knife that hurls insults
- 51-52. Broom that wishes to be useful
- 53-54. Spoon that claims to be an old woman
- 55-56. Sword that shrieks when drawn
- 57-58. Walking stick that claims to be a sorcerer
- 59-60. Pouch that claims to be a half-elf
- 61-62. Chain that claims to be a dwarf
- 63-64. Metal hook that clucks like a chicken
- 65-66. Quill that critiques the writing it is used to make
- 67-68. Short sword that sings whenever it is drawn
- 69-70. Leather belt the claims to be a king
- 71-72. Wooden club that barks every time it is swung
- 73-74. Bronze ring that asks many questions
- 75-76. Rope that claims to be an elf
- 77-78. Silver ring that sings whenever the moon is out
- 79-80. Scarf that likes idle chatter
- 81-82. Pair of boots that complain all the time
- 83-84. Shirt that complains about being out of style
- 85-86. Backpack that is depressed
- 87-88. Gold ring that likes to discuss history
- 89-90. Jade statuette that claims to be a great warrior
- 91-92. Dagger that claims he's a prince
- 93-94. Book that reads itself out loud
- 95-96. Book that begs the finder not to read it
- 97-98. Cloak clasp that says it just wants to have friends
- 99-100. Silver bracelet that likes to discuss politics

## **Underground Encounters**

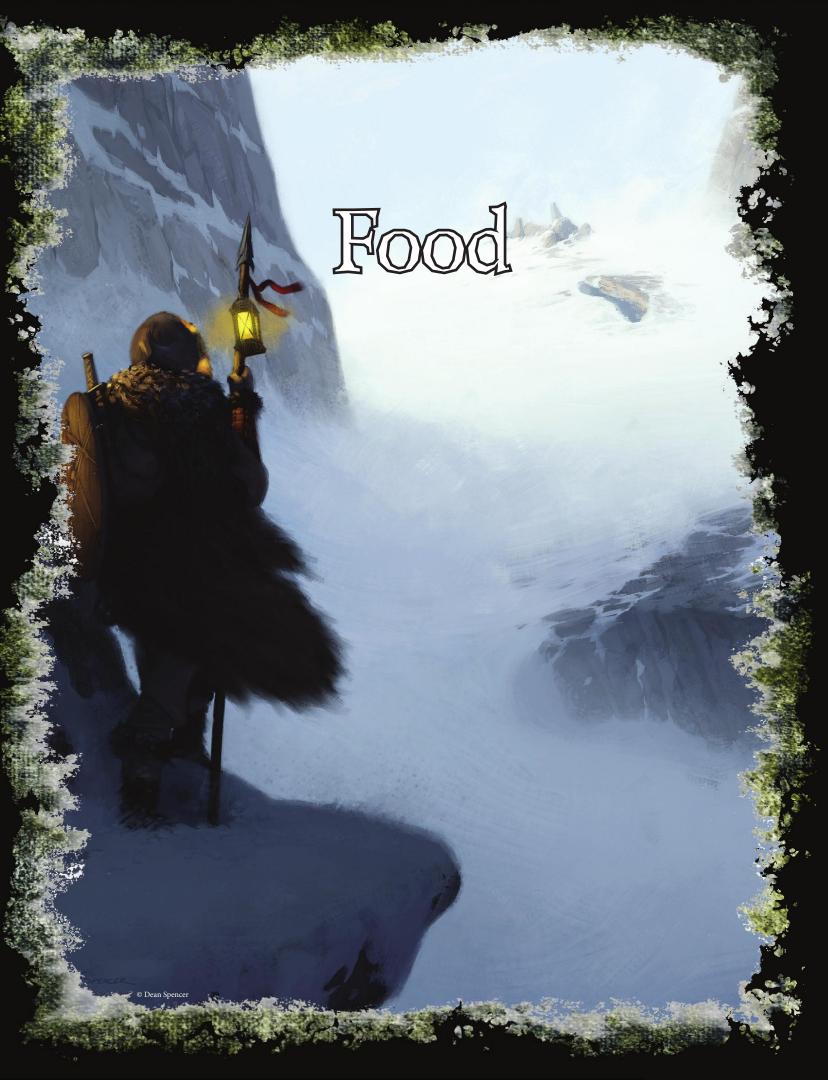
- 1. Two dwarves carrying an injured elf
- 2. Natural cave-in
- 3. Book (roll once on a Book Title Table)
- 4. Thousands of eyes peering from the darkness
- 5. Injured dog
- 6. Band of refugees (1D100)
- 7. Ruins of an old seaport
- 8. Massive rope hanging from the ceiling
- 9. Screams and shrieks nearby
- 10. Dark rippling pool
- 11. Bloody and torn wizard's robes
- 12. Ground and walls begin shifting
- 13. Ring of burning torches
- 14. Giant bat
- 15. Vein of rare mineral
- 16. Woman running and shrieking
- 17. Walking boulder
- 18. Ruins of an ancient city
- 19. Talking mushroom
- 20. Entrance to a dungeon
- 21. Pile of dead human bodies (1D20)
- 22. Cavern filled with billions of tiny spiders
- 23. Abandoned mining tunnels
- 24. Dragon turned to stone
- 25. Strange stone-like eggs (1D100)
- 26. Elf hunting party
- 27. Foul stench from a narrow tunnel
- 28. Pack of giant spiders on the hunt
- 29. Giant ant
- 30. Dwarves transporting a cart of rubies
- 31. Emerald ring floating above the ground
- 32. Crate of parchments (1D100)
- 33. Spider webs
- 34. Zombies (1D100)
- 35. Confused dwarf traveler
- 36. Rusty longsword
- 37. Deep scratches on the walls and floor
- 38. Band of cave explorers (1D6)
- 39. Unconscious elf
- 40. Dead gnome
- 41. Skeletons (1D4)
- 42. Humongous spider in its lair
- 43. Tunnel full of sharp chipped stones
- 44. Pile of broken timbers
- 45. Curious, friendly goblin
- 46. Water pouring from the ceiling
- 47. Small hole in the wall
- 48. Lost adventuring party looking for a way out
- 49. Well-kept house and yard in a large cavern
- 50. Mad wizard's laboratory

- 51. Wooden door in the wall of the cave
- 52. Frantic writings etched into the wall of a tunnel
- 53. Lost human trader
- 54. Lost deer
- 55. Drums echoing throughout the deep
- 56. Woman looking for her lost caravan
- 57. Human carrying a bag of gems and rare metals
- 58. Man driven mad by the darkness
- 59. Large stone doorway
- 60. Frightened man running for his life
- 61. Wooden trapdoor on the ground
- 62. Bulbous rock-like creature tunneling through stone
- 63. Wall paintings of horrific monsters
- 64. Injured gnome
- 65. Giant slug
- 66. Toxic dust in the air
- 67. Adventurers who are shells of what they once were
- 68. Wall paintings of animals
- 69. Giant spider hiding above a pile of dead bodies
- 70. Cat giving birth
- 71. Gnomes mining for gemstones
- 72. Slippery slime
- 73. Knight praying at a stone altar
- 74. Dwarf looking for precious metals and stones
- 75. Revenant seeking allies
- 76. Mysterious chest in the middle of a large cavern
- 77. Light barely visible from a faraway tunnel
- 78. Unconscious man
- 79. Talking giant spider
- 8o. Ghost of a small girl looking for her parents
- 81. Gnome wizard sculpting a clay golem
- 82. Entrance to a hidden city
- 83. Impenetrable darkness
- 84. Toxic gasses leaking from the walls
- 85. Map case (locked)
- 86. Mysterious lever on the wall
- 87. Blood leading up the wall and across the ceiling
- 88. Skeletons (1D8)
- 89. Distant howls echoing through the deep
- 90. Large, seemingly bottomless pit in the floor
- 91. Massive pit filled with bones
- 92. Barbarian hunter
- 93. Shallow grave
- 94. Lost elf child
- 95. Statue of a spider queen
- 96. Dissonant music coming from a nearby cave
- 97. Bright flash of light
- 98. Backpack full of gear
- 99. Active gnomish mining operation
- 100. Man who says he's traveling to an underground city

### Woodland Animals

- 1. Badger
- 2. Treecreeper
- 3. Sparrowhawk
- 4. Long-eared owl
- 5. Green woodpecker
- 6. Fallow deer
- 7. Robin
- 8. Wood warbler
- 9. Adder
- 10. Brown bear
- 11. Wild dog
- 12. Kestrel
- 13. Little owl
- 14. Stoat
- . 15. Nightjar
- 16. Chiffchaff
- 17. Red deer
- 18. Tawny owl
- 19. Spotted flycatcher
- 20. Sika deer
- 21. Goldfinch
- 22. Barn owl
- 23. Lemming
- 24. Nightingale
- 25. Bank vole
- 26. Siskin
- 27. Dunnock
- 28. Chaffinch
- 29. Otter
- 30. Brambling
- 31. Lynx
- 32. Coal tit
- 33. Brown long-eared bat
- 34. Greater horseshoe bat
- 35. Blackbird
- 36. Chipmunk
- 37. Weasel
- 38. Tree sparrow
- 39. Wren
- 40. Capercaillie
- 41. Fox
- 42. Swallow
- 43. Common toad
- 44. Great spotted woodpecker
- 45. Willow warbler
- 46. Red squirrel
- 47. Grass snake
- 48. Hedgehog
- 49. Starling
- 50. Goshawk

- 51. Hooded crow
- 52. Blue tit
- 53. Great tit
- 54. Wood mouse
- 55. Roe deer
- 56. Muntjac deer
- 57. Hobby
- 58. Beaver
- 59. Common crossbill
- 6o. Lesser horseshoe bat
- 61. Elk
- 62. Osprey
- 63. Black bear
- 64. Field vole
- 65. Redwing
- 66. Black grouse
- 67. Common kingfisher
- 68. Lesser-spotted woodpecker
- 69. Mistle thrush
- 70. Common lizard
- 71. Grey squirrel
- 72. House martin
- 73. Nuthatch
- 74. Blackcap
- 75. Scottish wildcat
- 76. Wild boar
- 77. Sand martin
- 78. Woodcock
- 79. Cuckoo
- 8o. Turtle dove
- 81. Jay
- 82. Whitethroat
- 83. Red kite
- 84. Pine marten
- 85. Wolf
- 86. Swift
- 87. Long-tailed tit
- 88. Rook
- 89. Moose
- 90. Fieldfare
- 91. Buzzard
- gi. Duzzaiu
- 92. Song thrush93. Porcupine
- 94. Bullfinch
- 95. Common froq
- 96. Slow worm
- 97. Goldcrest
- 97. dolaciese
- 98. Hazel dormouse
- 99. Yellow-necked mouse
- 100. Wheatear



### Beers

- 1. Imperial Porter
- 2. Imperial Stout
- 3. Red Imperial Porter
- 4. Double Red Ale
- 5. Blonde Ale
- 6. Dwarven Red Ale
- 7. Pale Mild Ale
- 8. Barrel-Aged Dark Beer
- 9. Dwarven Dark Lager
- 10. Lager
- 11. Sour Ale
- 12. Gnome Strong Pale Ale
- 13. Light Ale
- 14. Lambic
- 15. Fruit Beer
- 16. Selonna Sugar Beer
- 17. Spice Beer
- 18. Elven Ordinary Bitter
- 19. Porter
- 20. Brown Beer
- 21. Dortmunder Export
- 22. Old Ale
- 23. Steam Beer
- 24. Cream Stout
- 25. Barrel-Aged Sour Beer
- 26. Foreign Extra Stout
- 27. Dark Lager
- 28. Dry Stout
- 29. Dwarven Steam Beer
- 30. Wild Beer
- 31. Elven Pale Ale
- 32. Helles Bock
- 33. Strong Ale
- 34. Ale
- 35. Field Beer
- 36. Barley Wine Ale
- 37. Dwarven Barrel-Aged Strong Beer
- 38. Special Bitter
- 39. Amber Ale
- 40. Dwarven Dark Malt Liquor
- 41. Smoked Beer
- 42. Squash Beer
- 43. Longhouse Rye Beer
- 44. Cocoa Beer
- 45. Low Town Bitter
- 46. Rye Beer
- 47. Brown Porter
- 48. Best Bitter
- 49. Imperial Double Pale Ale
- 50. Winter Beer

- 51. Pale Lager
- 52. Cream Ale
- 53. Wood-aged Gnome Beer
- 54. Extra Special Bitter
- 55. Autumn Beer
- 56. Brown Ale
- 57. Premium Pale Lager
- 58. Barley Wine
- 59. Dark Mild Ale
- 60. Summer Ale
- 61. Barris Grain beer
- 62. Robust Porter
- 63. Malt Liquor
- 64. Halfling Cask Ale
- 65. Black Lager
- 66. Barrel-Aged Pale Beer
- 67. Sweet Summer Ale
- 68. Tropical Stout
- 69. Elven White Lager
- 70. Cask Ale
- 71. Golden Ale
- 72. Riker's Bock
- 73. Sweet Stout
- 74. Imperial Red Ale
- 75. Session Pale Ale
- 76. Barrel-Aged Amber Beer
- 77. Imperial Stout
- 78. Honey beer
- 79. Strong Bitter
- 8o. Vegetable beer
- 81. Roque's Doppelbock
- 82. Chili Pepper Beer
- 83. Stout
- 84. Coffee Beer
- 85. Oatmeal Stout
- 86. Dark Helles Beer
- 87. Fallwen Porter
- o/. Tallwell Forter
- 88. Barrel-Aged Strong Beer
- 89. Pale Ale
- 90. Dunkles Bock
- 91. Fruit Lambic
- 92. Strong Pale Ale
- 93. Pumpkin Spice Beer
- 94. Wheat beer
- 95. Koraduo Brown Beer
- 96. Red Ale
- 97. Elven Summer Ale
- 98. Sour Beer
- 99. Smoke Porter
- 100. Dunkel

## Culinary Herbs & Spices

- Kava (Piper methysticum)
- 2. Ginger (Zingiber officinale)
- 3. Red clover (Trifolium pratense)
- 4. White willow (Salix alba)
- 5. (Matricaria recutita and Anthemis nobilis)
- 6. Cat's claw (Uncaria tomentosa)
- 7. Barberry (Berberis vulgaris)
- 8. Oregano (Origanum vulgare)
- 9. Feverfew (Tanacetum parthenium)
- 10. Ginkgo (Ginkgo biloba)
- 11. Dong quai (Angelica sinensis)
- 12. Digitalis (Digitalis lanata, or Foxglove)
- 13. Hawthorn (Crataegus laevigata)
- 14. Watercress (Nasturtium officinale)
- 15. Wheatgrass (Triticum aestivum)
- 16. Bitter leaf (Vernonia amygdalina)
- 17. Water Hemlock (Cicuta virosa)
- 18. Thyme (Thymus vulgaris)
- 19. Moringa oleifera
- 20. Yerba Santa (Eriodictyon crassifolium)
- 21. Marigold (sometimes calendula)
- 22. Jamaica dogwood (Piscidia erythrina)
- 23. Water Dropwort (Oenanthe aquatica)
- 24. Veronica (Veronica officinalis)
- 25. Chasteberry (Vitex agnus-castus)
- 26. Gum Arabic (Acacia senegal)
- 27. Passion Flower (Passiflora)
- 28. Wahoo (Euonymus atropurpureus)
- 29. Evening primrose (Oenothera) oil
- 30. Elderberry (Sambucus nigra)
- 31. Blessed thistle (Cnicus benedictus)
- 32. Bitter orange (Citrus × aurantium)
- 33. Water Plantain (Alisma plantago-aquatica)
- 34. Garlic (Allium sativum)
- 35. Fenugreek (Trigonella foenum-graecum)
- 36. Ginseng (Panax quinquefolius)
- 37. Kratom (Mitragyna speciosa)
- 38. Peppermint (Mentha x piperita) oil
- 39. Water Germander (Teucrium scordium)
- 40. Xanthoparmelia scabrosa
- 41. Wafer Ash (sometimes Hoptree)
- 42. Bitter gourd (Momordica charantia)
- 43. Licorice root (Glycyrrhiza glabra)
- 44. Summer savory (Satureja hortensis)
- 45. Marsh-mallow (Althaea officinalis)
- 46. Arnica (Arnica montana)
- 47. Henna (Lawsonia inermis)
- 48. Tea tree oil (Melaleuca alternifolia)
- 49. Verbena (Verbena officinalis)
- 50. Eucalyptus (Eucalyptus globulus)

- 51. Burdock (Arctium lappa)
- 52. Horsetail (Equisetum arvense)
- 53. Purple coneflower (Echinacea purpurea)
- 54. Celery (Apium graveolens)
- 55. Horse chestnut (Aesculus hippocastanum)
- 56. Valerian (Valeriana officinalis)
- 57. Neem (Azadirachta indica)
- 58. Alfalfa (Medicago sativa)
- 59. Cinchona
- 60. Sage (Salvia officinalis)
- 61. Asthma-plant (Euphorbia hirta)
- 62. Abscess root (Polemonium reptans)
- 63. St. John's wort (Hypericum perforatum)
- 64. Comfrey (Symphytum officinale)
- 65. Velvetleaf (Cissampelos pareira)
- 66. Goldenseal (Hydrastis canadensis)
- 67. Chaparral (Larrea tridentata)
- 68. Lavender (Lavandula angustifolia)
- 69. Syrian Rue (aka Harmal)
- 70. Milk thistle (Silybum marianum)
- 71. Cayenne (Capsicum annuum)
- 72. Black cohosh (Actaea racemosa)
- 73. Ashoka tree (Saraca indica)
- 74. European mistletoe (Viscum album)
- 75. Papaya (Carica papaya)
- 76. Guava (Psidium guajava)
- 77. Hoodia (Hoodia gordonii)
- 78. Hibiscus (Hibiscus sabdariffa)
- 79. Flaxseed (Linum usitatissimum)
- 8o. Bilberry (Vaccinium myrtillus)
- 81. Açai (Euterpe oleracea)
- 82. Ephedra (Ephedra sinica)
- 83. Opium poppy (Papaver somniferum)
- 84. Turmeric (Curcuma longa)
- 85. Aloe vera
- 86. Saw palmetto (Serenoa repens)
- 87. Umckaloabo (Pelargonium sidoides)
- 88. Tulsi (Ocimum tenuiflorum or Holy Basil)
- 89. Rosemary (Rosmarinus officinalis)
- 90. Kanna (Sceletium tortuosum)
- 91. Lotus (Nelumbo nucifera)
- 92. Astragalus (Astragalus propinquus)
- 93. Konjac (Amorphophallus konjac)
- 94. Khat
- 95. Asafoetida
- 96. Belladonna (Atropa belladonna)
- 97. Thunder God Vine (Tripterygium wilfordii)
- 98. Vetiver (Chrysopogon zizanioides)
- 99. Wallflower (Erysimum cheiri)
- 100. Noni (Morinda citrifolia)

## Fictional Spices

- 1. Jaraway Spice
- 2. Paracre Pepper
- 3. Coltia Salt
- 4. Sulhac Powder
- 5. Pocini Spice
- 6. Sultditch Salt
- 7. Saffiron Powder
- 8. Wiji Wiri Root
- 9. Dollafanca Flower
- 10. Talite Root
- 11. Ajwian Powder
- 12. Beaufe Spice
- 13. Dystril Seed
- 14. Bowroot
- 15. Hyrtle Weed
- 16. Keluako Root
- 17. Maheb Root
- 18. Calapep Salt
- 19. Lostgary Sugar
- 20. Bebier Spice
- 21. Chiso Chile
- 22. Guailo Chile
- 23. Yaroweed
- 24. Trandosi Spice
- 25. Bunet Spice
- 26. Tragon Seed
- 27. Valian Leaf28. Filoba Weed
- 29. Salip Salt
- 30. Mei Yen Chile
- 31. Ajifa Chile
- 32. Rattleseed
- 33. Gingk'go Salt
- 34. Stalina Salt
- 35. Asafoda Seed
- 36. Daikobi Leaf
- 37. Kukich Spice
- 30 Vaheal+
- 38. Kabsalt
- 39. Nastuum Powder
- 40. Cupwort Bark
- 41. Silum Spice
- 42. Syzygum Powder
- 43. Turkider Root
- 44. Guarni Spice
- 45. Kosroot
- 46. Oboldoroot
- 47. Calynda Root
- 48. Epazi Spice
- 49. Boleppe Salt
- 50. Filk Thistle

- 51. Melongrass
- 52. Cheril Root
- 53. Safli Spice
- 54. Jeelig Leaf
- 55. Abica Sugar
- 56. Jakhta Seed
- 57. Soreli Salt
- 58. Yyrba
- 59. Arali Spice
- 6o. Perila Root
- 61. Papyla Pepper
- 62. Goodluff Spice
- 63. Rac El Powder
- 64. Za'atyr Spice
- 65. Njanga Spice 66. Akujura Seed
- 67. Alobo Pepper
- 60. Annowert Flor
- 68. Appewort Flower
- 69. Fennli Seed
- 70. Huata Flower
- 71. Quatra Salt
- 72. Guaram Salt
- 73. Trubino Sugar
- 74. Malsya Weed
- 75. Borge Root
- 76. Ubeki Pepper
- 77. Kaffyr Root
- 78. Puluya Pepper
- 79. Paldan Flower
- 8o. Za'ytar Sugar
- 81. Galga Root
- 82. Jymobu Powder
- 83. Gyssam Salt
- 84. Jagulnroot
- 85. Harica Spice
- 86. Ursa Flakes
- 87. Mailake Leaf
- 88. Rooimnos Leaf
- 89. Aflise Pepper
- 90. Fleur De Selfic
- 91. Omfre Salt
- 92. Coldmany Sugar
- 93. Cilian Weed
- 94. Suflac Spice
- 95. Pigella Seed 96. Bearshoe Flower
- 97. Toeroot
- 98. Casciam Bark
- 99. Olidasalt
- 100. Reyishi Root

### Fruit #1

- 1. Illawarra plum
- 2. Strangler fig
- 3. Black elderberry
- 4. Sageretia
- 5. Calabash
- 6. Sugar-apple
- 7. Giant blackberry
- 8. Cedar Bay cherry
- 9. Jackalberry
- 10. Wild peach
- 11. Sweet detar
- 12. Bilimbi
- 13. Purple apple-berry
- 14. Buffaloberry
- 15. Soursop
- 16. Kiwano
- 17. Muntries
- 1/. Widities
- 18. Kakadu plum 19. Nungu
- 20. Chokecherry
- 21. Batuan
- 22. Watermelon
- 23. Goumi
- 24. Cluster fig
- 25. Emu apple
- 26. Lardizabala
- 27. Cherimoya
- 28. Wild plum
- 29. Wild orange
- 30. Sugar plum
- 31. Strawberry
- 32. Dodder laurel
- 33. Mayapple
- 34. Mango
- 35. Salak
- 36. Muscadine
- 37. Junglesop
- 38. Medlar
- 39. Che
- 40. Governor's plum
- 41. Rambutan
- 42. Avocado
- 43. Keule
- 44. Tamarind
- 45. Sweet apple-berry
- 46. Charichuelo
- 47. Banana
- 48. Coco plum
- 49. Naranjilla
- 50. Lapsi

- 51. Fibrous satinash
- 52. Oil palm
- 53. Sand apple
- 54. Mock strawberry
- 55. Wild apricot
- 56. Wild grape
- 57. Balsam apple
- 58. Blueberry
- 59. Apple
- 60. Rose-leaf bramble
- 61. Huckleberry
- 62. Plum
- 63. Karkalla
- 64. Desert date
- 65. Blue tongue
- 66. Common apple-berry
- 67. Milkplum
- 68. Yellow plum
- 69. Kiwifruit
- 70. Barberry
- 71. Pineapple
- 72. Waterbessie
- 73. Moringa
- 74. Gemsbok cucumber
- 75. Grape
- 76. Mamey sapote
- 77. Sandpaper fig
- 78. Hardy kiwi
- 79. Maypop
- 8o. Snowberry
- 81. Sea grape
- 82. Capuli cherry
- 83. Cocky apple
- 84. Quince
- 85. Natal plum
- 86. Bush tomato
- 87. Marula
- 88. Sycamore fig
- 89. Texas persimmon
- 90. Kei apple
- 91. Muskmelon
- 92. Deleb palm
- 93. Bolwarra
- 94. Raspberry
- 95. Prickly pear
- 96. Cherry orange
- 97. Ground plum
- 98. Indian gooseberry
- 99. Guarana
- 100. Coco de mer

#### Fruit #2

- 1. Jalpai
- 2. Lychee
- 3. Currant
- 4. Oual persimmon
- 5. Small-leaf tamarind
- 6. False-mastic
- 7. Gac
- 8. Salal
- 9. Conkerberry
- 10. Gorval's plum
- 11. Rhubarb
- 12. Shumble melon
- 13. Malay apple
- 14. Carambola
- 15. Arhat
- 16. Spiny monkey orange
- 17. Cainito
- 18. Durian
- 19. Guava
- 20. Mobola plum
- 21. Red raspberry
- 22. Lady apple
- 23. Mammee apple
- 24. Miracle fruit
- 25. Bael
- 26. Salmonberry
- 27. Saskatoon berry
- 28. Desert fig
- 29. Lanzones
- 30. Emu berry
- 31. Pigeon plum
- 32. Black walnut
- 33. Pigface
- 34. Feijoa
- 35. Persimmon
- 36. Finger lime
- 37. Desert lime
- 38. Marang
- 39. Jarma cherry
- 40. Desert banana
- 41. Coconut
- 42. Lime
- 43. Ackee
- 44. Black cherry
- 45. Beach plum
- 46. Wild mangosteen
- 47. Custard-apple
- 48. Peumo
- 49. Eastern may hawthorn
- 50. Waterberry

- 51. Little gooseberry tree
- 52. Saw palmetto
- 53. Southern crabapple
- 54. Peach
- 55. Red mulberry
- 56. Bignay
- 57. Pawpaw
- 58. Nonda plum
- 59. Black apple
- 60. Burdekin plum
- 61. White star apple
- 62. Papaya
- 63. Kakadu lime
- 64. Doubah
- 65. Kutjera
- 66. Jambul
- 67. Sapote
- 68. Calamondin
- 69. Pink-flowered raspberry
- 70. Cherry ballart
- 71. Zig zag vine
- 72. Hanza
- 73. Mundu
- 74. Orange
- 75. Pomelo
- 76. Red elderberry
- 77. Cranberry
- 78. Gooseberry
- 79. Broad-leaf bramble
- 8o. Midyim
- 81. Breadfruit
- 82. Button mangosteen
- 83. Riberry
- 84. Queensland ebony
- 85. Baobab
- 86. Mangosteen
- 87. Pear
- 88. Longan
- 89. Santol
- 90. Gingerbread plum
- 91. Lemon
- 92. Atherton Raspberry
- 93. Safou
- 94. Jujube
- 95. White aspen
- 96. Rose myrtle
- 97. Lilly pilly
- 98. Black raspberry
- 99. Thimbleberry
- 100. Buddha's Hand

### Herbal Teas

- 1. Bee Balm
- 2. Caraway tea
- 3. Stevia tea
- 4. Broom tea
- 5. Burdock
- 6. Lemon Balm
- 7. Roselle petal tea
- 8. Artichoke tea
- 9. Chamomile
- 10. Rose hip
- 11. Echinacea tea
- 12. Roasted wheat tea
- 13. Noni tea
- 14. Anise tea
- 15. Cerasse tea
- 16. Red raspberry leaf
- 17. Fennel
- 18. Osmanthus tea
- 19. Staghorn sumac
- 20. Neem leaf
- 21. Kratom
- 22. Penny-wort leaf
- 23. Kapor tea
- 24. Houttuynia
- 25. Rosemary
- 26. Nettle leaf
- 27. Honeybush tea
- 28. Cherry blossom petal tea
- 29. Dill tea
- 30. Pennyroyal leaf
- 31. Fireweed tea
- 32. Serendib tea
- 33. Dandelion coffee
- 34. Cacao bean tea
- 35. Essiac tea
- 36. Gentian
- 37. Horehound
- 38. Lemon and ginger tea
- 39. Mint
- 40. Wax gourd tea
- 41. Knot-weed tea
- 42. Coca tea
- 43. Cinnamon tea
- 44. Skullcap
- 45. Wong Lo Kat
- 46. Sassafras Root tea
- 47. Spicebush tea
- 48. Red clover tea
- 49. Snapdragon tea
- 50. Patchouli tea

- 51. Cat's Claw
- 52. Scorched rice
- 53. Verbena tea
- 54. Poppy tea
- 55. Sage
- 56. Goji
- 57. Kuzuyu
- 58. Citrus peel tea
- 59. Holly tea
- 6o. New Seyru Tea
- 61. Roasted corn tea
- 62. Salvia
- 63. Labrador tea
- 64. Vetiver
- 65. Catnip tea
- 66. Sobacha
- 67. John's Wort
- 68. Hibiscus tea
- 69. Sagebrush
- 70. Luo han guo
- 71. Cannabis tea
- 72. Red Bush Tea
- 73. Turmeric tea74. Tiger Face Tea
- 75. Valerian
- 76. Poor man's ginseng
- 77. Hydrangea tea
- 78. Hawthorn
- 79. Lime blossom tea
- 8o. Barley tea
- 81. Boldo tea
- 82. Spruce tea
- 83. Yarrow tea
- 84. Elderberry
- 85. Mountain Tea
- 86. Tallstrunt
- 87. Licorice root tea
- 88. Kava root tea
- 89. Ginger root tea
- 90. Moringa tea
- 91. Qishr
- 92. Chrysanthemum tea
- 93. Coffee leaf tea
- 94. Woodruff
- 95. Thyme
- 96. Holy Basil tea
- 97. Blue Creeper tea
- 98. Mistletoe
- 99. Ginseng
- 100. Lemongrass tea

### Nuts and Seeds

- Golden wattle seeds
- Yellow walnuts
- Palm nuts
- Black ironwood seeds
- **Peanuts**
- 6. Cocoa beans
- Dog's tooth grass seeds
- Paradise nuts
- Pomegranate seeds
- 10. Curara seeds
- 11. Durian seeds
- 12. Chilgoza pine nuts
- 13. Cashews
- 14. Pili nuts
- 15. Rice
- 16. Ginkgo nuts
- 17. Ranji bush seeds
- 18. Bitter apple seeds
- 19. Chickpeas
- 20. Chestnuts
- 21. Mulga seeds
- 22. Pindan wattle seeds
- 23. Pekea nuts
- 24. Breadnuts
- 25. Jackfruit seeds
- 26. Macadamia nuts
- 27. Bunya nuts
- 28. Witchetty bush seeds
- 29. Bush mango
- 30. Corn kernels
- 31. Mockernut hickory
- 32. Fox nut seeds
- 33. Deeknuts
- 34. Watermelon seeds
- 35. Pecans
- 36. Ogbono seeds
- 37. Shellbark hickory
- 38. Oats
- 39. Hemp seeds
- 40. Black walnuts
- 41. Pigweed seeds
- 42. Water chestnuts
- 43. Acorns
- 44. Wattle seeds
- 45. Hazelnuts
- 46. Heartnuts
- 47. Wiry wattle seeds
- 48. Gabon nuts
- 49. Shoestring acacia seeds
- 50. Coastal wattle seeds

- 51. Peas
- 52. Monkey-puzzle nuts
- 53. Wild rice
- 54. Sesame seeds
- 55. Hickory nuts
- 56. Walnuts
- 57. Almonds
- 58. Pumpkin seeds
- 59. Beechnuts
- 6o. Western beaked hazelnut
- 61. Southern ironwood seeds
- 62. Canarium nuts
- 63. Coffee beans
- 64. Sweet chestnuts
- 65. Kurrajong nuts
- 66. Malabar gourd seeds
- 67. Pistachios
- 68. Sunflower seeds
- 69. Oldman saltbush seeds
- 70. Mongongo nuts
- 71. Soybeans
- 72. Podocarps seeds
- 73. Kola nuts
- 74. Malabar chestnuts
- 75. Brazil nuts
- 76. Ogbono nuts
- 77. Cowpeas
- 78. Mamoncillo seeds
- 79. Pine nuts
- 8o. Shagbark hickory
- 81. Red bopple nuts
- 82. Umbrella bush seeds
- 83. Jack nuts
- 84. Bardi bush seeds
- 85. Paraná pine nuts
- 86. Poppy seeds
- 87. Candlenut
- 88. Lotus seeds
- 89. Single-leaf pinyon nuts
- 90. Filberts
- 91. Borneo tallow nuts
- 92. Cempedak arils
- 93. Coconuts
- 94. Butternuts
- 95. Burrawang nuts
- 96. Betel nuts
- 97. Stone pine nuts
- 98. Apricot kernels
- 99. Mongongo
- Ugu seeds 100.

### Seafood

- Kingfish
- Halibut 2.
- Mackerel
- Sprat
- Caviar (sturgeon roe)
- Suiter-fish
- Surimi 7.
- 8. Swordfish
- Scallop
- 10. Pompano
- 11. Pollock
- 12. Dorade
- 13. Haddock 14. Parrotfish
- 15. Sand crab
- 16. Ilish
- 17. Orange roughy
- 18. Cod
- 19. Sea cucumber
- 20. Pomfret
- 21. Catfish
- 22. Herring roe
- 23. Salmon
- 24. Mullet
- 25. Cockle
- 26. Turbot
- 27. Trout
- 28. Sturgeon
- 29. Periwinkle
- 30. Wahoo
- 31. Sardine
- 32. Rainbow trout
- 33. Brill
- 34. Whiting
- 35. Lingcod
- 36. Snakehead
- 37. Dogfish
- 38. Crayfish
- 39. Jellyfish
- 40. Smelt
- 41. Sanddab
- 42. Prawn
- 43. Monkfish
- 44. Sole
- 45. Lamprey
- 46. Sablefish
- 47. Grouper
- 48. Shark
- 49. Mahi Mahi
- 50. Snails

- 51. Toothfish
- 52. Sea urchin roe
- 53. Snapper
- 54. Snow crab
- 55. Rockfish
- 56. Lumpfish roe
- 57. Loco
- 58. Sea bass
- 59. Anchovy
- 6o. Shad
- 61. Whitefish
- 62. Black cod
- 63. Capelin roe
- 64. Flounder
- 65. Butter fish
- 66. Sea fig
- 67. Skate
- 68. Tilefish
- 69. Pike
- 70. Bluefish
- 71. Basa
- 72. Herring 73. Albacore tuna
- 74. Bluefin tuna
- 75. Eel
- 76. Bigeye tuna
- 77. John Dory
- 78. Octopus
- 79. Shad roe
- 8o. Bombay duck
- 81. Oyster
- 82. Lobster
- 83. Bream
- 84. Hake
- 85. Cuttlefish
- 86. Yellowfin tuna
- 87. Shrimp
- 88. Mud crab
- 89. Dungeness crab
- 90. Mussel
- 91. Blowfish
- 92. Pilchard
- 93. Prawn
- 94. Squid
- 95. Alewife
- 96. Tilapia
- 97. Salmon roe
- 98. Bass
- 99. King crab
- Flying-fish roe 100.

#### Sweet Breads

- 1. Friendship bread
- 2. Spiced apple bread
- 3. Praxon sweet muffin
- 4. Red bean bread
- 5. Sugar lump bread
- 6. White roll
- 7. Pumpkin bread
- 8. Sage sugar bun
- 9. Fig cake
- 10. Walnut beer bread
- 11. Sweet roll
- 12. King cake
- 13. Currant bun
- 14. Muffin
- 15. Laval bun
- 16. Fruit peel bun
- 17. Longevity peach
- 18. Morning cake
- 19. Honeyed cherry bread
- 20. Spiced honey bread
- 21. Dripping cake
- 22. Flat muffin
- 23. Cardamom bread
- 24. Waffle
- 25. Dwarven stollen
- 26. Raisin and sesame bread
- 27. Buttered Loambot seed bread
- 28. Warburton's sweet bread
- 29. Tendra bun
- 30. Honey raisin roll
- 31. Sweet currant cake
- 32. Hot cross bun
- 33. Queen cake
- 34. Halfling scone
- 35. Bee sting cake
- 36. Grape cake
- 37. Gabbett muffin
- 38. Sweet blood bread
- 39. Aniseed bread
- 40. Fruit bread
- 41. Coffee cake
- 42. Fried sugar bread
- 43. Selanne buns
- 44. Gingerbread
- 45. Raisins and cherry cake
- 46. Banbury cake
- 47. Powdered Bublik
- 48. Vanilla bread
- 49. Buttery lemon cake
- 50. Spiral raisin cakes

- 51. Zarbo bun
- 52. Kulumie filled bun
- 53. Stoneheart iced bun
- 54. Glazed fire bread
- 55. Brack bread
- 56. Egg waffle
- 57. King Listian bread
- 58. Sweet gum cake
- 59. Solange
- 6o. Velsh walnut cake
- 61. Arlos spiced cake
- 62. Sweet spice bread
- 63. Lotus seed bun
- 64. Circle bread
- 65. Coco bread
- 66. Cashew bread
- 67. Sticky bun
- 68. Cinnamon roll
- 69. Strawberry sweet cake
- 70. Banana bread
- 71. Fruit bun
- 72. Shortcake
- 73. Flakey bread
- 74. Hazelnut cake
- 75. Pineapple bun
- 76. Lardy cake
- 77. Elven iced bread
- 78. Egg and sugar bread
- 79. Coconut bread
- 8o. Peanut bun
- 81. Merton sweet bun
- 82. Crackle bread
- 83. Crispy roll
- 84. Plum dumpling
- 85. Saffron bun
- 86. Iced mound bread
- 87. Cardamom bread
- 88. Iced bun
- 89. Almond cake
- 90. Pear bread
- 91. Raisin bread
- 92. Elven K'avel
- 92. EIVEITRAVEI
- 93. Custard filled muffins
- 94. Teacake
- 95. Doneta roll
- 96. Honey bun
- 97. Sweet lemon bread
- 98. Berloc bread
- 99. Harkor bun
- 100. Ground apple cake

# Vegetables #1

- Burdock
- Tomatillo
- Elephant foot yam
- Ulluco
- Dandelion
- Samphire
- Corchorus capsularis
- Bamboo shoot
- 9. Nopal
- 10. Tatsoi
- 11. Asparagus
- 12. Summer purslane
- 13. Phyllostachys edulis
- 14. Golden samphire
- 15. Komatsuna
- 16. Florence fennel
- 17. Snap pea
- 18. Collard greens
- 19. Vanilla
- 20. Tinda
- 21. Garbanzo
- 22. Amaranth
- 23. Scallion
- 24. Dulse
- 25. Lemongrass
- 26. Celery
- 27. Chicory
- 28. Elephant garlic
- 29. Arracacha
- 30. Lotus root
- 31. Spinach
- 32. Sea beet
- 33. Scorzonera
- 34. Turnip
- 35. Tree onion
- 36. Corn salad
- 37. Radicchio
- 38. Rutabaga
- 39. Sweet pepper
- 40. Shallot
- 41. Wheatgrass
- 42. Snow pea
- 43. Ricebean
- 44. Ensete
- 45. Welsh onion
- 46. Lamb's lettuce
- 47. Mizuna greens
- 48. Taro
- 49. Pumpkin
- 50. Enteromorpha

- 51. Skirret
- 52. Yam
- 53. Soko
- 54. Greater plantain
- 55. Camas
- 56. Common purslane
- 57. Black-eyed pea
- 58. Canna
- 59. Jícama
- 6o. Garlic chives
- 61. Garland Chrysanthemum
- 62. Rapini
- 63. Poke
- 64. Dolichos bean
- 65. Velvet bean
- 66. Winter melon
- 67. Chives
- 68. Arugula
- 69. Tigernut
- 70. Manchurian wild rice
- 71. Lamb's quarters
- 72. Carola
- 73. Garden rocket
- 74. Sierra Leone bologi
- 75. Lizard's tail
- 76. Courgette flowers
- 77. Earthnut pea
- 78. Bitter melon
- 79. Molokhia
- 8o. Beet
- 81. Lagos bologi
- 82. Ivy gourd
- 83. Onion
- 84. Hamburg parsley
- 85. Kale
- 86. Fiddlehead
- 87. Groundnut
- 88. Cassava
- 89. Drumstick
- 90. Tepary bean
- 91. Horseradish
- 92. Napa cabbage
- 93. Sweet potato
- 94. Paracress
- 95. Bitter gourd
- 96. Water chestnut
- 97. Tomato
- 98. Mung bean
- 99. Trapa bicornis
- Broccolini flowers

# Vegetables #2

- 1. Arame
- 2. Mozuku
- 3. Orache
- 4. Chayote
- 5. Squash
- 6. Watercress
- 7. Sea vegetables
- 8. Land cress
- 9. Galangal
- 10. Carrot
- 11. Sorrel
- 12. Pea
- 13. Fat hen
- 14. Swiss chard
- 15. Sculpit
- 16. Caper
- 17. Daikon
- 18. Okra
- 19. Water caltrop
- 20. Cauliflower
- 21. Borage greens
- 22. Daylily
- 23. Chinese mallow
- 24. Moth bean
- 25. Azuki bean
- 26. Broadleaf arrowhead
- 27. Beetroot
- 28. Salsify
- 29. Luffa
- 30. Potato onion
- 31. Hijiki
- 32. Podded vegetables
- 33. Aonori
- 34. Lentil
- 35. Olive fruit
- 36. Laver
- 37. Cucumber
- 38. Bell pepper
- 39. Kuka
- 40. Artichoke
- 41. Fluted pumpkin
- 42. Guar
- 43. Mashua
- 44. Cardoon
- 45. Sea kale
- 46. Broccoli
- 47. Swede
- 48. Horse gram
- 49. Chickweed
- 50. Pigeon pea

- 51. Celeriac
- 52. Prairie turnip
- 53. Lettuce
- 54. Squash blossoms
- 55. Wasabi
- 56. Parsnip
- 57. Pearl onion
- 58. Endive
- 59. Catsear
- 6o. Nori
- 61. Jerusalem artichoke
- 62. Mustard
- 63. Wild leek
- 64. Cress
- 65. Kurrat
- 66. Kombu
- 67. Cabbage
- 68. Malabar spinach
- 69. Radish
- 70. Garlic
- 71. Lima bean
- 72. Dabberlocks
- 73. Miner's lettuce
- 74. Wakame
- 75. Eggplant
- 76. Kohlrabi
- 77. Urad bean
- 78. Brussels sprouts
- 79. Potato
- 8o. Turmeric
- 81. Turnip greens
- 82. Water spinach
- 83. Zucchini
- 84. Keyven's Spinach
- 85. Runner bean
- 86. Mallow
- 87. Shepherd's purse
- 88. Leek
- 89. Chaya
- 90. Ginger
- 91. Sea lettuce
- 92. Winged bean
- 93. Good King Henry
- 93. dood king rich
- 94. Yardlong bean
- 95. Celtuce
- 96. Sour cabbage
- 97. Dill
- 98. Ahipa
- 99. Pignut
- 100. Green bean



### Booths in a Market

- 1. Spices
- 2. Ink and quills
- 3. Dried meats
- 4. Baskets
- 5. Silver Items
- 6. Oysters
- 7. Medicines
- 8. Coffee
- 9. Snails
- 10. Cookware (iron)
- 11. Lager
- 12. Street food (noodles)
- 13. Fresh meats
- 14. Snake oils
- 15. Pelts
- 16. Oils and perfumes
- 17. Gemstones
- 18. Cabbage
- 19. Flan
- 20. Tarts
- 21. Herbs
- 22. Lumber
- 23. Grains
- 24. Clams
- 25. Paint
- 26. Smoking pipes
- 27. Street food (kabobs)
- 28. Fortune teller
- 29. Nuts
- 30. Street food (soup)
- 31. Mussels
- 32. Moneylender
- 33. Locks and keys
- 34. Smoked meats
- 35. Silk
- 36. Crabs
- 37. Seeds
- 38. Honey
- 39. Blankets
- 40. Fabric
- 41. Fish
- 42. Gold items
- 43. Jade items
- 44. Games
- 45. Goats
- 46. Tents
- 47. Fresh vegetables
- 48. Glass items
- 49. Wool
- 50. Eels

- 51. Meat pies
- 52. Soaps
- 53. Shoes and boots
- 54. Fresh fruits
- 55. Ceramics
- 56. Fruit pies
- 57. Fans
- 58. Chickens
- 59. Sponges
- 60. Spiced meat pasties
- 61. Weapons
- 62. Leather items
- 63. Lamps
- 64. Potions
- 65. Hookah
- 66. Charms
- 67. Rugs
- 68. Jewelry
- 69. Books
- 70. Fish pasties
- 71. Salt
- 72. Bread
- 73. Pastries
- 74. Wood carvings
- 75. Street food (stew)
- 76. Cookware (pewter)
- 77. Idols
- 78. Incense
- 79. Clothes
- 8o. Scrolls
- 81. Eggs
- 82. Street food (fried meats)
- 83. Ale
- 84. Oats
- 85. Armor
- 86. Dried fruits
- 87. Music instruments
- 88. Ivory items
- 89. Wines
- 90. Street food (rice)
- 91. Trotters
- 92. Cheeses
- 93. Griddle cakes
- 94. Rope
- 95. Wafers
- 96. Teas
- 97. Canvas
- 98. Opium
- 99. Beans
- 100. Biscuits

#### **Cursed Items**

- 1-2. Ring of Disappearance The ring disappears when equipped
- 3-4. Dagger of Volume The wielder can only communicate by loudly shrieking
- 5-6. Ring of Inn Visibility Shows the wearer where all inns are within a 300-foot radius
- 7-8. Ring of Personal Invisibility The wearer is invisible only to themselves
- 9-10. Necklace of the Opera Causes the wearer to communicate only by operatic singing
- 11-12. Cloak of Tongues The wearer can taste anything within a 30-yard radius
- 13-14. Deck of Not That Many Things Only 9 cards, numbers counting to 10 (the number 8 is missing)
- 15-16. Boots of Feather Falling A ton of feathers fall on the wearer every time they step outside
- 17-18. Bagpipes of Invisibility The wielder is invisible as long as they are playing the bagpipes
- 19-20. Necklace of Mind Reading Anyone within a 30 feet radius can read the wearer's mind
- 21-22. Shield of Overconfidence Compels the bearer to take unnecessary risks
- 23-24. Staff of Judgment Judgmental talking staff; constant passive-aggressive comments
- 25-26. Ring of Teleportation The ring teleports anywhere the wearer wills; the wearer does not teleport with it
- 27-28. Bag of Spewing A bag of holding that shoots out items that are mentioned in a conversation
- 29-30. Gauntlets of Hilarity Causes the wearer to giggle uncontrollably at inappropriate times
- 31-32. Warhammer of Chicken Detection Glows bright yellow when there is a chicken within 30 feet
- 33-34. Sword of Dancing The wielder dances uncontrollably when in combat
- 35-36. Gloves of Pickpocketing Allows others to pickpocket the wearer easier
- 37-38. Sword of Pain Screams in agony whenever it hits something
- 39-40. Amulet of Pitch Causes the wearer's voice to be two octaves higher
- 41-42. Shield of Protection In combat, it uses the bearer's body to shield itself from harm
- 43-44. Wand of Detect Magic Item Detects the nearest magic item (itself)
- 45-46. Ring of Confident Invisibility The wearer becomes slightly stealthier; they also become convinced that they are completely invisible
- 47-48. Helm of Relentless Growth Causes the wearer's hair to grow so fast it pushes the helm off
- 49-50. Mask of Near-Perfect Disguise Disguises the wearer as a near-perfect imitation of themselves
- 51-52. Singing Frog Sings constantly when alone with its owner; stops singing and croaks like a normal frog when anyone else is near enough to hear it
- 53-54. Vest of Cursed Hearing The wearer can hear the DM as a voice in their head; others assume they are losing their mind when they speak of this
- 55-56. Rock of Gravity Detection Hold out and release, if it falls gravity is working
- 57-58. Pants of Cursed Knowledge The wearer is acutely aware of the fact that they are a character in a role-playing game; they are unable to convince others of this
- 59-60. Hat of Luck Reversal The wearer is generally unlucky, prone to ridiculous scenarios and sticky situations
- 61-62. Axe of Scents Does no damage; makes the target smell bad
- 63-64. Necklace of Mind Control Allows the wearer to control their own mind
- 65-66. Glove of Slipperiness Makes it difficult to hold items
- 67-68. Goggles of Darkvision Makes everything appear darker
- 69-70. The Twin Daggers Two sentient daggers that hate each other
- 71-72. Hat of Marvel Reduces the wearer's intelligence to 3, but convinces others that the wearer is a genius
- 73-74. Candle of Flame Resistance It's a fireproof candle
- 75-76. Bag of Bags of Holding A bag of holding that can only hold bags of holding
- 77-78. Boots of Waterwalking The wearer can walk on shallow water of 3 inches depth or less
- 79-80. Boots of Tracking Leaves behind deep footprints that are easy to track

### Cursed Items

81-82. Sword of Lightning - 5% chance for the wielder to be struck by lightning when used

83-84. Ring of the Ring - Allows the wearer to equip one more ring than they otherwise could

85-86. Locket of Impression - After a few days of wearing this, the wearer has a vague impression that something isn't right but has no idea what

87-88. Cloak of the Weather - A talking cloak that constantly complains about the weather

89-90. Sword of Offense - A talking sword that insults the enemy, inflicting 3d6 emotional damage

91-92. Mace of Healing - Heals the target up to 1D6 hit points; also does 1D6 bludgeoning damage

93-94. Boots of Invisibility - Turns the wearer's feet invisible (the boots do not become invisible)

95-96. Amulet of Existence - This amulet exists

97-98. Emerald of Giving - Compels the wearer to give away all of their wealth and fortune until there is only the emerald left to give

99-100. Ring of Attraction - Attracts bees and wasps



### Items in a Bandit Hideout

- 1. Bear skull
- 2. Silver pieces (1D100)
- 3. Bandages (1D20)
- 4. Spellbook
- 5. Chain shirt
- 6. Torches (1D6)
- 7. Wooden chest (locked)
- 8. Scimitar
- 9. Roast mutton chops (1D8)
- 10. Wolf pelt
- 11. Elf skull
- 12. Dagger
- 13. Cheese wheel
- 14. Caged snake (venomous)
- 15. Helmet with deer antlers
- 16. Merchant caravan routes
- 17. Plans to attack a local outpost
- 18. Shovel
- 19. Wooden spoon
- 20. Lute
- 21. Candle
- 22. Old work gloves
- 23. Venison steaks (1D4)
- 24. Battleaxe
- 25. Treasure map
- 26. Morningstar
- 27. Sword from a foriegn land
- 28. Spear
- 29. Boots
- 30. Noble's signet ring
- 31. Deer pelts (1D6)
- 32. Gold pieces (1D4)
- 33. Ermine cloak
- 34. Broken helmet
- 35. Skinning knife
- 36. Ornate chest with the lock broken
- 37. Tin cup
- 38. Longsword
- 39. Wine bottle (half full)
- 40. Town quard patrol routes
- 41. Ornate saddle
- 42. Greatsword
- 43. Wooden sword
- 44. Iron armor
- 45. Cast iron cooking pot
- 46. Staff
- 47. Sling
- 48. Drum
- 49. Vial of poison
- 50. Skewered grasshoppers roast over a fire

- 51. Wine bottle (empty)
- 52. Bearskin cloak
- 53. Keg of ale (half full)
- 54. Tinderbox
- 55. Studded leather armor
- 56. Gold ring of a duke
- 57. Books (Roll 1D6 times on a Book Title Table)
- 58. Lantern
- 59. Beef jerky (1D8 sticks)
- 60. Loaf of moldy bread
- 61. Bandit leader's journal
- 62. Bundle of university documents
- 63. Candles (1D6)
- 64. Arrows (1D4)
- 65. Cooper pieces (1D100)
- 66. Torch
- 67. Ivory comb
- 68. Evening gowns (1D12)
- 69. Golden circlet
- 70. Incriminating letter
- 71. Caged wolf
- 72. Map to a dungeon
- 73. Basket of apples
- 74. Lamp
- 75. Hide armor
- 76. Chest of bones
- 77. Arrows (1D10)
- 78. Smooth stone
- 79. Firewood
- 8o. Leather armor
- 81. Cloak (worn, muddy)
- 82. Short sword
- 83. Keg of mead (full)
- 84. Pickax
- 85. Wine bottles (full, 1D20)
- 86. Handaxe
- 87. Silk blanket
- 88. Mace
- 89. Pillow
- 90. Common clothes
- 91. Brass fork
- 92. Falsified city documents
- 93. Barrel (empty)
- 94. Gold pieces (1d20)
- 95. Blanket
- 96. Torture tools
- 97. Frying pan
- 98. Cooper pieces (1D20)
- 99. Silver pieces (1D6)
- 100. Unsent letter

#### Items in a Barn

- 1. Gold piece (1)
- 2. Sledgehammer
- 3. Ladle
- 4. Metal funnel
- 5. Boards (1D12, 3"x8"x5')
- 6. Wooden flute
- 7. Horse brush
- 8. Rags (1D20)
- 9. Straw bales (1D20)
- 10. Blacksmith hammer
- 11. Pitchfork
- 12. Crosscut saw
- 13. Bowl of milk (for the cat)
- 14. Rope (50')
- 15. Lantern
- 16. Work gloves
- 17. Poison (vial)
- 18. Book
- 19. Boards (1D20, 1"x3"x12')
- 20. Block and tackle
- 21. Sacks (1D12)
- 22. Handaxe
- 23. Rake
- 24. Map to a ruin
- 25. Feedbag
- 26. Riding crop
- 27. Fire tongs
- 28. Leather straps (1D8, 1"x4')
- 29. Iron key
- 30. Milking stool
- 31. Twine (25')
- 32. Plow
- 33. Burlap sheets (1D100, 60"x80")
- 34. Hand saw
- 35. Sythe
- 36. Iron door handle
- 37. Rope (100')
- 38. Manure pile
- 39. Hoe
- 40. Water bucket
- 41. Nails (1D100)
- 42. Candle
- 43. Religious symbol
- 44. Jug (empty)
- 45. Horseshoe
- 46. Hammer
- 47. Whiskey (half bottle)
- 48. Horseshoes (1D6)
- 49. Old porcelain doll
- 50. Quern

- 51. Silver pieces (1D100, hidden)
- 52. Iron wedge
- 53. Rusty hinge
- 54. Tobacco leaves (1D12, hanging, drying)
- 55. Boards (1D6, 2"x5"x7')
- 56. Love letter
- 57. Anvil
- 58. Hand drill
- 59. Sickle
- 6o. Whetstone
- 61. Sack
- 62. Fodder (barrel full)
- 63. Yoke
- 64. Whip
- 65. Tiara made from vines
- 66. Leather straps (1D6, 2"x8')
- 67. Grain (barrel full)
- 68. Muddy old boots
- 69. Wine (half bottle)
- 70. Straw hat
- 71. Candles (1D4)
- 72. Torch
- 73. Flax comb
- 74. Charcoal (10 lbs.)
- 75. String (50")
- 76. Hand plane
- 77. Copper piece (1)
- 78. Hay hook
- 79. Iron tacks (1D100)
- 8o. Rag
- 81. Bandana
- 82. Short sword (hidden under straw)
- 83. Shovel
- 84. Wood wedge
- 85. Tobacco (small bag)
- 86. Leather straps (1D20, .5"x6')
- 87. Fence posts (1D20)
- 88. Shattered clay pot
- 89. Cat with a litter of kittens
- 90. Saddle
- 91. Iron lock
- 92. Briddle
- 93. Iron spikes (1D8)
- 94. Wooden mallet
- 95. Smoking pipe
- 96. Pulley
- 97. Small pouches of seeds (1D8)
- 98. Iron hooks (1D10, small)
- 99. Rain barrel (empty)
- 100. Scarecrow

#### Items in a Cell

- 1. Pile of bones
- 2. Map of the prison
- 3. Multi-colored marble
- 4. Tin spoon
- 5. Small crystal shard
- 6. Fishhook
- 7. Rotted blanket
- 8. String (6")
- 9. Inkwell (empty)
- 10. Dried rose
- 11. Broken vase
- 12. Pool of yellow slime in a corner
- 13. Jumbled skeletons (3D6)
- 14. Wooden stake
- 15. Small figurine carved out of soap
- 16. Broken pewter pitcher
- 17. Burlap sack
- 18. Letters hidden behind a loose stone
- 19. Madman's manifesto written on a wall
- 20. Rusted iron ring
- 21. Broken flute
- 22. Silver key wrapped in a cloth (hidden)
- 23. Rusted manacles
- 24. Skulls (1D20)
- 25. Small sharpened piece of iron
- 26. Red powder sprinkled on the floor
- 27. Copper piece
- 28. Black flower in a vase
- 29. Dried pool of blood
- 30. Tiny rock statue of a halfling
- 31. Signet ring of a duchess
- 32. Skeleton (elf)
- 33. Remnants of a fire
- 34. Shiv
- 35. "Willoughby" written in blood on a wall
- 36. Dead body (human)
- 37. Skeleton (human)
- 38. Silk handkerchief with the initials "CJ"
- 39. Polished disk used as a mirror
- 40. Tin cup
- 41. Letter "R" scratched on the floor
- 42. Shard of broken glass
- 43. Tin plate
- 44. Dead body (dwarf)
- 45. Rotted leather pouch
- 46. Tiny gold shavings
- 47. Tiny wooden box
- 48. Tin tray with rotten food
- 49. Silver piece
- 50. Single link of a tiny silver chain

- 51. Small piece of flint
- 52. Four-leaf clover
- 53. Electrum piece
- 54. Note that starts, "Please forgive me..."
- 55. Blanket
- 56. Symbol of a dragon on leather piece
- 57. Small golden padlock
- 58. Rusted nail
- 59. Brass button
- 6o. Broken board
- 61. Scratches around one stone in the wall
- 62. Hilt of a dagger
- 63. Pile of quartz crystals on the bed
- 64. Runes scratched into the wall
- 65. Backpack (empty)
- 66. Small tin box
- 67. Tip of a dagger blade
- 68. Tin fork
- 69. Beer stein
- 70. Thin bent copper plate
- 71. Face of a child drawn on the wall
- 72. Small puddle of oil
- 73. List of names written on parchment
- 74. Candle
- 75. Straw doll
- 76. Iron arrowhead
- 77. Spool of red thread
- 78. Sealed letter
- 79. Skeleton (gnome)
- 8o. Fingerbone
- 81. Lump of melted wax
- 82. Shadow of a woman etched on the wall
- 83. Outline of fire scratched on the floor
- 84. Skeleton (dwarf)
- 85. Parchment with a small handprint on it.
- 86. Gold piece
- 87. Skeleton (halfling)
- 88. Marbles (1D20)
- 89. Needle
- 90. Small pewter disk
- 91. Crude chicken feather quill
- 92. Iron chain (4')
- 93. Broken wine bottle
- 94. "Grildorf" scratched into a wall
- 95. Rotted mattress
- 96. Bottle of wine (half full)
- 97. Dagger
- 98. Triangular shaped copper piece
- 99. Dead body (half-elf)
- 100. Jailhouse calendar scratched into the wall

#### Items in a Chest

- 1. Fabric patches (1D100)
- 2. Short sword covered in dried blood
- 3. Copper wire (5')
- 4. Books (1D20 rolls on a Book Title Table)
- 5. Vials of blue liquid (1D8)
- 6. Iron wire (4')
- 7. Copper pieces (1D100)
- 8. Strange seed (4" in diameter)
- 9. Map (Roll once on the Map Table)
- 10. Handheld mirror
- 11. Wooden likeness of a woman
- 12. Unidentified seeds (1D100)
- 13. Ancient scrolls (1D4)
- 14. Human heart
- 15. Books (1D8 rolls on a Book Title Table)
- 16. Mummified child
- 17. Gold pieces (1D100)
- 18. Maps (1D12 rolls on the Map Table)
- 19. Dead raven with nails placed in the eyes
- 20. Charred wood
- 21. Golden thread (7')
- 22. Books (1D12 rolls on a Book Title Table)
- 23. Gold pieces (1D12)
- 24. Spell scroll (level 2)
- 25. Decaying dwarf head
- 26. Tin wire (5')
- 27. Toad in a glass bottle
- 28. Wine bottles (1D20, empty)
- 29. Three polished stones sitting in a row
- 30. Copper pieces (1D20)
- 31. Gold elven brooch
- 32. Vials of red liquid (1D8)
- 33. Wine bottles (1D20, full)
- 34. Wine bottles (1D4, half full)
- 35. Bowls of clear liquid (1D4)
- 36. Ram horn trumpet
- 37. Candles (1d4)
- 38. Collection of letters (1D100)
- 39. Decaying human head
- 40. Mummified badger
- 41. Candelabra
- 42. Books (1D6 rolls on a Book Title Table)
- 43. Silver pieces (1D8)
- 44. Steel ingots (1D4)
- 45. Silver pieces (1D20)
- 46. Bloody rags
- 47. Vials of green liquid (1D8)
- 48. Stuffed otter
- 49. Silver pieces (1D4)
- 50. Copper pieces (2D100)

- 51. Vellum manuscripts (1D4)
- 52. Painting of a child
- 53. Demonic mask
- 54. Common clothes
- 55. Ashes
- 56. Seedling sprouting from soil
- 57. Papyrus manuscripts (1D8)
- 58. Runes inscribed on a wooden stick
- 59. Wine bottles (1D8, empty)
- 60. Bowl covered in dried blood
- 61. Clay tablet with cuneiform writing
- 62. Decaying halfling head
- 63. Books (1D10 rolls on a Book Title Table)
- 64. Torch
- 65. Porcelain plate
- 66. Books (1D4 rolls on a Book Title Table)
- 67. Lock of hair tied with a ribbon
- 68. Gold pieces (1D8)
- 69. Vials of yellow liquid (1D8)
- 70. Parchment manuscripts (1D12)
- 71. Dagger
- 72. Decaying elf head
- 73. Smith's tools
- 74. Candles (1d6)
- 75. Pressed flower
- 76. Ball of yarn
- 77. Remnants of burned manuscripts
- 78. Ornate bowl (empty)
- 79. Book (Roll once on a Book Title Table)
- 8o. Moth-eaten laundry
- 81. Platinum pieces (1D4)
- 82. Small statue of a grizzly bear
- 83. Firewood
- 84. Copper ingots (1D6)
- 85. Rose-colored glasses
- 86. Iron ingots (1D6)
- 87. Torches (1D6)
- 88. Thin gold chain
- 89. Drawing of a handsome man
- 90. Drawing of a beautiful woman
- 91. Glittering powder
- 92. Wine bottles (1D10, shattered)
- 93. Silver key wrapped in an old rag
- 94. Electrum pieces (1D4)
- 95. Seashells (2D20)
- 96. Goose feather
- 97. Bloody locket
- 98. Jar of pine sap 99. Dead snails (1D10)
- 100. Tiny sandcastle

# Items in a Cottage

- 1. Loaf of bread
- 2. Wolf pelt
- 3. Magic mirror
- 4. Blood soaked journal
- 5. Torn up letter
- 6. Skinned hares (1D8)
- 7. Cupboard (locked)
- 8. Firewood
- 9. Map to a dungeon
- 10. Cup of sugar
- 11. Unsent love letter
- 12. Old bear trap
- 13. Adventurer's journal
- 14. Skeleton (dwarf)
- 15. Melons (1D6)
- 16. Goat's milk (half a gallon)
- 17. Freshly baked ham
- 18. Maps of the area
- 19. Cup of coffee (spilled)
- 20. Dead mice (1D20)
- 21. Brass ring
- 22. Animal cage
- 23. Rotten apples (1D12)
- 24. Torn up floorboards
- 25. Dog's skull
- 26. Lukewarm tea
- 27. Keyring (1D12 keys)
- 28. Dried chicken feet
- 29. Freshly baked apple pie
- 30. Partially sewn dress
- 31. Fine cloak
- 32. Family quilt
- 33. Silver candle holder
- 34. Whistling tea kettle
- 35. Broken rocking chair
- 36. Dead body (gnome)
- 37. Bundles of cloth (1D6)
- 38. Vase of wilted flowers
- 39. Butter churn
- 40. Boiling soup
- 41. Unfinished meal
- 42. Bearskin rug
- 43. Jar of eyes
- 44. Bucket of lard
- 45. Small shrine
- 46. Cauldron (empty)
- 47. Mounted goblin head
- 48. Deer pelt
- 49. Mounted deer head
- 50. Rusted chest

- 51. Dead crow
- 52. Broken windowpane
- 53. Hot cider
- 54. Recipes written on parchment
- 55. Broken table
- 56. Herbalist's kit
- 57. Fishing gear
- 58. Bloodstains
- 59. Basket of rotten vegetables
- 6o. Dying fire
- 61. Needle and thread
- 62. Old rocking chair
- 63. Dagger
- 64. Baked beans
- 65. Longbottom leaf (1D8)
- 66. Longsword (hidden)
- 67. Freshly brewed green tea
- 68. Incense
- 69. Muddy boots
- 70. Freshly picked flowers
- 71. Candles (1D6)
- 72. Water bucket
- 73. Clothesline (30')
- 74. Tattered old cloak
- 75. Lute
- 76. Dead raccoon
- 77. Freshly picked blueberries
- 78. Mouse droppings
- 79. Recipe for hangover elixir
- 8o. Book (Roll once on a Book Title Table)
- 81. Crystal ball
- 82. Freshly picked raspberries
- 83. Moldy raspberries
- 84. Broken bed
- 85. Broken longbow
- 86. Kegs of ale (1D4)
- 87. Barrel of mead (half full)
- 88. Tinderbox
- 89. Romantic dinner for two
- 90. Spindle
- 91. Hooded cloak caked in mud
- 92. Beer mug
- 93. Stuffed bear
- 94. Single white rose
- 95. Lye soap
- 96. Harp
- 97. Smoking pipe
- 98. Apples (1D8)
- 99. Jar full of a red powder
- 100. Dead body (human)

#### Items in a Desk

- List of names
- 2. Silver arrowhead
- 3. Ceramic vase
- 4. Half a map to a treasure hoard
- 5. Wine bottle (empty)
- 6. Gold pieces (1D20)
- 7. Wax (1D6 cubes)
- 8. Cigars (1D6)
- 9. Abacus
- 10. Hard candies (1D8 pieces)
- 11. Copper pieces (1D8)
- 12. Keys (1D4)
- 13. Bag of crocodile teeth
- 14. Rabbit's foot
- 15. Tiny wooden box (locked)
- 16. Rock with a fossil
- 17. Wooden cup
- 18. Cigar box stuffed with banknotes
- 19. Copper pieces (1D6)
- 20. Ink bottle (full)
- 21. Unfinished novel manuscript
- 22. Gold pieces (1D8)
- 23. Bundle of legal papers
- 24. Copper pieces (1D10)
- 25. Map to a hidden mine
- 26. Vellum (1D10 sheets)
- 27. Letter asking a wizard for help
- 28. Bust of a legendary leader
- 29. Letter detailing a competitor's plans
- 30. Onyx butterfly figurine
- 31. Map of trade routes
- 32. Copper pieces (1D20)
- 33. Dagger (hidden)
- 34. Account ledger
- 35. Silver pieces (1D8)
- 36. Map to a dungeon
- 37. Copper pieces (1D4)
- 38. Books (1D8 rolls on a Book Title Table)
- 39. Foreign coin (gold)
- 40. Bundle of letters
- 41. Parchment (1D8 sheets)
- 42. Small bag of tobacco
- 43. Stone dragon paperweight
- 44. Bundle of contracts
- 45. Dagger with deer antler handle
- 46. Dead mouse
- 47. Incriminating letter
- 48. Drawing of a ruined tower
- 49. Scarab brooch
- 50. Silver pieces (1D10)

- 51. Scribe's knife
- 52. Map of the town
- 53. Jade elephant statuette
- 54. Parchment (1D12 sheets)
- 55. Keys (1D8)
- 56. Candles (1D6)
- 57. Ink bottles (1D6 empty)
- 58. Parchment (1D10 sheets)
- 59. Hit list
- 6o. Love letter
- 61. Candle
- 62. List of rare books
- 63. Marbles (1D12)
- 64. Tin bowl
- 65. Wooden bowl
- 66. Pair of riding gloves
- 67. Ink bottle (empty)
- 68. Wine bottle (half full)
- 69. Red glass bull figurine
- 70. Spell scroll (level 3)
- 71. Gold pieces (1D10)
- 72. Scribbled business plans on parchment
- 73. Tincup
- 74. Single white satin glove
- 75. Quills (1D4)
- 76. Tin box
- 77. Book (Roll once on a Book Title Table)
- 78. Ink blotter
- 79. Ribbon (2')
- 8o. Keys (1D6)
- 81. Map of a nearby city
- 82. Crumbled letter
- 83. Foreign coin (silver)
- 84. Vellum (1D8 sheets)
- 85. Gold pieces (1D4)
- 86. Mummified monkey hand
- 87. Books (1D6 rolls on a Book Title Table)
- 88. Wanted posters (1D4)
- 89. Wax (1 cube)
- 90. Short sword
- 91. Quills (1D6)
- 92. Flint and tinder
- 93. Portrait of a young girl
- 94. Silver pieces (1D20)
- 95. Ivory statuette
- 96. Parchment (1D4 sheets)
- 97. Compass
- 98. Map of shipping routes
- 99. Wanted posters (1D6)
- 100. Vellum (1D4 sheets)

### Items in a Dragon's Lair

- Silver arrow
- 2. Chess set (pawns the size of halflings)
- 3. Silver pieces (7D100)
- 4. Greatsword with an ivory hilt
- 5. Tapestry with a tale of creation
- 6. Copper pieces (20D100)
- 7. Finely-crafted mahogany walking stick
- 8. Gold pieces (4D100)
- 9. Jade vase from a mythical kingdom
- 10. Jeweled goblet
- 11. Magic item
- 12. Full plate with dragon designs
- 13. Spellbook
- 14. Full plate armor (child-sized)
- 15. Golden pitcher full of gems
- 16. Metal shield with the crest of a fallen empire
- 17. Lapis lazuli statue (2' tall)
- 18. Short sword (made out of a dragon claw)
- 19. Mirror (magical)
- 20. Magic item
- 21. Silver pieces (1D100)
- 22. Scrolls (1D100)
- 23. Silver chest (locked)
- 24. Copper pieces (12D100)
- 25. Dwarven cloak
- 26. Wooden shield with a religious symbol
- 27. Painting of a long-dead king
- 28. Dagger (large ruby for a hilt)
- 29. Cloak with golden designs of trees
- 30. Longsword (made from a meteorite)
- 31. Full plate armor (golden)
- 32. Gold and jewel-encrusted longbow
- 33. Books (1D20 rolls on a Book Title Table)
- 34. Dragon scales (1D100)
- 35. Silver ring set with an emerald
- 36. Bronze shield with dragon designs
- 37. Silver pieces (9D100)
- 38. Copper pieces (16D100)
- 39. Dwarven short sword (2,000 years old)
- 40. Books (1D100 rolls on a Book Title Table)
- 41. Wooden chest (locked)
- 42. Silver pieces (5D100)
- 43. Tapestry with the tale of last age
- 44. Gold pieces (2D100)
- 45. Ivory statue (3' tall)
- 46. Iron chest full of maps (2D20 rolls on Map Table)
- 47. Gold pieces (6D100)
- 48. Gold pieces (1D100)
- 49. Obsidian arrow
- 50. Crystal (2" x 1')

- 51. Wooden spear with a dragon tooth tip
- 52. Meteorite (200 lbs.)
- 53. Gold pieces (3D100)
- 54. Short sword (made from a dragon tooth)
- 55. Leather armor with intricate designs of a forest
- 56. Dragon scales (1D20)
- 57. Golden chest (locked)
- 58. Magic item
- 59. Magic item
- 60. Short sword (made of obsidian)
- 61. Wooden staff inlaid with silver and gold
- 62. Golden belt
- 63. Wooden chest (full of gems)
- 64. Magic item
- 65. Short bow inlaid with ivory designs
- 66. Painting of a beautiful woman
- 67. Golden crown encircled with diamonds
- 68. Iron chest (locked)
- 69. Silver statue (8' tall)
- 70. Elven cloak
- 71. Copper pieces (4D100)
- 72. Gold pieces (5D100)
- 73. Crossbow (made from a greenish metal)
- 74. Electrum pieces (5D100)
- 75. Gold statue (6' tall)
- 76. Longsword (made of bone)
- 77. Dagger (made from a meteorite)
- 78. Elven longsword (1,000 years old)
- 79. Golden ring engraved with an ancient language
- 8o. Bronze spear
- 81. Magic item
- 82. Silver crown with rubies
- 83. Scale armor (black)
- 84. Golden arrow
- 85. Vase decorated with jasper stones
- 86. Iron helm ringed in sapphires
- 87. Copper pieces (8D100)
- 88. Silver pieces (3D100)
- 89. Magic item
- 90. Longsword (jade hilt)
- 91. Silver pieces (10D100)
- 92. Gold coin from a mythical realm
- 93. Copper pieces (2D100)
- 94. Chainmail (crimson)
- 95. Porcelain vase (5,000 years old)
- 96. Large obsidian key
- 97. Dragon scales (1D10)
- 98. Dagger with an ivory handle
- 99. Greataxe with ebony handle
- 100. Clockwork falcon

### Items in a Hunter's Campsite

- 1. Short sword
- Goat meat (1D8 steaks)
- 3. Wine bottle (full)
- 4. Fletching
- 5. Chicken feathers (1D20)
- 6. Raccoon pelts (1D4)
- 7. Tent pegs (1D6)
- 8. Moldy bread
- 9. Wolf pelts (1D8)
- 10. Waterskin (full)
- 11. Pack mule (live)
- 12. Handaxe
- 13. Gold pieces (1D10)
- 14. Ermine pelts (1D6)
- 15. Moose antlers
- 16. Shovel
- 17. Hammer
- 18. Hawk feathers (1D6)
- 19. Pepper (1/2 lbs.)
- 20. Elk antlers
- 21. Arrows (1D8)
- 22. Map to a nearby cave
- 23. Silver pieces (1D6)
- 24. Light crossbow
- 25. Gutted grouse (1D20)
- 26. Bear pelts (1D4)
- 27. Eagle feathers (1D6)
- 28. Chickens (1D4 live)
- 29. Fishing line (20')
- 30. Deer pelts (1D4)
- 31. Bobcat pelts (1D4)
- 32. Coyote pelts (1D10)
- 33. Finely carved small wooden box (locked)
- 34. Arrows (1D20)
- 35. Wooden spoon
- 36. Deer antlers
- 37. Muskrats pelts (1D6)
- 38. Chicken eggs (1D6)
- 39. Gold pieces (1D4)
- 40. Skinning knife
- 41. Ax
- 42. Donkey (live)
- 43. Arrowheads (1D4)
- 44. Badger pelts (1D4)
- 45. Elk pelts (1D4)
- 46. Turkey feathers (1D4)
- 47. Beaver pelts (1D20)
- 48. Fishing pole
- 49. Boar skins (1D8)
- 50. Wooden club

- 51. Tent
- 52. Frying pan
- 53. Crossbow bolts (1D12)
- 54. Skinned boars (1D4)
- 55. Waterskin (empty)
- 56. Rabbit pelts (1D20)
- 57. Knife (intricately carved whalebone handle)
- 58. Arrows (1D10)
- 59. Fish (1D20 fillets)
- 6o. Oil (1 vial)
- 61. Whetstone
- 62. Goat (live)
- 63. Silver pieces (1D20)
- 64. Cast iron cooking pot
- 65. Moose pelts (1D6)
- 66. Crossbow bolts (1D4)
- 67. Fox pelts (1D12)
- 68. Dagger
- 69. Mink pelts (1D10)
- 70. Salt (1 lbs.)
- 71. Otter pelts (1D4)
- 72. Tin bowl
- 73. Firewood
- 74. Rope (50')
- 75. Wine bottle (empty)
- 76. Horse (live)
- 77. Blanket
- 78. Chicken meat (1D12 pieces)
- 79. Wine bottle (half full)
- 80. Skinned rabbits (1D8)
- 81. Venison (1D6 steaks)
- 82. Spear
- 83. Candles (1D6)
- 84. Canvas (4'x4')
- 85. Skinned squirrels (1D6)
- 86. Lantern
- 87. Huntsmen's Bow (+2 against animals)
- 88. Blankets (1D8)
- 89. Copper pieces (1D20)
- 90. Flint and tinder
- 91. Turkey meat (1D8 pieces)
- 92. Tanning rack
- 93. Gutted pheasants (1D10)
- 94. Gutted porcupines (1D12)
- 95. Weasel pelts (1D10)
- 96. Bear meat (1D8 steaks)
- 97. Lamp
- 98. Longsword
- 99. Lock of a maiden's hair
- 100. Snakeskins (1D4)

### Items in a Noble Bedchamber

- 1. Rare liquor (full bottle)
- 2. Books (1D4 rolls on a Book Title Table)
- 3. Key to vault
- 4. Large safe
- 5. Model ship
- 6. Quill
- 7. Silver pieces (1D20)
- 8. Ruby ring
- 9. Ancestral longsword
- 10. Gold pieces (1D4)
- 11. Portrait of the noble
- 12. Gold trimmed desk
- 13. Exquisite rug
- 14. Gilded dagger
- 15. Gold pieces (1D6)
- 16. Satin robes
- 17. Caged falcon
- 18. Family crest
- 19. Noble's journal
- 20. Bundle of love letters
- 21. Shrine to a god
- 22. Embroidered pajamas
- 23. Diamond ring
- 24. Platter of exotic fruits
- 25. Wax (1D8 cubes)
- 26. Silk pantaloons
- 27. Full plate armor on display
- 28. Wine bottle (half full)
- 29. Exquisite vase
- 30. Tapestry
- 31. Large bed with curtains
- 32. Red ribbons (1D6)
- 33. Gold lion statuette
- 34. Dead body (elf)
- 35. Sapphire ring
- 36. Gold locket
- 37. Book of family lineage
- 38. Chamber pot
- 39. Maps and papers strewn about
- 40. Fur slippers
- 41. Rare wine (full bottle)
- 42. Books (1D6 rolls on a Book Title Table)
- 43. Ornate metal chest (locked)
- 44. Stuffed falcon
- 45. Inkwell
- 46. Silk pillows (1D20)
- 47. Silk sheets (1D10)
- 48. Gold urn
- 49. Satin gloves
- 50. Map of the neighboring city

- 51. Bundle of official letters
- 52. List of "rivals"
- 53. Combination to safe
- 54. Lavish chair
- 55. Royal dispatches
- 56. Dead body (human)
- 57. Ring (magical)
- 58. Alchemical notes
- 59. Emerald ring
- 6o. Pearl necklace
- 61. Map case
- 62. Map of the local area
- 63. Mounted stag head
- 64. Wooden chest (locked)
- 65. Undergarments
- 66. Unfinished letter
- 67. Vellum (1D12, blank)
- 68. Manuscripts (1D8)
- 69. Mounted fish
- 70. Jewelry box
- 71. Painting of dragon
- 72. Books (1D20 rolls on a Book Title Table)
- 73. Large wardrobe packed with clothes
- 74. Hidden vault
- 75. Silver trimmed fan
- 76. Painting of a beautiful woman
- 77. Journal confiscated from a servant
- 78. Portrait of ancestor
- 79. Silver rose in a vase
- 8o. Quill (made of a rare feather)
- 81. Signet ring
- 82. Painting of the noble's manor
- 83. Coin purse (1D100gp, 1D100 cp)
- 84. Copper pieces (4D100)
- 85. Hunting bow
- 86. Silver pieces (1D12)
- 87. Ancestral spear
- 88. Parchments (1D10, blank)
- 89. Painting easel
- 90. Burning letters
- 91. Shelf of hunting trophies
- 92. Emerald in a display case
- 93. Gold bathtub
- 94. Wedding dress
- 95. Unopened letter
- 96. Stuffed wolf
- 97. Rare liquor (half bottle)
- 98. Small safe
- 99. Books (1D10 rolls on a Book Title Table)
- 100. Scrolls (1D20)

### Items in a Port Master's Office

- 1. Weatherworn captain's cloak
- 2. List of common sea laws
- 3. Quills (1D4)
- 4. Old captain's journal
- 5. Conch shell
- 6. Rabbit's foot
- 7. Wanted posters marked "collected"
- 8. Help wanted ad
- 9. Treasure map
- 10. Collection of beautiful seashells
- 11. Strange Creatures of the Deep (book)
- 12. Bundle of letters
- 13. List of port rules
- 14. Spyglass
- 15. Fancy lockbox
- 16. Ferry schedules
- 17. Wax (1D8 cubes)
- 18. Tax records
- 19. Mounted shark
- 20. Jeweled seashell
- 21. Fishing rod
- 22. Small vault
- 23. Port master's journal
- 24. Decorative oar
- 25. Bottles of mead (1D8)
- 26. Mounted swordfish
- 27. Skull of pirate
- 28. Sea chest
- 29. Old shipping records
- 30. Single key
- 31. Map of town (plastered on wall)
- 32. Visitors ledger
- 33. Altar to sea god
- 34. Rum (1D12 full bottles)
- 35. Egg (decorative, 2' tall)
- 36. Bounty board
- 37. Coat of arms
- 38. Silver pieces (1D100)
- 39. Sextant
- 40. Model ship in a bottle
- 41. Antique fishing gear
- 42. Vellum (1D12 sheets)
- 43. Gold pieces (1D20)
- 44. Bowl of fish eggs
- 45. Mystical seashell
- 46. Star charts
- 47. Antique anchor
- 48. Pouch filled with sharksteeth
- 49. Calendar
- 50. List of local ships

- 51. Lamp oil (flask)
- 52. Preserved tentacle (35ft)
- 53. Keys (1D12)
- 54. Warning letter to a pirate captain
- 55. Inkwell (dry)
- 56. Compass
- 57. Bucket of seashells
- 58. Sea dragon skull
- 59. Maps of surrounding seas
- 6o. Map of a shipping route
- 61. Decorative helm
- 62. Legal documents
- 63. Letter to a cooper
- 64. Ship's flag
- 65. Memorial plaque to lost sailors
- 66. Dagger
- 67. Illustration of legendary ship
- 68. The Art of Sea Navigation (book)
- 69. Straight razor
- 70. Antique sword
- 71. Dried rations (1D4)
- 72. Model ship
- 73. Fiddle
- 74. Inkwell
- 75. Trading company contract
- 76. Manual on knot tying
- 77. Donations box for the families of lost sailors
- 78. Short sword
- 79. Financial reports
- 8o. Stuffed squid
- 81. Symbol of sea god
- 82. Rusted lockbox
- 83. Mounted crab
- 84. Prayers to sea god
- 85. Jar of pickled fish
- 86. Bill of sale for a ship
- 87. Map of the port and related areas
- 88. Shipping manifesto
- 89. Weird symbols scratched on wall
- 90. Book of sea shanties
- 91. Bookshelves (1D100 books)
- 92. Hourglass
- 93. Jar of marbles
- 94. Pirate flag
- 95. Candles (1D4)
- 96. Port master's seal
- 97. Warehouse inventory log
- 98. Pewter flagon (empty)
- 99. Bag of pipe tobacco
- 100. List of ships arriving today

### Items in a Royal Tomb

- 1. Dried bloodstains
- 2. Silver pieces (1D100)
- 3. Funerary clay warriors (1D100)
- 4. Tattered cloak
- 5. Cooper pieces (1D100)
- 6. Platters of dried fruit (1D4)
- 7. Ceremonial urns (1D8)
- 8. Ancient mace
- 9. Silver pieces (2D100)
- 10. Stone carving of deceased
- 11. Stone caskets (1D4)
- 12. Bloodstains (fresh)
- 13. Precious stones (1D20)
- 14. Longsword
- 15. Prepared casket (empty)
- 16. Books (1D10 rolls on a Book Title Table)
- 17. Silver chalice
- 18. Turquoise armring
- 19. Ancestral battleax
- 20. Rusted crown
- 21. Labyrinth
- 22. Stone griffin statue
- 23. Mummified soldiers (1D20)
- 24. Decayed bodies (1D10)
- 25. Ossuaries (1D6, full of bones)
- 26. Gold pieces (2D100)
- 27. Armor stand (empty)
- 28. Clay jars of grain (1D8)
- 29. Wooden chest (locked)
- 30. Stone angels (1D10)
- 31. Onyx earrings
- 32. Defiled corpse
- 33. Pile of grave clothes
- 34. Funerary barge
- 35. Stone dog statue
- 36. Gold chalice
- 37. Silver candelabra
- 38. Ancestral ring
- 39. Adventurer's dead body
- 40. Casks of wine (1D20)
- 41. Ornate cloak
- 42. Rival Family's crest
- 43. Magic staff
- 44. Agate necklace
- 45. Gravehound
- 46. Ossuaries (1D8, empty)
- 47. Metal chest (locked)
- 48. Mummified Hand
- 49. Jasper bracelet
- 50. Genealogy records

- 51. Burned body (elf)
- 52. Jeweled crown
- 53. Golden statue of a dragon
- 54. Incense (1D8 lbs.)
- 55. Stone epitaph of achievements
- 56. Linen wraps
- 57. Broken urn
- 58. Cooper pieces (3D100)
- 59. Model of a ship
- 60. Map of labyrinth
- 61. Family prayer book
- 62. Topaz nose ring
- 63. Bones scattered across the floor
- 64. Burial mask
- 65. Throne carved from a huge bone
- 66. Dog skull
- 67. Dragon skull
- 68. Stained glass window
- 69. Pile of bones
- 70. Silver statue of warhound
- 71. Royal scepter
- 72. Gargoyles (2D4)
- 73. Ornate casket
- 74. Signet ring
- 75. Cooper pieces (4D100)
- 76. Mummified hunting dogs (2D20)
- 77. Reanimated body
- 78. Symbol of god(s)
- 79. Ancient longsword
- 80. Silver statue of a dragon
- 81. Child's casket
- 82. Mummies (2D20)
- 83. Sword hilt with no blade
- 84. Short sword
- 85. Ornate jewelry chest
- 86. Engraving of past battles
- 87. Decorative suits of armor (1D12)
- 88. Spellbook
- 89. Chalice full of dried blood
- 90. Braziers (1D8)
- 91. Human skulls (1D100)
- 92. Shield (magical)
- 93. Burial urns (1D20)
- 94. Mural of deceased
- 95. Weapons taken as war trophies (1D100)
- 96. Family crest
- 97. Books (1D6 rolls on a Book Title Table)
- 98. Giant's skull
- 99. Silver pieces (3D100)
- 100. Mummified cats (1D10)

# Items in a Ship Captain's Quarters

- 1. False ship records
- 2. Vial of seawater
- 3. Globe
- 4. Astrolabe
- 5. Smoking pipe
- 6. Boots
- 7. Bone key
- 8. Silver pieces (1D20)
- 9. Map of nearby islands
- 10. Feather pillow
- 11. Map of sea currents
- 12. Dagger
- 13. Books (1D4 rolls on a Book Title Table)
- 14. Shark jaw bone trophy
- 15. Silver pieces (1D8)
- 16. Chest (locked)
- 17. Rum (1D10 full bottles)
- 18. Wanted poster
- 19. Silver pieces (1D12)
- 20. Cargo manifest
- 21. Shoehorn
- 22. False identity papers
- 23. Fishing net
- 24. Rum (1D4 half full bottles)
- 25. Wick cutter
- 26. Log of ship repairs
- 27. Wanted posters (1D12)
- 28. Compass
- 29. Crossbow
- 30. Whalebone drinking mug
- 31. Sextant
- 32. Coded letter
- 33. Candles (1D4)
- 34. Greatsword
- 35. Book of sea shanties
- 36. Hourglass
- 37. Candle
- 38. Map to a coastal cave
- 39. Sharktooth (3")
- 40. Speai
- 41. Books (1D12 rolls on a Book Title Table)
- 42. Basic Sailor Knots (book)
- 43. Tobacco (1D4 lbs.)
- 44. Copper pieces (1D20)
- 45. Map to buried treasure
- 46. Short sword
- 47. Brass belt buckle
- 48. Ship's log
- 49. Ray stinger inscribed"Shadow from the Depths"
- 50. Map of trade routes

- 51. Lantern
- 52. Letter from cargo owner
- 53. Herbs (1D4 lbs.)
- 54. String (3')
- 55. Gold pieces (1D4)
- 56. Letter from the shipowner
- 57. Sealed letter
- 58. Harpoon
- 59. Star chart
- 6o. Longsword
- 61. Ink (1D4 bottles)
- 62. Dagger with a walrus tusk handle
- 63. Love letter
- 64. Gems (1D4)
- 65. Gold pieces (1D20)
- 66. Candle snuffer
- 67. Books (1D8 rolls on a Book Title Table)
- 68 Quill
- 69. Black velvet gloves
- 70. Copper pieces (1D4)
- 71. Whip
- 72. Finely-carved jade dolphin statuette
- 73. Conch shell
- 74. Green cloak
- 75. Letter from a port master
- 76. Molasses (1D4 jugs)
- 77. Rope (20')
- 78. Letter from a wizard seeking passage
- 79. Club
- 8o. My Life at Sea (unfinished manuscript)
- 81. Copper pieces (1D10)
- 82. Finely-carved wooden box (locked)
- 83. White silk sheets
- 84. Letter from a political leader
- 85. Map to an unknown island
- 86. Clay tablet inscribed with an unknown language
- 87. Beer (1D4 kegs)
- 88. Canvas (2' x 2')
- 89. Wine bottles (1D20 full)
- 90. Spices (1D4 lbs.)
- 91. Blanket
- 92. Cutlass
- 93. Rum (1D20 empty bottles)
- 94. Gold pieces (1D8)
- 95. Duffle bag
- 96. Salted fish (1D4 lbs.)
- 97. Letter from another captain
- 98. Red silk scarf
- 99. Spyglass
- 100. Vial of strange sand

# Items in a Ship's Cargo Hold

- 1. Bloody dagger
- 2. Turmeric (1D10 lbs.)
- 3. Cotton (2D20 bales)
- 4. Medicine (1D100 vials)
- 5. Silk (1D20 bolts)
- 6. Wool (1D12 bales)
- 7. Salted fish (1D10 barrels)
- 8. Pepper (1D20 lbs.)
- 9. Clay vessels (1d20)
- 10. Gold pieces (4D100)
- 11. Red dye (1D20 lbs.)
- 12. Tamarind (1D8 lbs.)
- 13. Cheese (1D20 wheels)
- 14. Dead body
- 15. Arrows (2D100)
- 16. Rope (500')
- 17. Green dye (1D8 lbs.)
- 18. Onions (1D10 crates)
- 19. Salt (1D6 lbs.)
- 20. Crate of ancient documents
- 21. Rope (300')
- 22. Wine (1D100 bottles)
- 23. Yellow dye (1D10 lbs.)
- 24. Lumber (1D100 boards)
- 25. Salted beef (1D6 barrels)
- 26. Sugar (1D8 barrels)
- 27. Purple dye (1D6 lbs.)
- 28. Medicine (2D20 vials)
- 29. Ginger (1D12 lbs.)
- 30. Salted pork (1D12 barrels)
- 31. Flour (1D10 barrels)
- 32. Nutmeg (1D8 lbs.)
- 33. Manacles
- 34. Orichalcum ingots (1D100)
- 35. Vellum (1D100 sheets)
- 36. Flour (1D20 barrels)
- 37. Beaver pelts (1D100)
- 38. Vanilla beans (1D4 lbs.)
- 39. Pepper (1D10 lbs.)
- 40. Silver duck figurine
- 41. Burlap (1D100 bolts)
- 42. Oranges (1D20 barrels)
- 43. Turmeric (1D6 lbs.)
- 44. Longswords (2D20)
- 45. Cinnamon (1D8 lbs.)
- 46. Caged ape
- 47. Lumber (2D100 boards)
- 48. Pears (1D20 barrels)
- 49. Nutmeg (1D6 lbs.)
- 50. Gold ingots (1D100)

- 51. Limes (1D20 barrels)
- 52. Ginger (1D20 lbs.)
- 53. Cumin (1D20 lbs.)
- 54. Apples (1D20 barrels)
- 55. Books (1D20)
- 56. Short swords (1D100)
- 57. Cloves (1D6 lbs.)
- 58. Bronze ingots (3D100)
- 59. Salted beef (2D8 barrels)
- 6o. Copper pieces (10D100)
- 61. Salt (1D20 lbs.)
- 62. Grain (1D10 barrels)
- 63. Turnips (1D12 crates)
- 64. Slab of unknown black stone (1'x4'x7')
- 65. Golden helmet
- 66. Carrots (1D8 crates)
- 67. Coal (1D20 barrels)
- 68. Block and tackle
- 69. Cloves (1D8 lbs.)
- 70. Silk (1D8 bolts)
- 71. Artifact smuggled in a crate marked "turnips"
- 72. Cardamom (1D4 lbs.)
- 73. Burlap (1D20 bolts)
- 74. Dolls (1D100)
- 75. Wool carpet fit for a king
- 76. Cinnamon (1D12 lbs.)
- 77. Sugar (1D12 barrels)
- 78. Tin ingots (5D100)
- 79. Cumin (1D4 lbs.)
- 8o. Silver ingots (3D100)
- 81. Vanilla beans (1D6 lbs.)
- 82. Silver pieces (8D100)
- 83. Short bows (1D20)
- 84. Longbows (2D20)
- 85. Iron ingots (8D100)
- 86. Salted pork (1D6 barrels)
- 87. Parchment (3D100 sheets)
- 88. Wool (1D100 bales)
- 89. Cardamom (1D10 lbs.)
- 90. Lamp oil (1D10 barrels)
- 91. Tamarind (1D12 lbs.)
- 92. Dishware (1D6 crates)
- 93. Salted fish (2D20 barrels)
- 94. Grain (1D20 barrels)
- 95. Marble statue of a queen
- 96. Zinc ingots (2D100)
- 97. Copper ingots (6D100)
- 98. Ink (1D100 bottles)
- 99. Map to buried treasure
- 100. Wine (2D20 bottles)

# Items in a Smithy

- Hand bellow
- Lump of iron
- Copper pieces (1D4)
- 4. Double-faced sledgehammer
- 5. Small chisel
- 6. Apple
- 7. Straight-peen hammer
- 8. Bracelet (silver)
- Small metal rings (1D20)
- 10. Anvil
- 11. Crucible
- 12. Iron ingots (1D6)
- 13. Daggers (1D6)
- 14. Thousand folds sword (bare blade)
- 15. Iron ore
- 16. Straight-peen sledgehammer
- 17. Fuller (both pieces)
- 18. Nails (1D100)
- 19. Chain (1D20 feet)
- 20. Quenching vat
- 21. Lump of gold
- 22. Metal clamp
- 23. Leather apron
- 24. Metal clamps (1D4)
- 25. Kitchen knife
- 26. Metal hook
- 27. Small file
- 28. Door hinges (1D4)
- 29. Lead ingots (1D12)
- 30. Fire poker
- 31. Large, intricate key
- 32. Crossbow bolts (1D8)
- 33. Nails (1D20)
- 34. Five hundred folds dagger (bare blade)
- 35. Round punch
- 36. Copper nugget
- 37. Wire brush
- 38. Arrowheads (1D6, iron)
- 39. Copper ore
- 40. Leather pouch
- 41. Steel ingots (1D6)
- 42. Tin ingots (1D20)
- 43. Square punch
- 44. Lump of lead
- 45. Hand mandrel
- 46. Broken sword
- 47. Large chisel
- 48. Broken spearhead
- 49. Sack of charcoal
- 50. Spring swage

- 51. Sack (empty)
- 52. Mace
- 53. Crossbow bolts (1D12)
- 54. Hardy tool
- 55. Iron ingots (1D10)
- 56. Lump hammer
- 57. Water bucket
- 58. Lock and key
- 59. Bracelet (iron)
- 6o. Wagon tire
- 61. Scrap iron (2D20 pieces)
- 62. Half-eaten sandwich
- 63. Copper pieces (1D20)
- 64. Chain (1D8 feet)
- 65. Hot set
- 66. Broken dagger
- 67. Glaive head
- 68. Spearhead
- 69. Handaxe
- 70. Stirrup
- 71. Partizan head
- 72. Short swords (1D4)
- 73. Pentagonal drift punch
- 74. Horseshoe
- 75. Large file
- 76. Flint and tinder
- 77. Battleax
- 78. Set hammer
- 79. Gold pieces (1D4)
- 8o. Pile of slag
- 81. Rubber mallet
- 82. Cross-peen hammer
- 83. Ball-peen hammer
- 84. Wine bottle (half full)
- 85. Sealed letter (hidden)
- 86. Dagger
- 87. Iron ingots (1D4)
- 88. Short sword
- 89. Silver pieces (1D8)
- 90. Keg of beer (full)
- 91. Halberd head
- 92. Cold set
- 93. Book about metallurgy
- 94. Ax
- 95. Metal tongs
- 96. Longsword
- 97. Pike
- 98. Ash shovel
- 99. Polearm
- Morning star

#### Items in a Troll's Cave

- Copper pieces (1D4)
- 2. Club (troll size)
- 3. Wine bottles (1D6, full)
- 4. Red cloak (too small for a troll)
- 5. Herbs (Roll 1D8 times on the Herb and Spice Table)
- 6. Ravens in a cage (1D12)
- 7. Whip
- 8. Boar tusks
- 9. Barrel of mead (full)
- 10. Bacon (full slab)
- 11. Lock of red hair tied with blue silk ribbon
- 12. Pile of human bones
- 13. Wooden bucket with a hole in it
- 14. Butter (1lbs.)
- 15. Horsetail fly swatter
- 16. Fine silk cloak (magical)
- 17. Longswords (1D6)
- 18. Silver pieces (3D100)
- 19. Silver ring
- 20. Iron ring with a dragon symbol
- 21. Iron meat skewer
- 22. Elven dagger (magical)
- 23. Daggers (1D4)
- 24. Pile of cow bones
- 25. Brass buttons (5D6)
- 26. Gold button
- 27. Tanned oxhide
- 28. Warhammer
- 29. Copper pieces (4D100)
- 30. Leather sharpening strop
- 31. Large copper kettle
- 32. Bull skull
- 33. Huge rusty key
- 34. Brass hook
- 35. Hide armor
- 36. Moldy bread
- 37. Scimitar (troll size)
- 38. Elven brooch
- 39. Rusty bent dagger
- 40. Halfling roasting over an open fire
- 41. Wine bottles (2D20, empty)
- 42. Bacon (half slab)
- 43. Silver pieces (1D20)
- 44. Fine porcelain tea set one cup is chipped
- 45. Gold coin from a foreign land
- 46. Bundle of legal papers being used as kindling
- 47. Barrel of ale (full)
- 48. Gold locket with a portrait of a beautiful woman
- 49. Leather armor
- 50. Gold pieces (1D8)

- 51. Glass orb
- 52. Dead boars (1D4, gutted)
- 53. Tin buttons (1D20)
- 54. Skinned goats hanging from hooks (1D4)
- 55. Beef (side)
- 56. Black pepper (1D4 lbs.)
- 57. Green cloak (too small for a troll)
- 58. Lamp
- 59. Herbs (Roll 1D4 times on the Herb and Spice Table)
- 6o. Rope (50')
- 61. Dwarven brooch with a coat of arms
- 62. Butcher knife
- 63. White jerkin
- 64. Pile of sheep bones
- 65. Cooking pans (1D10)
- 66. Barrel of lager (half full)
- 67. Blacksmith's hammer
- 68. Small locked wooden box
- 69. Locked chest
- 70. Common clothes (too small for trolls)
- 71. Iron cauldron
- 72. Cooking pots (1D8)
- 73. Dead sheep (1D4)
- 74. Barrel of ale (half full)
- 75. Clay bowl
- 76. Bloody rags
- 77. Copper ring
- 78. Meteorite (metal for one longsword blade)
- 79. Ancient elven sword (magical)
- 8o. Bone powder (1lbs.)
- 81. Deer antlers
- 82. Tanned goat hide
- 83. Wooden stool (troll size)
- 84. Salt (1D6 lbs.)
- 85. Buckler
- 86. Blanket
- 87. Gold pieces (2D100)
- 88. Gold pieces (1D4)
- 89. Leather pouch
- 90. Ram horns
- 91. Short swords (1D4)
- 92. Brass buttons (4D20)
- 93. Silver goblet
- 94. Tin cup
- 95. Firewood
- 96. Meat cleaver
- 97. Mortar and pestle
- 98. Copper button
- 99. Flint and tinder
- 100. Iron bars (1D10, 2' long)

### Items in a Wagon

- Muskrat pelts (1D6)
- 2. Pickax
- 3. Canvas (3' x 6')
- 4. Coyote pelts (1D10)
- 5. Rum bottles (1D20 full)
- 6. Copper pieces (1D100)
- 7. Black dagger (unknown metal)
- 8. Wolf pelts (1D8)
- 9. Dead falcon
- 10. Crate of daggers
- 11. Dead body (elf)
- 12. Crate of formal clothing
- 13. Leather strips (1D10, 1"x5")
- 14. Shovel
- 15. Weasel pelts (1D12)
- 16. Small golden feather
- 17. Leather gloves
- 18. Crates of parchment
- 19. Tanned goat hides (1D20)
- 20. Crate of lanterns
- 21. Dead body (orc)
- 22. Metal chest (locked)
- 23. Deed to a mining claim
- 24. Fox pelts (1D20)
- 25. Crate of common clothing
- 26. Map to a dungeon
- 27. Workman's hat
- 28. Whiskey bottles (1D20 full)
- 29. Vegetables (3D100)
- 30. Caged mountain lion
- 31. Crate of candles
- 32. Flasks of oil (1D10)
- 33. Rabbit pelts (1D12)
- 34. Sacks of flour (1D6)
- 35. Sacks of seeds (1D10)
- 36. Detailed map of a nearby town
- 37. Hay bale
- 38. Books (3D100)
- 39. Sealed letter
- 40. Ermine pelts (3D20)
- 41. Caged elf
- 42. Leather strips (1D12, 2"x4')
- 43. Chainmail
- 44. Wolf pelts (1D6)
- 45. Gold pieces (1D6)
- 46. Firewood (1D20 bundles)
- 47. Partially burned foreign flag
- 48. Porcelain dishes (1D20 broken)
- 49. Greatsword
- 50. Note (hidden)

- 51. Burlap sacks (1D20)
- 52. Barrels of sugar (1D8)
- 53. Crate of tin cups
- 54. Caged human
- 55. Silver pieces (1D20)
- 56. Chain (12')
- 57. Bear pelts (1D4)
- 58. Fruit (1D20 rolls on the Fruit Table)
- 59. Land claim
- 6o. Bundles of Wool
- 61. Platemail
- 62. Crossbow
- 63. Caged wolf
- 64. Lumber (1D20 boards)
- 65. Piece torn from a formal dress
- 66. Crates of vellum
- 67. Canned fruit (1D100 jars)
- 68. Wine bottles (1D20 full)
- 69. Books (1D12 rolls on a Book Title Table)
- 70. Wine bottles (2D100 empty, broken)
- 71. Square silver coin with a serpent design
- 72. Jugs of water (1D20)
- 73. Flint and tinder
- 74. Dead body (halfling)
- 75. Gold piece from a legendary Kingdom
- 76. Crate of vases
- 77. Letters bound with a crimson ribbon
- 78. Sacks of wheat (1D8)
- 79. Rope (100')
- 8o. Dead goat
- 81. Whiskey bottles (1D20 empty)
- 82. Wooden chest (locked)
- 83. Crate of short swords
- 84. Crate of cookware
- 85. Sacks of sugar (1D12)
- 86. Pots and pans (2d20)
- 87. Deed to a farm
- 88. Rope (50')
- 89. Straw bales (1D6)
- 90. Tanned cowhides (1D8)
- 91. Crate of longswords
- 92. Lumber (1D12 boards)
- 93. Sacks of grain (1D8)
- 94. Rum bottles (1D4 full)
- 95. Mink pelts (1D20)
- 96. Canvas (4' x 4')
- 97. Stones (1D100)
- 98. Music box with a locked compartment
- 99. Leather armor
- 100. Arrowhead with an "S" on it

#### Items in a Warehouse

- Casks of wine (1D20)
- 2. Broken animal cage
- 3. Kegs of ale (1D10)
- 4. Barrels of salted pork (1D10)
- 5. Woven baskets (4D20)
- 6. Small pouch of diamonds (1D6)
- 7. Small pouch of sapphires (1D8)
- 8. Empty crates (1D100)
- 9. Crates of mining supplies (1D4)
- 10. Crates of painting supplies (1D12)
- 11. Extravagant bed frame
- 12. Anchors (1D6)
- 13. Crates of iron ingots (1D8)
- 14. Crates of tanned hides (1D8)
- 15. Map of the local area
- 16. Jars of pickles (1D4)
- 17. Crates of vegetable seeds (1D10)
- 18. Granite slab (6'x8')
- 19. Caged wolf
- 20. Crates of swords (1D6)
- 21. Crates of wool blankets (1D6)
- 22. Barrels of apples (1D6)
- 23. Crates of parchment (1D6)
- 24. Paintings (1D12)
- 25. Small pouch of rubies (1D20)
- 26. Jars of pickled frog legs (3D20)
- 27. Logs (2D20, cedar, 1'x10')
- 28. Wooden bust (sea god)
- 29. Small pouch of emeralds (1D10)
- 30. Bolts of satin (1D12)
- 31. Crates of fishing gear (1D6)
- 32. Barrels of apples (1D4)
- 33. Old mounted wolf head
- 34. Crates of furs (1D8)
- 35. Crumpled note
- 36. Barrels of carrots (1D4)
- 37. Bolts of silk (1D8)
- 38. Large urns (1D20)
- 39. Crate of goat horns
- 40. Crates of leather boots (1D6)
- 41. Map to a dungeon (hidden)
- 42. Crates of alchemy tools (1D4)
- 43. Crate of lapis lazuli statuettes (1D20 pieces)
- 44. Crate of ivory (1D100 pieces)
- 45. Expensive ball gowns (1D8)
- 46. Crates of raw iron ore (1D12)
- 47. Bolts of cotton cloth (1D100)
- 48. Large stone statue (ancient ruler)
- 49. Panes of glass (1D8)
- 50. Empty cages (1D8)

- 51. Crates of farming tools (1D8)
- 52. Crates of dried meat (1D4)
- 53. Kegs of mead (1D4)
- 54. Cartons of eggs (1D8)
- 55. Old throne
- 56. Wine bottles (1D100, empty)
- 57. Crates of coal (1D4)
- 58. Casks of wine (1D8)
- 59. Crates of goldsmith tools (1D6)
- 60. Cooking pots (1D100)
- 61. Small chest of assorted jewelry
- 62. Crates of split firewood (1D20)
- 63. Bolts of velvet (2D20)
- 64. Ornate chest (locked)
- 65. Anvil
- 66. Crate of silver ingots (1D100 pieces)
- 67. Baskets of alchemical reagents (1D4)
- 68. Sacks of flour (1D12)
- 69. Rusted chest (locked)
- 70. Health potions (1D4)
- 71. High-quality paintings (1D10)
- 72. Bolts of velvet (1D8)
- 73. Custom sign ("The Lazy Sow Inn")
- 74. Stone bust (local ruler)
- 75. Handaxe
- 76. Crates of doctors supplies (1D10)
- 77. Dead rat
- 78. Crates of leather armor (1D4)
- 79. Extravagant chair
- 8o. Timber beams (3o, oak, 6"x6"x2o')
- 81. Barrels of mushrooms (1D10)
- 82. Ornate chairs (1D6)
- 83. Crate of exotic spices
- 84. Caged geese (1D20)
- 85. Crate marked "FRAGILE"
- 86. Amateur paintings (1D100)
- 87. Large mattress
- 88. Barstools (3D10)
- 89. Dead body (crushed crates)
- 90. Wagon full of soil
- 91. Crate of gold ingots (2D20 pieces)
- 92. Crates of steel ingots (1D6)
- 93. Stacks of hides (1D6)
- 94. Cauldrons (1D6)
- 95. Crate marked with coat of arms
- 96. Small jewelry chest (empty)
- 97. Unused coffin
- 98. Coffin (in use)
- 99. Crates of seashells (1D8)
- 100. Crates of blacksmithing tools (1D8)

#### Items in a Wine Cellar

- 1. Necklace with a serpent symbol
- 2. Longsword (hidden)
- 3. Wine bottle (1D10, rare, full, rose, 85gp)
- 4. Inkwell
- 5. Towels(1D10)
- 6. Wine barrel (filled with short swords, 2D20)
- 7. Flint and tinder
- 8. Frying pan
- 9. Iron spike
- 10. Wine bottles (4D20, full, rose)
- 11. Wooden stool
- 12. Bundle of letters (hidden)
- 13. Small stone statue of a woman
- 14. Corkscrews (1D12)
- 15. Wine bottles (3D20, empty)
- 16. Tiny golden eagle
- 17. Dead body (halfling)
- 18. Scroll (hidden)
- 19. Iron pot
- 20. Dead body (human)
- 21. Wine glasses (1D8)
- 22. Remains of a card game
- 23. Dice (1D6, six-sided)
- 24. Metal chest (locked)
- 25. Pickax
- 26. Iron key (hidden)
- 27. Mulled wine recipe
- 28. Wine bottles (3D20, full, sweet)
- 29. Vial of green liquid
- 30. Wine bottles (shattered, 2D20)
- 31. Silver pieces (1D12)
- 32. Broom
- 33. Wine bottle (rare, full, sparking, 400gp)
- 34. Manacles
- 35. Wine barrels (1D6, full, fortified)
- 36. Beer kegs (1D4)
- 37. Wine bottle (shattered)
- 38. Wine barrels (1D4, empty)
- 39. Rags (1D10)
- 40. Wine bottles (3D100, full, red)
- 41. Dagger (jeweled hilt)
- 42. Fine clothes
- 43. Gold pieces (1D4)
- 44. Potion of healing
- 45. Wine bottle (1D8, rare, full, white, 95gp)
- 46. Altar with a golden goblet
- 47. Corks (1D8)
- 48. Wine bottles (2D20, full, fortified)
- 49. Bucket
- 50. Handaxe

- 51. Candles (1D4)
- 52. Torn bloody shirt
- 53. Wine barrels (1D4, full, white)
- 54. Lamp
- 55. Beer kegs (1D6)
- 56. Wine barrels (1D10, full, red)
- 57. Wine bottle (rare, full, sweet, 200gp)
- 58. Corks (1D20)
- 59. Leather pouch
- 6o. Wine barrels (1D6, full, rose)
- 61. Wine bottles (2D100, full, white)
- 62. Burlap sacks (3D20, empty)
- 63. Torches (1D8)
- 64. Shovel
- 65. Padlock
- 66. Unfinished love letter
- 67. Wine bottles (5D20, full, sparking)
- 68. Wine barrels (1D12, full, sparking)
- 69. Glass orb
- 70. Wine bottle (sealed with a note inside)
- 71. Skeleton (human)
- 72. Chess piece (king)
- 73. Cellar owner's portrait
- 74. Lantern
- 75. Wine bottle (1000 years old, full, red, 2000gp)
- 76. Wine bottles (1D100, empty)
- 77. Book (hidden, roll on a Book Title Table)
- 78. Spell scroll
- 79. Block and tackle
- 8o. Wine barrel (filled with books, 1D100)
- 81. Wine bottle (1D20, rare, full, fortified, 75gp)
- 82. Candles (1D8)
- 83. Dart
- 84. Silver piece
- 85. Copper pieces (1D8)
- 86. Inventory list
- 87. Gold piece
- 88. Wine barrels (1D8, full, sweet)
- 89. Rags (1D20)
- 90. Wooden box containing notes and letters
- 91. Canvas strips (1D12, 1'x8')
- 92. Supply list
- 93. Map to a dungeon
- 94. Wine barrels (1D6, empty)
- 95. Short sword
- 96. Wine bottle (rare, full, red, 100gp)
- 97. Rapier
- 98. Pan flute
- 99. Corks (1D12)
- 100. Wooden chest (locked)

### Items in a Wizard's Chamber

- Owl (stuffed)
- 2. Salamander in a glass bowl
- 3. Bottle corks (1D6)
- 4. Monkey (stuffed)
- 5. Ink (1D4 jars)
- 6. Healing potion
- 7. Scribe's knife
- 8. Toadstools (1D10, dried)
- 9. Quartz (2")
- 10. Small leather pouch
- 11. Parchment (1D6, blank)
- 12. Finch in a cage
- 13. Frog legs (1D8, dried)
- 14. Frog in a glass bowl
- 15. Ancient vellum manuscript
- 16. Snake preserved in alcohol
- 17. Book of ancient runes
- 18. Collection of ancient scrolls (2D20)
- 19. Small velvet bag
- 20. Illustrated book about fish
- 21. Crystal shard (6")
- 22. Telescope
- 23. Quill
- 24. Alligator (stuffed)
- 25. Packet of seeds (2D20)
- 26. Lamp
- 27. Collection of odd rocks
- 28. Various personal letters
- 29. Crystal ball
- 30. Snake venom in a jar
- 31. Board with various insects pinned
- 32. Map to a legendary library
- 33. Moss (dried)
- 34. Bat wings (2D8, dried)
- 35. Book of potions
- 36. Book of astrology
- 37. Various roots
- 38. Tome of magic history
- 39. Glass bottle
- 40. Smoking Pipe
- 41. Human skull
- 42. Wicks (1D8)
- 43. Bat in a cage
- 44. Bee preserved in alcohol
- 45. Small wooden spheres (2D6)
- 46. Glass vial
- 47. Ink blotter
- 48. Robin eggs (1D4)
- 49. Spellbook
- 50. Signet ring

- 51. Book of folklore
- 52. Collection of small fossils
- 53. Small mystic symbol
- 54. Copper tubing (3')
- 55. Canary in a cage
- 56. Book of herbs
- 57. Hat
- 58. Abacus
- 59. Book of mythical beasts
- 60. Hazelnuts (1D12)
- 61. Snake eggs preserved in alcohol
- 62. Staff
- 63. Spyglass
- 64. Tome of recent history
- 65. Rat in a cage
- 66. Book of alchemy
- 67. Lizard in a cage
- 68. Book of spirits and apparitions
- 69. Hourglass
- 70. Poison (2 doses)
- 71. Longbottom leaf (1D10, dried)
- 72. Globe
- 73. Small wooden chest (empty)
- 74. Butterfly net
- 75. Book of magical theory
- 76. Dagger
- 77. Illustrated book about plants
- 78. Star Chart
- 79. Vellum (1D10, blank)
- 80. Gold pieces (1D20)
- 81. Wax (2D4 blocks)
- 82. Oil (1 vial)
- 83. Spider eggs in a jar
- 84. Clay tablet with the inscription
- 85. Collection of leaves (dried)
- 86. Tome of ancient history
- 87. Mushrooms growing in a pot
- 88. Short sword
- 89. White mice in a cage (1D12)
- 90. Illustrated book about birds
- 91. Diary
- 92. Fossilized shark teeth (1D8)
- 93. Bone powder
- 94. Illustrated book about dragons
- 95. Chicken eggs (1D6)
- 96. Candles (1D4)
- 97. Journal book (blank)
- 98. Silver pieces (1D100)
- 99. Small warrior figurine
- 100. Small ruby

# Items in an Adventurer's Saddle Bags

- 1. Ivory human figurine
- 2. Silver pieces (1D4)
- 3. Tiny wooden bird
- 4. Horseshoe nails (1D20)
- 5. Oilskin
- 6. Pipe tobacco (small bag)
- 7. Gold necklace
- 8. Satin gloves
- 9. Comb
- 10. Tinderbox
- 11. Ocarina
- 12. Iron pan
- 13. Worry stone
- 14. Sealed message
- 15. Small mirror
- 16. Caltrops (1D12)
- 17. Gold pieces (1D4)
- 18. Tin plate
- 19. Dagger
- 20. Beef jerky
- 21. Slingshot
- 22. Tiny wooden box
- 23. Metal smoking pipe
- 24. Map of the countryside
- 25. Chewing tobacco (1D6 plugs)
- 26. Copper key
- 27. Signet ring
- 28. Bandana
- 29. Vial of perfume
- 30. Honeycomb (wrapped in wax paper)
- 31. Spyglass
- 32. Wine bottle (half full)
- 33. Insignia of a knightly order
- 34. Skinning knife
- 35. Rations (1D4 days)
- 36. Mage robes
- 37. Torch
- 38. Gold pieces (1D12)
- 39. Rain gear
- 40. String (6')
- 41. Coffee pot
- 42. Canteen
- 43. Tiny metal box (locked)
- 44. Inkwell
- 45. Compass
- 46. Parchment (1D4 blank sheets)
- 47. Silver pieces (1D20)
- 48. Blanket
- 49. Brass button
- 50. Hard candies (1D20)

- 51. Map of a dungeon
- 52. Lute string
- 53. Thieves tools
- 54. Whetstone
- 55. Forgery kit
- 56. Tea leaves
- 57. Handkerchief
- 58. Potion of healing
- 59. Books (1D4 rolls on a Book Title Table)
- 6o. Clerical robes
- 61. Unfinished letter
- 62. Common clothes
- 63. Hardtack (1D10)
- 64. Small container of paint
- 65. Flask (half full of whiskey)
- 66. Tin cup
- 67. Prayer book
- 68. Copper pieces (1D10)
- 69. Fishing tackle
- 70. Lock
- 71. Copper pieces (1D20)
- 72. Manacles
- 73. Copper bracelet
- 74. Tiny jade woman statue
- 75. Bone key
- 76. Treasure map
- 77. Wooden smoking pipe
- 78. Quill
- 79. Gold pieces (1D8)
- 8o. Snuffbox
- 81. Leather strips (1D8, 1"x1')
- 82. Silver pieces (1D8)
- 83. Spectacles
- 84. Sling bullets (1D10)
- 85. Ball of piggin strings
- 86. Bundle of mail
- 87. Fine clothes
- 88. Cotton scarf
- 89. Cork
- 90. Wooden whistle
- 91. Copper pieces (1D6)
- 92. Tin spoon
- 93. Wallet
- 94. Picket pin
- 95. Tin pan
- 96. Notebook
- 97. Holy symbol
- 98. String (18")
- 99. Book (Roll on a Book Title Table)
- 100. Wax (1D6 cubes)

### Items in an Alchemist's Lab

- 1. Scrying stone
- 2. Iron ingot
- 3. Panacea
- 4. Clay vessel
- 5. Salt
- 6. Zinc ingot
- 7. Magnesium ingot
- 8. Talc crystals
- 9. Crucible
- 10. Granite work surface
- 11. Quicksilver (liquid)
- 12. Aludel
- 13. Calamine cream
- 14. Constellation chart
- 15. Clay
- 16. Aqua Fortis
- 17. Algarot
- 18. Quicksilver ingot
- 19. Sulfur blocks
- 20. Quartz crystals
- 21. Red phosphorus (powder)
- 22. Tin ingot
- 23. Orichalcum ingot
- 24. Cobalt ingot
- 25. Saltpeter
- 26. Fool's gold ingot
- 27. Centrifuge
- 28. Alkahest
- 29. Charcoal biscuits
- 30. Rhodium (powder)
- 31. Cadmium ingot
- 32. Blood (1 vial)
- 33. Nickel ingot
- 34. Cyanide
- 35. Magnifying glass
- 36. Garnet
- 37. Amber
- 38. Platinum ingot
- 39. Bismuth ingot
- 40. Brass ingot
- 41. Bloodstone
- 42. Silver ingot
- 43. Lye (powder)
- 44. Elixir of life
- 45. Obsidian
- 46. Athanor
- 47. Glass vial
- 48. Talcum powder
- 49. Abacus
- 50. Lead ingot

- 51. Mirror
- 52. Alchemist's journal
- 53. Ancient text
- 54. Bronze ingot
- 55. Mortar and pestle
- 56. Scroll of transmutation circles
- 57. Black bile (1 vial)
- 58. White phosphorus (powder)
- 59. Amethyst crystals
- 6o. Smelling salts
- 61. Prism
- 62. Philosopher's stone
- 63. Burette
- 64. Cupel
- 65. Palladium ingot
- 66. Wax
- 67. Onyx
- 68. Beaker
- 69. Cloth filter
- 70. Telescope
- 71. Iridium ingot
- 72. Retort
- 73. Gold ingot
- 74. Tungsten ingot
- 75. Moonstone
- 76. Hessian crucible
- 77. Copperingot
- 78. Potassium block
- 79. Calcite
- 8o. Astrology chart
- 81. Spider silk
- 82. Yellow bile (1 vial)
- 8<sub>3</sub>. Arsenic
- 84. Tantalum ingot
- 85. Agate
- 86. Retort stand
- 87. Jade
- 88. Lapis lazuli
- 89. Pearl
- 90. Lime (powder)
- 91. Manganese ingot
- 92. Occult symbol
- 93. Alembic
- 94. Ruthenium ingot
- 95. Electrum ingot
- 96. Balance
- 97. Sand bath
- 98. Phlegm (1 vial)
- 99. Show globe
- 100. Still

#### Items in an Inn's Kitchen

- 1. Meat tenderizer
- 2. Frying pan
- 3. Butter (2lbs)
- 4. Copper pieces (3D20)
- 5. Biscuits (50 freshly baked)
- 6. Apples (8)
- 7. Wine bottle (half full)
- 8. Bowl (metal)
- 9. Pork (half side)
- 10. Bacon (4lbs)
- 11. Secret door (floor)
- 12. Spoon (wooden)
- 13. Meat Cleaver
- 14. Salt Box
- 15. Hanging Cottage Cheese
- 16. Tea Kettle
- 17. Bread knife
- 18. Earthenware Crock
- 19. Pot (large)
- 20. Salt Bin
- 21. Incriminating letter
- 22. Cutting board
- 23. Jar of Brine
- 24. Bag of charcoal (100lbs)
- 25. Bread (4 loaves)
- 26. Mutton (side)
- 27. Garlic
- 28. Set of Cutlery
- 29. Rolling pin
- 30. Dish Towels
- 31. Spoon (metal)
- 32. Onions (6)
- 33. Plates (6 wooden)
- 34. Turnspit Dog
- 35. Mice (1D20)
- 36. Plates (8 ceramic)
- 37. Rabbit meat (6)
- 38. Small wooden box (locked)
- 39. Cheese wheel (2)
- 40. Stew (10 bowls)
- 41. Pie weights (3)
- 42. Pastry Cutter
- 43. Ginger
- 44. Venison (side)
- 45. Horse chestnut
- 46. Love letter
- 47. Walnuts (1D20)
- 48. Cauldron (empty)
- 49. Wine bottle (full)
- 50. Pie Pan

- 51. Onions (12)
- 52. Turnips (10)
- 53. Blue glass bottle with a strange symbol
- 54. Lantern
- 55. Flatware (10 sets)
- 56. Turnspit
- 57. Bellows
- 58. Butter (1lb)
- 59. Map to a dungeon
- 60. Chicken eggs (12)
- 61. Sharpening stone
- 62. Venison (half side)
- 63. Saucepan
- 64. Cheesecloth
- 65. Rats (1D20)
- 66. Red clover
- 67. Paring knife
- 68. Sage
- 69. Parsley
- 70. Wire cheese cutter
- 71. Mint Leaves
- 72. Dill Weed
- 73. Rosemary Leaves
- 74. Candles (2)
- 75. Cheese wheel (1)
- 76. Milk (1 gallon)
- 77. Pancake batter (1lbs)
- 78. Hot coals
- 79. Thyme Leaves
- 8o. Knife
- 81. Bowl (wooden)
- 82. Chamomile Tea
- 83. Ham (raw)
- 84. Mortar and pestle
- 85. Cheese wheel (1/2)
- 86. Plum pie
- 87. Beef (side)
- 88. Fennel Root
- 89. Turmeric
- 90. Fire poker
- 91. Butter (1/2lbs)
- 91. Dotter (1/2/03)
- 92. Crock of Pottage
- 93. Ham (baked)
- 94. Pudding
- 95. Butter churn
- 96. Kindling (1D20)
- 97. Salt (2lbs)
- 98. Firewood (1D20 log)
- 99. Butter (4lbs)
- 100. Secret door (ceiling)

### Items in an Office

- 1. Silver pieces (1D12)
- 2. Blank paper sheets (1D8)
- 3. Caravan timetables
- 4. Satin hat
- 5. Scribe's knife
- 6. Polished pebbles (6)
- 7. Short sword (hidden)
- 8. Fireplace shovel
- 9. Fireplace poker
- 10. Receipt for two horses
- 11. Riding boots
- 12. Supply manifest
- 13. Wool scarf
- 14. Satin cloak
- 15. Satin gloves
- 16. Candles (1D8)
- 17. Leather pouch
- 18. Badge of office (symbol on leather)
- 19. Cargo lists
- 20. Letters from customers
- 21. Ancient scroll
- 22. Silver pieces (1D6)
- 23. Gold pieces (1D6)
- 24. Spyglass
- 25. Display of military medals
- 26. Straightedge
- 27. Map to a secret warehouse
- 28. Books (Roll 1D20 on a Book Title Table)
- 29. Kindling
- 30. Spectacles
- 31. Wooden carving of an elephant
- 32. Smoking pipe
- 33. Gold pieces (1D12)
- 34. Wax (1D4 cubes)
- 35. Diary
- 36. Small bag of tobacco
- 37. Scroll carrying case
- 38. Star chart
- 39. Crystal
- 40. Letters from competitors
- 41. Sealed letter
- 42. Tax papers
- 43. Wine bottle (half full)
- 44. Secret message to a mercenary
- 45. Book (Roll once on a Book Title Table)
- 46. Signet ring
- 47. Warehouse inventory lists
- 48. Silver pieces (1D10)
- 49. Candle
- 50. Map case

- 51. Ledger
- 52. Books (Roll 1D6 on a Book Title Table)
- 53. Map of the city
- 54. Monocle
- 55. Wax (1D6 cubes)
- 56. Tinder box
- 57. Copper pieces (1D8)
- 58. Statue of a woman holding a sword
- 59. Quill
- 60. Books (Roll 1D8 on a Book Title Table)
- 61. Book with blank pages
- 62. Waistcoat
- 63. Inkwell (half full)
- 64. Platinum pieces (1D12)
- 65. Ink blotter
- 66. Magnifying glass
- 67. Protractor
- 68. Gold pieces (1D10)
- 69. Dagger
- 70. Love letter
- 71. Bead necklace
- 72. Iron statuette of a horse
- 73. Governmental documents
- 74. Candleholder
- 75. Longsword (hanging on the wall)
- 76. Stuffed alligator
- 77. Inkwell
- 78. Books (Roll 1D12 on a Book Title Table)
- 79. Merchant caravan leader logbook
- 8o. Blank parchments (1D6)
- 81. Small bag of sand
- 82. Blank vellum sheets (1D6)
- 83. Unfinished letter to a duchess
- 84. Copper ring
- 85. Legal papers
- 86. Candles (1D6)
- 87. Cigars (1D12)
- 88. Books (Roll 1D4 on a Book Title Table)
- 89. Blank parchments (1D12)
- 90. Lamp
- 91. Books (Roll 1D10 on a Book Title Table)
- 92. Satin pouch
- 93. String (3')
- 94. Flask of oil
- 95. Writing pigments (1D4)
- 96. Receipt for 1D8 barrels of sugar
- 97. Ink pen
- 98. Cigar box (empty)
- 99. Quills (1D6)
- 100. Framed drawing of a dragon

### Items on a Dead Adventurer

- 1. Beef jerky (1D4 sticks)
- 2. Short bow
- 3. Pitons (1D10)
- 4. Chewing tobacco (1D8 plugs)
- 5. Locket with a portrait of a girl
- 6. Staff
- 7. Healing potion
- 8. Inkwell
- 9. Leather belt
- 10. Lute
- 11. Ornate smoking pipe
- 12. Greatsword
- 13. Contract
- 14. Silver pieces (1D20)
- 15. Gold pieces (1D8)
- 16. Blanket
- 17. Hymnbook
- 18. Iron ring
- 19. Longbow
- 20. Scroll (25% change magical)
- 21. Waterskin (full)
- 22. Spear
- 23. Bedroll
- 24. Copper pieces (1D10)
- 25. Whisky bottle (half full)
- 26. Map to a dungeon
- 27. Melted sword
- 28. Rations (1D6 days)
- 29. Copper pieces (1D12)
- 30. Flask of oil
- 31. Skull cap
- 32. Silver pieces (1D12)
- 33. Bearskin cloak
- 34. Small wooden puzzle box
- 35. Backpack (empty)
- 36. Torches (1D12)
- 37. Last will and testament
- 38. Deed to a castle in a faraway land
- 39. Pouch of finger bones
- 40. Bestiary
- 41. Silver pieces (1D4)
- 42. Copper (1D8)
- 43. Common clothes
- 44. Crossbow bolts (1D10)
- 45. Lute strings (1D12)
- 46. Arrows (1D8)
- 47. Rations (1D4 days)
- 48. Battleaxe
- 49. Letter from someone begging for help
- 50. Sling

- 51. Spellbook
- 52. Short sword
- 53. Handkerchief
- 54. Quarterstaff
- 55. Book (roll on a Book Title Table)
- 56. Amulet (25% change magical)
- 57. Heavy cloak
- 58. Leather armor
- 59. Dice set
- 60. Ancient text describing a mythical city
- 61. Longsword
- 62. Dagger
- 63. Journal
- 64. Bounty notice
- 65. Flute
- 66. Gold tooth
- 67. Ruby (50gp)
- 68. Gold ring
- 69. Prayer book
- 70. Rope (50')
- 71. Platinum pieces (1D6)
- 72. Broken longbow
- 73. Gold pieces (1D6)
- 74. Wine bottle (full)
- 75. Ring (25% chance magical)
- 76. Bundle of letters
- 77. Dragon's tooth
- 78. Wine bottle (empty)
- 79. Silver ring
- 8o. Quill
- 81. Whip
- 82. Bowstring
- 83. Drum
- 84. Silk rope (100')
- 85. Copper pieces (1D4)
- 86. Electrum pieces (1D8)
- 87. Chain shirt
- 88. Map of a dungeon
- 89. Iron spikes (1D10)
- 90. Arrows (1D12)
- 91. Rations (moldy)
- 92. Electrum pieces (1D4)
- 93. Keys (1D8)
- 94. Emerald (100gp)
- 95. Key engraved with hawk symbol
- 96. Poison (1 vial)
- 97. Platinum pieces (1D4)
- 98. Manacles
- 99. Boots
- 100. Crossbow

### Items on a Dead Goblin

- 1. Dead mouse
- 2. Orc ear
- 3. Dog teeth necklace
- 4. Velvet pouch with a foreign coin inside
- 5. Copper pieces (1D6)
- 6. Gold Pieces (1D4)
- 7. Letter from one wizard to another
- 8. Tattoo needle
- 9. Bear teeth necklace
- 10. Pouch of dried fingers (1D8)
- 11. Crudely made bone dice
- 12. Map to a cave
- 13. Bundle of sticks
- 14. Weasel pelt
- 15. Scimitar (goblin make)
- 16. Squirrel pelts (1D10)
- 17. Dagger
- 18. Bear claw
- 19. Sling stones (1D6)
- 20. Tattoo dye
- 21. Silver pieces (1D12)
- 22. Arrows (1D20)
- 23. Gem (25gp)
- 24. Strange meat (1D6 pieces)
- 25. Silver brooch inscribed with human family name
- 26. Large tooth of unknown animal
- 27. Map to a dungeon
- 28. Elf scalp (1)
- 29. Arrows (1D10)
- 30. Cat tail
- 31. Boar pelt
- 32. Severed finger with a ruby ring
- 33. Rat Pelts (1D8)
- 34. Inkwell (dry)
- 35. Rat Pelts (1D6)
- 36. Mouse pelts (1D8)
- 37. Leather gloves
- 38. Rabbit ears (1D10)
- 39. Iron bracelet
- 40. Flask of oil
- 41. Gold ring inscribed with an elven name
- 42. Cat pelt
- 43. Sheep pelt
- 44. Chicken beaks (1D12)
- 45. Dog pelt
- 46. Pouch full of pebbles
- 47. Wine bottle (full)
- 48. Small crystal
- 49. Boots
- 50. Raven feather

- 51. Multicolored stone
- 52. Silver pieces (1D4)
- 53. Dwarf ears (1D4)
- 54. Book (Roll on a Book Title Table)
- 55. Gem (5qp)
- 56. War mask
- 57. Strange meat (1D8 pieces)
- 58. Arrows (1D4)
- 59. Badger pelt
- 6o. Iron spike
- 61. Sling stones (1D10)
- 62. Gem (10gp)
- 63. Goblin ears (1D10)
- 64. Wine bottle (half full)
- 65. Bloody rags
- 66. Squirrel tails (1D6)
- 67. Boar stout
- 68. Torches (1D6)
- 69. Human scalps (1D4)
- 70. Gold Pieces (1D6)
- 71. String (3')
- 72. Rough-spun cloak
- 73. Human scalps (1D8)
- 74. Rope (50')
- 75. Flint scraper
- 76. Boar tusk
- 77. Silver pieces (1D6)
- 78. Halfling ears (1D6)
- 79. Bits of flint
- 8o. Human child's cloak (fine)
- 81. Leather belt
- 82. Shrunken head
- 83. Human ears (1D8)
- 84. Rat Pelts (1D4)
- 85. Human teeth necklace
- 86. Crudely carved statuette (lucky charm)
- 87. Copper pieces (1D4)
- 88. Raccoon pelt
- 89. Elf ears (1D4)
- 90. Copper pieces (1D8)
- 91. Gold piece
- 92. Tobacco (small bag)
- 93. Leather Strips (1D6, 2"x1')
- 94. Short bow
- 95. Ermine pelt
- 96. Sling
- 97. Short sword
- 98. Map of town defenses
- 99. Lump of lead
- 100. Dead lizard

### Items on a Dead Orc

- 1. Rope (50')
- 2. Map to a cave
- 3. Bear pelt
- 4. Marbles (1D20 small bag)
- 5. Iron nails (2D20)
- 6. Weasel pelts (1D8)
- 7. Human femur short sword
- 8. Moldy cheese
- 9. Dead chicken
- 10. Tin cup stamped with a "D"
- 11. Dagger (25% chance magical)
- 12. Rancid butter (small cup)
- 13. Crow wing
- 14. Broken iron key
- 15. Elf scalps (1D4)
- 16. Gold pieces (1D8)
- 17. Map to a dungeon
- 18. Elf ears (1D6)
- 19. Iron spikes (1D12)
- 20. Strange meat (1D6 pieces)
- 21. Whip
- 22. Silver hat pin
- 23. Chain (3')
- 24. Daggers (1D4)
- 25. Halfling skull goblet
- 26. Arrows (1D10)
- 27. Wine bottle (half full with a foul-smelling liquid)
- 28. Iron ring
- 29. Maggoty bread
- 30. Clay shard covered with strange symbols
- 31. Sharpened stick
- Book (roll on a Book Title Table)
- 33. Wooden club
- 34. Silver pieces (1D4)
- 35. Iron hook
- 36. Copper pieces (1D6)
- 37. Vial of sparkly powder
- 38. Box with a coat-of-arms (locked)
- 39. Waterskin (full)
- 40. Sealed letter
- 41. Longsword
- 42. Dwarf scalps (1D4)
- 43. Bundle of letters (written in elvish)
- 44. Burlap sack (contains 1D4 human heads)
- 45. Dwarf scalps (1D6)
- 46. Amulet (25% chance magical)
- 47. Bloody human shirt
- 48. Human scalps (1D8)
- 49. Horsetail
- 50. Wooden stake

- 51. Obsidian ring
- 52. Human ears (1D4)
- 53. Silk handkerchief embroidered with "JM"
- 54. Dice set
- 55. Silver pieces (1D10)
- 56. Human scalps (1D4)
- 57. Javelin
- 58. Horse pelt
- 59. Red glass button
- 6o. Vial of blood
- 61. Constable badge
- 62. Pig bones
- 63. Elven earring (25gp)
- 64. Small pouch of salt
- 65. Human fingers (1D10)
- 66. Headdress of raven and hawk feathers
- 67. Tin cup
- 68. Flint and tinder
- 69. Glass shard
- 70. Iron arm ring
- 71. Longbow
- 72. Copper pieces (1D12)
- 73. Silver pieces (1D8)
- 74. Rolled up painting
- 75. Burlap sack (empty)
- 76. Stone pommel from a dwarf sword
- 77. Glaive
- 78. Swan feather
- 79. Copper ring
- 8o. Gold ring
- 81. Silver ring
- 82. Tiny golden lizard emblem
- 83. Short bow
- 84. Noble's signet ring
- 85. Dog pelt
- 86. Bone powder (a half-pound)
- 87. Badger pelts (1D4)
- 88. Rabbit pelts (1D12)
- 89. Gold pieces (1D4)
- 90. Fishbones
- 91. Wineskin (full)
- 92. Leather straps (1D8, 1"x20")
- 93. Dead bat
- 94. Handaxe
- 95. Bear trap
- 96. Bolo
- 97. Healing potion
- 98. Wine bottle (half full)
- 99. Deed to a nearby farm
- 100. Large wolf pelt cloak

### Jewelry

- Lapis Lazuli Bracelet (150gp)
- Ruby Earring (35qp)
- Emerald Bracelet (25qp)
- Ruby Anklet (65gp)
- Gold Ring (20gp)
- Opal Necklace (350gp) 6.
- Gold Earring (10gp) 7.
- Copper Ring (2qp)
- Iron Brooch (2gp) 9.
- Copper Earring (1qp)
- Iron Ring (1gp)
- 12. Amulet (+1 CHR, 1000gp)
- Iron Bracelet (1qp)
- 14. Diamond Circlet (300gp)
- Ruby Circlet (155qp)
- Diamond Belly Chain (100gp)
- 17. Lapis Lazuli Belly Chain (375qp)
- 18. Emerald Armlet (30gp)
- Ruby Brooch (50qp)
- 20. Copper Bracelet (1qp)
- 21. Silver Brooch (10qp)
- Copper Circlet (6qp)
- 23. Copper Necklace (3gp)
- 24. Silver Ring (5qp)
- 25. Gold Torc (6oqp)
- 26. Gold Armlet (20gp)
- 27. Lapis Lazuli Anklet (150qp)
- 28. Ruby Armlet (75gp)
- 29. Lapis Lazuli Brooch (250gp)
- 30. Silver Anklet (5qp)
- Emerald Brooch (75gp)
- 32. Lapis Lazuli Torc (350gp)
- Topaz Brooch (45qp)
- Opal Armlet (8ogp)
- Copper Brooch (5qp)
- 36. Gold Belly Chain (30gp)
- 37. Emerald Torc (8ogp)
- 38. Topaz Circlet (75qp)
- 39. Diamond Earring (25qp)
- 40. Emerald Earring (15gp)
- 41. Gold Bracelet (20gp)
- 42. Lapis Lazuli Necklace (500gp)
- 43. Silver Torc (8qp)
- 44. Sapphire Bracelet (25qp)
- 45. Jade Bracelet (75qp)
- 46. Diamond Anklet (25qp)
- 47. Silver Belly Chain (8gp)
- 48. Topaz Belly Chain (30gp)
- 49. Topaz Torc (100qp)
- 50. Emerald Necklace (300gp)

- 51. Iron Necklace (3gp)
- 52. Sapphire Armlet (55qp)
- 53. Gold Circlet (75qp)
- 54. Silver Circlet (30gp)
- 55. Diamond Necklace (200gp)
- 56. Jade Necklace (300gp)
- 57. Jade Armlet (100gp)
- 58. Diamond Bracelet (25qp)
- 59. Lapis Lazuli Ring (175gp)
- 6o. Opal Bracelet (55qp)
- 61. Sapphire Earring (45qp)
- 62. Sapphire Ring (100gp)
- 63. Lapis Lazuli Circlet (400gp)
- 64. Ruby Necklace (350gp)
- 65. Diamond Torc (75qp)
- 66. Copper Belly Chain (3gp)
- 67. Copper Armlet (2qp)
- 68. Diamond Brooch (75qp)
- 69. Emerald Anklet (30gp)
- 70. Ruby Torc (135qp)
- 71. Sapphire Circlet (185qp)
- 72. Gold Brooch (20qp)
- 73. Sapphire Torc (200qp)
- 74. Sapphire Anklet (50gp)
- 75. Emerald Ring (50gp)
- 76. Iron Circlet (1qp)
- 77. Topaz Anklet (35gp)
- 78. Iron Armlet (2qp)
- 79. Silver Earring (2gp)
- 80. Sapphire Belly Chain (135gp)
- 81. Gold Anklet (20qp)
- 82. Ruby Ring (150gp)
- 83. Topaz Earring (15qp)
- 84. Diamond Ring (50gp)
- 85. Gold Necklace (100gp)
- 86. Opal Belly Chain (125gp)
- 87. Emerald Circlet (200gp)
- 88. Iron Earring (1gp)
- 89. Opal Brooch (85qp)
- 90. Iron Torc (1qp)
- 91. Silver Necklace (10gp)
- 92. Lapis Lazuli Earring (100gp)
- 93. Silver Bracelet (5qp)
- 94. Ruby Belly Chain (95gp)
- 95. Topaz Armlet (35qp)
- 96. Copper Torc (4qp)
- 97. Topaz Ring (55gp)
- 98. Iron Belly Chain (1qp)
- 99. Opal Anklet (8ogp)
- Silver Armlet (5gp) 100.



- 1. Great Sword of Dane- Whoever is attuned to this great sword can summon three war dogs during combat up to twice per day. The dogs can be dismissed at will
- 2. Ring of Storms-This ring allows the wearer to cast a thunder spell four times a day
- 3. Key of Secrets- When used on any keyhole there is a 5% chance it will unlock that object. There is also a 5% chance it will open a room or object located on a different plane of existence
- 4. Cloak of Flying-This cloak allows the wearer 5 minutes of flight, once per day. Their flying speed is 6oft
- 5. Rapier of the Vampire-This rapier drains the life force of its victims, and gifts it to its master. Whenever the wielder lands a successful attack with this weapon, it deals an extra 1D10 corruption damage, and heals the wielder equal to the damage dealt
- 6. Dragon's Tail-This flail was made from the heart of a dragon. When found roll 1D6= 1)fire 2)frost 3)lightning 4)acid 5)poison 6)player's choice. This flail deals an extra 1D8 of the damage type rolled
- 7. Harp of Sleep-This harp can be used to cast 1D6 sleep spells per day
- 8. Mask of Elements- While this mask is equipped, the wearer may use an action to harness the elements. Roll 1D4. 1) Air 2) Earth 3) Fire 4) Water. The wearer assumes the shape of the Elemental rolled. When the wearer's health drop to or below 0, they revert back to their original form with one health
- 9. Bow of Smiting-This longbow has a range of 65oft. It deals 1D8 damage, plus an additional 2D6 holy damage. If the wielder is attacking an undead creature, it deals 6D6 bonus holy damage instead
- 10. Pair of Skeletal Feet-These feet can be placed anywhere on the same plane of existence, however far apart. They allow anyone to travel from one foot to the other in the blink of an eye. Be careful not to lose them
- 11. Mask of Revik- Revik forged this mask with his mischievous essence. The wearer can shape shift up to three times a day into any creature they have seen. There is a 25% chance that once a day the wearer will shape shift into a random creature against their will for one hour
- 12. Hammer of Doom- This unwieldy hammer is -10 to hit, but deals 4D12 corruption damage on a
- 13. Throne of Xarexoth-This throne fits into the palm of your hand. When placed on the ground, its owner can say its command word. The throne grows up to their size. They can spend an hour sitting on the throne to regain the use of a spent spell. Usable only once per day
- 14. Skewer of the Gods-This spear deals 1D12 damage. If the wielder downs an enemy with it, as a bonus they can restore 2D6 health to any ally
- 15. Charred Collar-This dog collar must be worn. As an action, the wearer can summon a hellhound. This hound is loyal only to the wearer. The hound has its own turn in combat. The hound can be dismissed at will
- 16. Dagger of Blinding-This dagger deals 1D4 damage and there a 25% chance the target is blinded for 2 turns
- 17. Bow of Thunder A normal looking longbow with an engraved lightning pattern. The bow performs normally except that on a critical hit it causes 3D8 thunder damage
- 18. Amulet of Radiance- When activated, it emits a radiant aura in a radius of 15ft around the wearer. During odd rounds it deals 2D8 holy damage to all hostiles within 15ft. During even rounds it heals the wearer and their allies within the radius for 2D6 health. It lasts for the entirety of the skirmish, or until the wearer is incapacitated. Can only be used once per day
- 19. Amulet of Death-This amulet holds a small piece of the wearers soul. When the wearer is dropped to o health this amulet revives them 30ft from where they dropped, and brings them back to full health. After one use the amulet breaks and the wearer's health is reduced by 5

- 20. Blade of Dehydration- After one successful attack the target has a 50% chance of being exhausted. On a second successful attack there is a 75% chance. On a third successful attack the target is exhausted
- 21. Crown of Storms-This crown grants resistance to storm damage. As a bonus, it can deal 1D6 lightning damage to anyone within 5ft of the wearer. This crown also allows the wearer to combine the entirety of the "Storm" items, assuming they have the other items
- 22. Helmet of Breathing-This helmet allows the wearer to breath underwater and keeps them from being poisoned by toxic clouds
- 23. Helmet of Silence-This helmet renders the wearer mute, however they can now speak to anyone telepathically up to 12oft away
- 24. Bipolar Axe-This battleaxe adds an extra 1D6 to its damage rolls. This damage alternates between fire and ice damage each attack
- 25. Necromancer's Stone-This stone can raise up to 1D20 corpses from the grave once a week. The zombies serve the wielder until they die a second time. Upon their second death, they burst into a cloud of dust
- 26. Armor of Notes- Doubles the wearer's musical proficiency and allows the wearer to cast a charm spell once per day
- 27. Bow of Storms-This bow deals 1D10 lightning damage. It has a range of 60/300ft. Arrows of lightning appear when user draws the bow
- 28. Soulbound Spellbook-This spellbook is blank, indestructible, and can't be read by anyone but the user. If this spellbook is lost, it can be summoned at will
- 29. Rod of Detection-This rod allows the wielder to know the location of any unseen creature within 100ft. Can be used 4 times a day
- 30. Rock of Ages-This rock can be thrown (6oft) or used as a melee weapon. The rock deals 1D8 damage. After being thrown the rock reappears in the user's hand
- 31. Control rod-This rod grants the wielder the ability to summon a stone golem. This golem springs from the ground, and is under the wielder's control. The golem can be dismissed at will
- 32. Bottle of Lightning-This bottle can be thrown 6oft. Once it hits the ground, it will shatter dealing 3D8 lightning damage. Once used, this item is gone forever
- 33. Helm of the Bull A helmet with bull horns. Gives the wearer bonus on all strength related skills and checks. Once during combat the wearer can perform a charge action dealing 3D10 damage.
- 34. Hiking Boots-These boots remove any penalties to movement caused by terrain and increase the wearer's base walking speed by 5ft
- 35. Armor of Storms- This set of light armor grants +3. When the wearer is hit with a melee attack, the attacker takes 1D4 lightning damage
- 36. Mask of Glaring-This mask gives proficiency in intimidation. If already proficient, it gives double proficiency. It also allows the wearer to cast a 1D4 charm spells per day
- 37. Rabbit's Foot A seemingly ordinary lucky rabbit's foot. Reroll all critical fails in the same encounter. Can be used in three encounters per day. The holder can also call all rabbits in a 500 foot radius to their aid. Lasts for the duration of the encounter.
- 38. Orb of Destruction-This silver orb is 6in wide in diameter. Once per day the user can cause the orb to send out a destructive cone 100ft long and 5oft wide that does 10D10 damage
- 39. Crown of Embers-This crown allows the wearer to breathe fire three times per day. The line is 5ft wide and 2oft long and does 3D6 fire damage. While wearing this the wearer can use all of the items belong to the set of Embers
- 40. Book of Summoning-This book allows the wielder to summon a single creature from a different dimension once every week
- 41. Helm of Adontag-This helmet grants immunity to being charmed, or put to sleep
- 42. Armor of Rage- Made from a mythical animal hide this armor grants an extra 1D4 to any barehanded or melee attack. The wearer's power is in their rage

- 43. Mace of Embers-This mace deals 1D8 damage and 2D8 fire damage. If the damage dealt exceeds the remaining health of the target, whatever additional damage rolls over to the wielder's next attack. This damage is lost if the mace isn't used by the end of the following turn
- 44. Mysterious Concoction-This small glass vial has a strange liquid inside. If ingested, roll 1D6. 1) One ability score increases by 1 point. 2) One ability score decreases by 1 point. 3) Grows wings with a flight speed of 6oft. 4) Goes blind in one eye. 5) Gain the ability to breathe underwater indefinitely. 6) Face is marred by a terrible scar
- 45. Chakram Of Devotion- A thrown weapon with a maximum range of 100ft and it deals 1D6 damage. The chakram has two attacks. The first is the initial throw and the second attack is the chakram returning to the wielder. The wielder may choose a new target or same target. The chakram always comes back, without fail
- 46. Gloves of Healing-These gloves allow the user to cast a heal spell at will
- 47. Bag of Sleeping- Allows a creature to survive inside of it indefinitely in a very deep sleep. Only creatures of human size or smaller can fit inside. Once a creature is removed from the bag of sleeping, it requires 15 minutes before it can wake up
- 48. Maggot King's Crown-This crown allows the wearer to summon 1D6 zombies. The zombies act on their own turn under the direction of the wearer, and last until defeated or dismissed. Can be used up to three times per day
- 49. Ring of Clarity Grants the wearer +2 to all skill rolls.
- 50. Wand of Wonders- This wand allows its wielder to use one low-level spell without cost any number of times. Player chooses the spell. Once the spell is chosen it cannot be changed
- 51. Flask of Xengarth-This flask has unlimited uses. When a character drinks from it, they regain 1D6 health
- 52. Cloak of Time- This cloak allows the user glimpse into the future. Any attack against them has is at disadvantage and any dexterity related reaction is at advantage
- 53. Cloak of Shadow-The wearer gains proficiency in stealth. If the hood is up, the wearer can see clearly up to 15ft in both magical and non-magical darkness and also becomes invisible when hiding in shadows
- 54. Sword of Storms-This longsword deals only lightning damage. On a critical hit it deals half damage to all enemies within 5ft of the target, and ¼ damage to all enemies within 10ft of the target
- 55. Death's Scythe- Damage: 1D10 slashing + 2D8 corruption damage. The wielder of this scythe heals for (rounded down) of the damage dealt
- 56. Amulet of Heresy-When activated, it emits a radiant aura in a radius of 15ft around the wearer. During odd rounds it deals 2D8 corruption damage to all hostiles within 15ft. During even rounds it heals the wearer and their allies within the radius for 2D6 health. It lasts for the entirety of the skirmish, or until the wearer is incapacitated. Can only be used once per day
- 57. Staff of Heresy- If used in melee it deals 1D8, plus an additional 2D6 corruption damage. It can also be used to drain 1D8 health from a target 6 times per day
- 58. Ring of Death- When the wearer kills something, they can use an action to turn that person or animal into an undead minion. It can be used three times a day and the creature fades after one hour
- 59. Amulet of Memories-This amulet allows the user to store their memories inside of it. These memories can be viewed by anyone who wears the amulet, seeing everything through the original user's perspective. When found, roll 1D6. On a 6, there is a memory already inside
- 60. Toy Dragon- As an action, its owner may say the command word. This toy dragon will grow to the size of a young dragon. Its owner must use their action to control the dragon. By repeating the command word, the dragon is dismissed
- 61. Crown of Ice-Three times a day the wearer can breathe icy cold air in a 15ft cone dealing 4D6 cold damage. This crown also allows the wearer to all the items in Ice set

- 62. Toy Ship-This ship can be set in the water. After its owner says the command word, it becomes a full size galley with a ghost crew loyal to the owner of the ship. Repeating the command word returns the ship to toy size
- 63. Bracers of Battle-These bracers can magically store one shield and one melee weapon. When combat begins the wearer can equip the stored items automatically
- 64. Mace of Hazards-This mace gives an advantage to all melee attacks against the wielder, but deals 4D8 damage. It also gives the wielder two reactions
- 65. Shield of Embers-This shield grants resistance to fire damage. Also, it gives an advantage to avoid fire damage
- 66. Cowl of Luck- While equipped, this Cowl grants the wearer good luck. Once per round, when the wearer is attacked, roll 1D6. On a 6, the attack automatically misses
- 67. Glass Eye- This glass eye can be placed anywhere. Once placed, say its command word. This eye gives its user the ability to see what it sees. The link can only be broken when the user and the eye are no longer on the same plane of existence. You can only see what the eye sees, there is no sound/smell
- 68. Toy Horse- As an action, the owner of this horse can say its command word. The horse changes from a small wooden toy to a full grown, live horse. As an action its owner can say the command word, and it will revert back into a toy.
- 69. Robes of Insight-These robes grant +3 to intelligence to the wearer
- 70. Ring of Spiders-This ring allows the wearer to summon 1D4 giant spiders. These spiders are completely under the wearer's control
- 71. Raven's Feather A seemingly normal raven's feather attached to a bit of cord. The user can transform into a raven three times per day. The effect lasts for one hour
- 72. Magic Broom-This broom can be mounted. It has a flying speed of 6oft.
- 73. Toy Soldier- This object is a 6" tall representation of a soldier. Upon issuing the command word this toy soldier becomes a real soldier equipped with a long sword, a short sword, a heavy crossbow, and chainmail. It follows simple commands of its master, like attack enemies or guard a specific location. If reduced to o health, it reverts to the toy form and is shattered. If it reverts to the toy from before all health is exhausted it regains all of it for the next use
- 74. Staff of Radiance- If used in melee it deals 1D8, plus an additional 2D6 holy damage. Plus it can also be used to heal the wearer or allies 2D6 heal 4 times a day
- 75. Jar of Ooze-This jar contains an ooze-like blob monster. If this jar is smashed on the ground the ooze is released. The ooze is hostile to everyone and everything. Once used, this item is lost forever
- 76. Survivor's Amulet- Each time the wear takes damage roll 1D20. On a roll or 15-20, the wear only takes half damage. Also, three times per day the wearer can use the item to regain 2D6 health
- 77. Gloves of Striking-Unarmed damage is doubled
- 78. Soulbound Weapon-The wielder may use an action to summon this weapon in their empty hand. They can choose the form that this melee weapon takes each time it is created. They are proficient with this weapon. This weapon counts as magical for the purpose of overcoming resistances and immunity to non-magical attacks and damage
- 79. Boots of Swimming-These boots give the wearer a swimming speed of 6oft.
- 80. Enchanted Spoon-This spoon makes every meal taste like it was prepared by the gods. When any character eats a meal with this spoon they regain 1D8 health
- 81. Skull of a Demon Helm- It allows the wearer to take the form of a demon once a week, for 1 hour
- 82. Cloak of Feathers-This cloak allows the user to fly at a 6oft speed for up to four hours per day
- 83. Belt of Determination-This belt grants an advantage to all strength-based non-attack rolls
- 84. Boots of Blazing Speed- When activated, these boots grant the wearer a base speed of 12oft. However, at this speed, the wearer takes 2D4 fire damage for each turn they use more than half of their movement

- 85. Ring of Sorcery- Gives the wearer the ability to cast any two spells at will. Determine randomly
- 86. Dagger of Shadows- A +2 dagger that deals an additional 1D6 corruption damage. If the wielder is concealed by magical or non-magical darkness, the dagger deals 4D6 corruption damage
- 87. Gauntlets of Destruction-These gauntlets add 1D4 of fire damage to all melee attacks.
- 88. Socks of Comfort-These socks keep the wearer warm in extreme cold, and cool in extreme heat
- 89. Svaldr's Lucky Dagger-This dagger critical hits on a roll of 18-20. On a critical hit, it deals an extra 2D4 damage of the damage type to which the creature is vulnerable
- 90. Ring of Reaching-This ring allows you to extend your reach out to 10ft
- 91. Remorse- This mace refuses to kill. It will only knock creatures unconscious. It deals 1D6 nonlethal damage
- 92. Crown of Spiders-This crown allows the wearer to transform into a spider centaur at will.
- 93. Ring of Ice-This ring lets the wearer cast an ice spell at will
- 94. Doll House-This doll house is 5lbs, and about 10in tall by 10in wide. If set on the ground, its owner can say it's command word. It will grow to be a 3 story house, complete with a small cooking area, a dining room, and 5 bedrooms. It is a normal house, so it offers no protection from magic or intruders. Say the command word again, and the house will shrink back in size
- 95. Lute Of Legends- This lute gives the wielder double proficiency in performance. The wielder also gains advantage on any spell attack
- 96. Shield of Wrath- When the wielder is hit with a melee attack, they can use a reaction to bash the attacker with their shield for 2D4 damage
- 97. Robe of Dragonhide-This robe awards resistance to whichever dragon the hide is made of
- 98. Enchanted Vial Of Blood- When ingested, afflicts the drinker with lycanthropy. Roll 1D6. 1) Wererat 2) Wereboar 3) Werewolf 4) Weretiger 5) Werebear 6) Player's choice.
- 99. Goggles of Reading-These goggles allow the user to understand any written language.
- or more damage in a single round. This burst of flame affects friend and foe alike. It deals 3D4 fire damage



### Maps

- 1. Map to a ruined fort
- 2. Map to a mountain pass
- 3. Map of a lost valley
- 4. Map to a dragon's lair
- 5. Map to a lumberjack camp
- 6. Map to a troll cave
- 7. Map to a wizard's tower
- 8. Map of the old forest
- 9. Map of ancient catacombs
- 10. Map to a gang hideout
- 11. Map of a dungeon
- 12. Map of ocean currents
- 13. Map to a monastery
- 14. Map to a blue hole
- 15. Map to a mysterious statue in the woods
- 16. Map to the entrance of the underworld
- 17. Map of a nearby city
- 18. Map to spice islands
- 19. Map to an elven manor
- 20. Map to an elven tower
- 21. Map to the tomb of a mermaid queen
- 22. Map to a nearby waterfall
- 23. Map to a secret iron mine
- 24. Map of a nearby manor house
- 25. Map to a nearby cave
- 26. Map to an old fortress
- 27. Map to an abandoned house
- 28. Map to a smuggler hideout
- 29. Map of a mythical land
- 30. Map to a secret graveyard
- 31. Map to a secluded grotto
- 32. Map of a large cave system
- 33. Map to the source of the great river
- 34. Map to a bandit hideout
- 35. Map to an ancient tomb
- 36. Map of a secret mountain pass
- 37. Map of trade routes in the area
- 38. Map to a druid enclave
- 39. Map to an abandoned mine
- 40. Map to an underground city
- 41. Map of a manor house
- 42. Map of a temple
- 43. Map to a secret gnome village
- 44. Map to a dwarven fortress
- 45. Map to a legendary forge
- 46. Map to the world tree
- 47. Map of an unknown river
- 48. Map to a lost temple
- 49. Map to a dolmen
- 50. Map to an orc lair

- 51. Map to a burial mound
- 52. Map of a nearby brewery
- 53. Map to a legendary brewery
- 54. Map to the tomb of a legendary king
- 55. Map to a secret shrine
- 56. Map to a monolith
- 57. Map to a lost elven city
- 58. Map to a legendary silver mine
- 59. Map to a hidden grotto
- 6o. Map to buried treasure
- 61. Map of a halfling village
- 62. Map to an underwater city
- 63. Map to a goblin lair
- 64. Map to a witch's hut
- 65. Map to a freshwater spring
- 66. Map of a castle
- 67. Map of an ancient kingdom
- 68. Map of sea trade routes
- 69. Map to a mushroom patch
- 70. Map to a goblin shrine
- 71. Map to a small fishing village
- 72. Map of tunnels under a nearby town
- 73. Map to the old hermit's shack
- 74. Map to a shipwreck
- 75. Map to a wishing well
- 76. Map of an unknown island
- 77. Map to a secret valley
- 78. Map of a nearby winery
- 79. Map to a waterfall in the mountains
- 8o. Map to a dungeon
- 81. Map to a stone circle
- 82. Map to a secluded mountain lake
- 83. Map to the city of gold
- 84. Map of a legendary city
- 85. Map to an abandoned town
- 86. Map of a large city's sewer system
- 87. Map of the stars
- 88. Map to a legendary library
- 89. Map of a nearby temple
- 90. Map of a nearby copper mine
- 91. Map to an ancient battlefield
- 92. Map of a dwarven stronghold
- 93. Map to a sunken ship
- 94. Map to an old windmill
- 95. Map of a large city
- 96. Map of a wizard's tower
- 97. Map to the end of the rainbow
- 98. Map of a city's main fortress
- 99. Map to a sacred grove
- 100. Map of a nearby country

### Medicinal Herbs

- 1. Passion Flower (Passiflora)
- 2. Konjac (Amorphophallus konjac)
- 3. Ashoka tree (Saraca indica)
- 4. Water Dropwort (Oenanthe aquatica)
- 5. Water Hemlock (Cicuta virosa)
- 6. Bitter gourd (Momordica charantia)
- 7. Anthemis nobilis
- 8. Kava (Piper methysticum)
- 9. Papaya (Carica papaya)
- 10. Alfalfa (Medicago sativa)
- 11. Blessed thistle (Cnicus benedictus)
- 12. Wallflower (Erysimum cheiri)
- 13. Ginger (Zingiber officinale)
- 14. Water Germander (Teucrium scordium)
- 15. Hibiscus (Hibiscus sabdariffa)
- 16. Turmeric (Curcuma longa)
- 17. Hawthorn (Crataegus monogyna)
- 18. Flaxseed (Linum usitatissimum)
- 19. St. John's wort (Hypericum perforatum)
- 20. Marsh-mallow (Althaea officinalis)
- 21. Syrian Rue (aka Harmal)
- 22. Lotus (Nelumbo nucifera)
- 23. Velvetleaf (Cissampelos pareira)
- 24. Celery (Apium graveolens)
- 25. Sage (Salvia officinalis)
- 26. Gum Arabic (Acacia senegal)
- 27. Opium poppy (Papaver somniferum)
- 28. Bilberry (Vaccinium myrtillus)
- 29. Abscess root (Polemonium reptans)
- 30. White willow (Salix alba)
- 31. Tea tree oil (Melaleuca alternifolia)
- 32. Moringa oleifera
- 33. Kratom (Mitragyna speciosa)
- 34. Rosemary (Rosmarinus officinalis)
- 35. Peppermint (Mentha x piperita) oil
- 36. Elderberry (Sambucus nigra)
- 37. Ephedra (Ephedra sinica)
- 38. Belladonna (Atropa belladonna)
- 39. Burdock (Arctium lappa)
- 40. Asafoetida
- 41. Neem (Azadirachta indica)
- 42. Oregano (Origanum vulgare)
- 43. Chasteberry (Vitex agnus-castus)
- 44. Purple coneflower (Echinacea purpurea)
- 45. Hoodia (Hoodia gordonii)
- 46. Horse chestnut (Aesculus hippocastanum)
- 47. Guava (Psidium quajava)
- 48. Ginkgo (Ginkgo biloba)
- 49. Bitter leaf (Vernonia amygdalina)
- 50. Evening primrose (Oenothera) oil

- 51. Lavender (Lavandula angustifolia)
- 52. Xanthoparmelia scabrosa
- 53. Thyme (Thymus vulgaris)
- 54. Ginseng (Panax ginseng)
- 55. Comfrey (Symphytum officinale)
- 56. Digitalis (sometimes Foxglove)
- 57. Feverfew (Tanacetum parthenium)
- 58. Vetiver (Chrysopogon zizanioides)
- 59. Khat
- 6o. Black cohosh (Actaea racemosa)
- 61. Thunder God Vine (Tripterygium wilfordii)
- 62. Veronica (Veronica officinalis)
- 63. Henna (Lawsonia inermis)
- 64. Cat's claw (Uncaria tomentosa)
- 65. Dong quai (Angelica sinensis)
- 66. Bitter orange (Citrus × aurantium)
- 67. Valerian (Valeriana officinalis)
- 68. European mistletoe (Viscum album)
- 69. Asthma-plant (Euphorbia hirta)
- 70. Açai (Euterpe oleracea)
- 71. Horsetail (Equisetum arvense)
- 72. Arnica (Arnica montana)
- 73. Aloe vera
- 74. Barberry (Berberis vulgaris)
- 75. Cinchona
- 76. Verbena (Verbena officinalis)
- 77. Wahoo (Euonymus atropurpureus)
- 78. Wafer Ash (Ptelea trifoliata, or Hoptree)
- 79. Wheatgrass (Triticum aestivum)
- 8o. Water Plantain (Alisma plantago aquatica)
- 81. Jamaica dogwood (Piscidia erythrina)
- 82. Watercress (Nasturtium officinale)
- 83. Astragalus (Astragalus propinquus)
- 84. Cayenne (Capsicum annuum)
- 85. Goldenseal (Hydrastis canadensis)
- 86. Umckaloabo (Pelargonium sidoides)
- 87. Milk thistle (Silybum marianum)
- 88. Tulsi (Ocimum tenuiflorum or Holy Basil)
- 89. Licorice root (Glycyrrhiza glabra)
- 90. Garlic (Allium sativum)
- 91. Saw palmetto (Serenoa repens)
- 92. Summer savory (Satureja hortensis)
- 93. Yerba Santa (Eriodictyon crassifolium)
- 94. Eucalyptus (Eucalyptus globulus)
- 95. Fenugreek (Trigonella foenumgraecum)
- 96. Red clover (Trifolium pratense)
- 97. Marigold (Calendula officinalis, or calendula)
- 98. Noni (Morinda citrifolia)
- 99. Chaparral (Larrea tridentata)
- 100. Kanna (Sceletium tortuosum)

### Musical Instruments

1. Bumbulum

2. Sarangi

3. Psaltery

4. Thumb Piano

5. Flumpet

6. Harp

7. Lizard (tenor cornetts)

8. Bellows pipe

9. Cymbals

10. Hurdy-gurdy

11. Mandolin

12. Portative organ

13. Shawm

14. Tambourine

15. Triangle

16. Ney

17. Zink

18. Oboe

19. Helicon

20. Timbrel

21. Crumhorn

22. Bombard

23. Pandoura

24. Mouth harp

25. Finger cymbals

26. Trombone

27. Kokyu

28. Bagpipes

29. Oud

30. Fife

31. Pibgorn

32. Adufe

33. Pipe & tabor

34. Violin

35. Diavlos

36. Archlute

37. Danbau

38. Banjo

39. Horn

40. Carnyx

41. Phorminx

42. Tympanon

43. Kitharis

44. Frame drum

45. Vielle

46. Hautboy

47. Tabor

48. Bugle

49. Sackbut

50. Citole

51. Pipe

52. Bells

53. Seistron

54. Lyre

55. Rebec

56. Crwth

57. Kymvalon

58. Mandore

59. Organistrum

6o. Arghul

61. Gemshorn

62. Gamba

63. Buccin

64. Varvitos

65. Shofar

66. Gittern

67. Pan flute

68. Cornamuse

69. Sitar

70. Bladder pipe

71. Harmonica

72. Kacapi

73. Trumpet

74. Drum

75. Ocarina

76. Flageolet

77. Sinfonye

78. Tuba

79. Ryuteki

8o. Balalaika

81. Latin guitar

82. Fiddle

83. Dulcimer

84. Rebabl

85. Tro

86. Ukulele

87. Bass recorder

88. Recorder

89. Castanets

90. Glockenspiel

91. Krotalon

92. Cornett

93. Flute

93. 11010

94. Buisine95. Serpent

96. Lute

97. Shehnai

98. Zampogna

99. Conch-shell

100. Viol

### Potion Ingredients

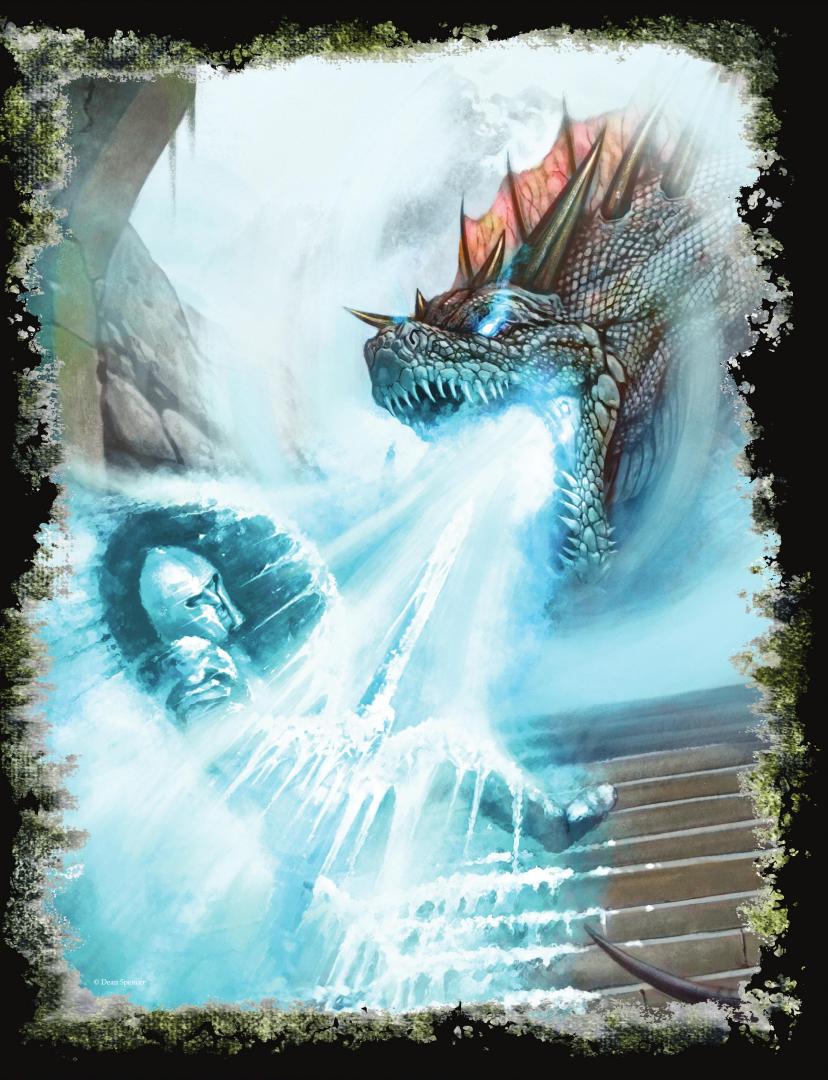
- 1. Crow feather
- 2. Terebinth oil
- 3. Persian rose
- 4. Sheep bladder
- 5. Sugar
- 6. Wheat
- 7. Salamander skin (dried)
- 8. Nightshade
- 9. Horsetail hair
- 10. Violet Toothed Polypore
- 11. Saffron
- 12. Dragon's scale
- 13. Owl's wing
- 14. Ginger root
- 15. Octopus ink
- 16. Baies rose
- 17. Bear claw
- 18. Dandelion seeds
- 19. Oil of Spikenard
- 20. Chicken liver
- 21. Liverwort
- 22. Raven's claw
- 23. Renaissance Stardust
- 24. Mandrake
- 25. Labdanum
- 26. Barley
- 27. Rooster's spur
- 28. Pumpkin seeds
- 29. Hemlock root
- 30. Oak Maze Gill
- 31. Alabaster
- 32. Bone of cat
- 33. Styrax
- 34. Rose petals
- 35. Wormwood
- 36. Spider's silk
- 37. Adder's venom
- 38. Poppy seeds
- 39. Red Cushion Hypoxylon
- 40. Blood of man
- 41. Lizard tail
- 42. Hair of a princess
- 43. Nose of fox
- 44. Furitake
- 45. Beak of dove
- 46. Chicken tooth
- 47. Sumac (dried leaves)
- 48. Grains of paradise
- 49. Bumblebee wings
- 50. Ambergris

- 51. Lavender
- 52. Veiled Panus
- 53. Ethanol
- 54. Frankincense
- 55. Salt
- 56. Wool of bat
- 57. Bone powder
- 58. Toadstool
- 59. Butterfly wings
- 6o. Lamb's ear (dried leaves)
- 61. Blood of rat
- 62. Goat's milk
- 63. Foxglove
- 64. Billy goat whiskers
- 65. Eye of newt
- 66. Wasp stinger
- 67. Tongue of dog
- 68. Fennel pollen
- 69. Cat's eye
- 70. Buttercup squash
- 71. Thorn of rose
- 72. Artist's Conk
- 73. Wolf saliva
- 74. Pearl powder
- 75. Calamus root76. Wood Clitocybe
- 77. Pig's foot
- 78. Pelt of mink
- 79. Tobacco leaf
- 8o. Vinegar
- 81. Tail of squirrel
- 82. Blood of woman
- 83. Bark of oak
- 84. Gall
- 85. Belladonna
- 86. Grasshopper spit
- 87. Trembling Merulius
- 88. Tooth of wolf
- 89. Spider's venom
- 90. Hops
- 91. Myrrh
- 92. Caput Mortuum
- 93. Milk of hairless cat
- 94. Toe of frog
- 95. Holly berries
- 96. Dragonfly eggs
- 97. Blind worm's venom
- 98. Tree moss
- 99. Hen of the Woods
- 100. Rabbit's foot

#### Trees

- Pole Pine
- Wayfaring Tree
- Eastern Whitebeam 3.
- Whitebeam
- Lesser Whitebeam
- 6. Western Hemlock
- Gold Oak 7.
- 8. Large-leaved Linden
- 9. Holly
- 10. Purple Willow
- 11. Box
- 12. Oak
- 13. Strawberry Tree
- 14. White Willow
- 15. Juniper
- 16. Cassus Oak
- 17. Black Pine
- 18. Willow
- 19. Beech
- 20. Sycamore
- 21. Silver Birch
- 22. Common Dogwood
- 23. Holm Oak
- 24. Norvold Maple
- 25. Sweet Chestnut
- 26. Crack Willow
- 27. Ash
- 28. Sorbus Oak
- 29. Pear
- 30. BlueSpruce
- 31. Blue Oak
- 32. Guelder Rose
- 33. Downy Birch
- 34. Llangollen Ash
- 35. Plot's Elm
- 36. Bird Cherry
- 37. Wittle Beech
- 38. Birch
- 39. Larch
- 40. Grand Oak
- 41. Common Horse-chestnut
- 42. Black Fir
- 43. Small-leaved Linden
- 44. Common Hazel
- 45. Spindle
- 46. Almond-leaved Willow
- 47. Sarkin Tree
- 48. Yew
- 49. Kelen Elm
- 50. Jensen's Whitebeam

- 51. Smooth-leaved Elm
- 52. Eared Willow
- 53. Bloody Whitebeam
- 54. Spruce
- 55. Hawthorn
- 56. Amarin Elm
- 57. Lowland Hawthorn
- 58. Vullen Pear
- 59. Arran Sarkin Tree
- 6o. Maritime Pine
- 61. Linden
- 62. Wych Elm
- 63. Adras Pine
- 64. Wild Sarkin Tree
- 65. Common Privet
- 66. Apple
- 67. Aspen
- 68. Pine
- 69. Cherry Plum
- 70. Poplar
- 71. Alder Buckthorn
- 72. Delos Cypress
- 73. Maple
- 74. Gaff Whitebeam
- 75. Blackthorn
- 76. Wild Cherry
- 77. Hornbeam
- 78. Alder
- 79. Black Spruce
- 8o. Rowan
- 81. Grey Willow
- 82. Sea-buckthorn
- 83. Bay Willow
- 84. Field Maple
- 85. Sprig Larch
- 86. Black Poplar
- 87. Purging Buckthorn
- 88. Rock Whitebeam
- 89. Elder
- 90. Common Osier
- 91. Crab Apple
- 92. Western Red Cedar
- 93. Elm
- 94. Lawson's Cypress
- 95. Goat Willow
- 96. Sallow
- 97. Yarrow Redbeam
- 98. Redbeam
- 99. Nosh Whitebeam
- Grand Fir 100.





### Bardcore Song Titles

- 1. You Got Me Addicted To Pixie Dust
- 2. Torch In The Tornado
- 3. She Took My Heart Along With My Coin Purse
- 4. I've Got 99 Problems And My Roque Companion Is All Of Them
- 5. I Can't Believe You Cursed Me Last Night
- 6. Should I Slay Or Should I Go
- 7. Beauty Is In The Eye Of That Beholder
- 8. My Love Is Steady Like A Phase Spider
- 9. I Will Always Hunt You
- 10. Hey, Food
- 11. While My Lute Gently Weeps
- 12. Merfolk Blues
- 13. Over The Foggy Hilltops
- 14. Moves Like Dagger
- 15. Sweet Gnome Of Mine
- 16. Smells Like Halfling Spirit
- 17. Stayin' Undead
- 18. You Make Me Feel Like A Zombie
- 19. Inn At The Western Shore
- 20. Another One Bites The Rust Monster
- 21. The Curious Life Of Gr'ogg
- 22. Hello Underdark My Old Friend
- 23. They Call Me Werebard
- 24. Let's Sleep Until Armageddon
- 25. Goblin's Paradise
- 26. The Legend Of The Pirate's Treasure Cruise
- 27. Dancing With A Dire Wolf
- 28. Party Like A Troglodyte
- 29. Why Do Dwarves All Pay Us With Mead
- 30. I Wish I'd Never Seen That Manticore
- 31. A Day In The Life Of An Ex-Paladin
- 32. Ain't Nothin' But A Hellhound
- 33. How Deep Is Your Dungeon
- 34. The Best Thing Since Sliced Flesh
- 35. The Ring Of Frost
- 36. The Night I Punted A Giant Fire Beetle At A Werewolf's Face
- 37. Who Opened The Wolf Cage
- 38. Give Me Back My Battlehammer
- 39. Pretty Triton
- 40. Bugbearian Rhapsody
- 41. Aasimarian Imbecile
- 42. The Only Quest Reward I Want Is You
- 43. Nightmare Horse
- 44. Tavern Brawl Blues
- 45. Uptown Monk
- 46. Just The Way You Spar
- 47. Hatched To Be Wild
- 48. Can't Help Falling In Quicksand
- 49. Copper Street
- 50. Meet Me At The Edge Of The Sea

### Bardcore Song Titles

- 51. I'm Alright With Your Charm Spells
- 52. The Abyss Hath No Fury Like A Woman Xorn
- 53. Hello, Is It Me You're Hunting
- 54. Grilnor The Green
- 55. Rolling In The Underdark
- 56. To Trust A Flumph
- 57. Hey There Bal'grilla
- 58. I've Had Enough Of These Tavern Cellar Rats
- 59. Blackroc
- 6o. There's Always A Mimic
- 61. The Lonely Death Knight
- 62. I'd Tame A Tarrasque For You
- 63. We Will Rob You
- 64. Gliding On A Harpy's Wings
- 65. I've No Place To Lay Down My Sword
- 66. Grandma Got Run Over By A Gorgon
- 67. Balgruf In The Sky With Emeralds
- 68. The Best Laid Plans Of Rats And Half-Orcs
- 69. There's A City In The Clouds
- 70. I Kissed An Orc And I Liked It
- 71. Ain't No Moonshine
- 72. I've Set A Trap For You
- 73. The Life And Times Of A Penniless Warlock
- 74. All The Single Tieflings
- 75. Eye of the Rakshasa
- 76. Iron Dwarf
- 77. Your Love Is Like A Basilisk's Stare
- 78. The Prettiest Dwarf And The Ugliest Elf
- 79. Can't Buy Me A Charm Spell
- 8o. This Elf Is On Fire
- 81. Welcome To The Dungeon
- 82. Somebody To Shove
- 83. Like A Tumbling Boulder
- 84. You've Always Been My Only Quest
- 85. Balnor The Blue
- 86. Maybe I'm Dazed
- 87. I Put Another Spell On You
- 88. S'jorn The Wandering Bullywug
- 89. I Fell In Love With A Dryad
- 90. All You Need Is Healing Potions
- 91. I Want To Hold Your Handaxe
- 92. Sounds Like Something A Doppelganger Would Say
- 93. The Moment I Knew My Wife Was A Doppelganger
- 94. Call Me Jhabee
- 95. Sweet Home Aarakocra
- 96. Pickpocket Your Heart
- 97. Eldrinor The Traveling Troll
- 98. Tales Of A Weary Dragonborn
- 99. Beware The Frost Demon
- 100. Some Fungi That I Used To Grow

# Dwarf Clan Names

- Copperbraid
- Mudbasher 2.
- Bluntbeard 3.
- Longbelly
- Hammermane
- Bloodborn 6.
- Steelforge 7.
- Chaoshelm 8.
- Dragonaxe
- 10. Frostmine
- 11. Stormbrew
- 12. Axegrip
- 13. Steeltoe
- 14. Windbender
- 15. Minebuckle
- 16. Magmabranch
- 17. Blackstone
- 18. Lavaforge
- 19. Bristlemantle
- 20. Warminer
- 21. Lavagut
- 22. Platebraid
- 23. Longcloak
- 24. Frostbeard
- 25. Onyxarm
- 26. Warbraid
- 27. Leadhide
- 28. Aleguard
- 29. Bronzeaxe
- 30. Ironfoot
- 31. Bonedigger
- 32. Thunderblade
- 33. Berylbrew
- 34. Wraithmaul
- 35. Icejaw
- 36. Stormquard
- 37. Mudcoat
- 38. Flaskmane
- 39. Leadbringer
- 40. Hornhead
- 41. Boulderbrew
- 42. Ashsunder
- 43. Granitebelt
- 44. Chainmantle
- 45. Whitspine
- 46. Bloodbelt
- 47. Brickhorn
- 48. Coinbrew
- 49. Shadowstone
- 50. Marblegut

- 51. Axecoat
- 52. Bronzebeard
- 53. Bonebrew
- 54. Koboldthane
- 55. Barrelstone
- 56. Goldmaster
- 57. Silverhood
- 58. Flintbraid
- 59. Flaskbrow
- 6o. Brewrock
- 61. Forgedigger
- 62. Oakenbane
- 63. Oreflayer
- 64. Hammerfist
- 65. Irongranite
- 66. Craqfoot
- 67. Chaingranite
- 68. Woldbasher
- 69. Cragstone
- 70. Minebrow 71. Bronzeback
- 72. Dimfinger
- 73. Shadowbelly
- 74. Grumblemaker
- 75. Metalshoulder
- 76. Craqfury
- 77. Lightdelver
- 78. Bonethane
- 79. Ironhammer
- 8o. Icehammer
- 81. Anvilshoulder
- 82. Coalshield
- 83. Caskarm
- 84. Drakefall
- 85. Beastfoot
- 86. Brickarm
- 87. Mountainfur
- 88. Hammerbuckle
- 89. Cragbasher
- 90. Barrelspine
- 91. Leadforged
- 92. Jadearm
- 93. Nightmantle
- 94. Dimbeard
- 95. Rubyview
- 96. Cragbasher
- 97. Drakebane
- 98. Strongaxe
- 99. Snowstone
- Oretoe 100.

### **Dwarf Names**

- Araman Groudin 2. Dhossim Dalom Bhakel **Brodrous** 6. Grakim 7. Drolf 8. Hevrad 9.
- 10. Sigril 11. Nomoli 12. Kellyg 13. Kirdum 14. Dobrik
- 15. Bognur 16. Thasdan 17. Bosteg 18. Bronad 19. Norrim
- 20. Thragg 21. Torgred 22. Durmas
- 23. Kraznog 24. Dhold 25. Dorol
- 26. Khetrek 27. Norfeth 28. Jandrac
- 29. Snathleg 30. Kovir
- 31. Ottom 32. Thezzus
- 33. Alfond 34. Bredneg
- 35. Yuggor 36. Jabrom
- 37. Thernak 38. Ogrum
- 39. Luthyr 40. Fimnok
- 41. Hestun
- 42. Mognac 43. Reistac
- 44. Bolin
- 45. Kudrol 46. Darsek
- 47. Khurge 48. Yusut
- 49. Khemdar 50. Darez

- 51. Gomnick
- 52. Kitmor
- 53. Bhaddor
- 54. Grondrek 55. Tuddaek
- 56. Gazzan
- 57. Vorsuk
- 58. Lokgruli
- 59. Grufek 6o. Weznick
- 61. Bromoul
- 62. Broughol 63. Domnig
- 64. Groumret
- 65. Tutrik
- 66. Durock 67. Umitt
- 68. Deghed 69. Girnat
- 70. Yugrif
- 71. Tholgut 72. Bruvis
- 73. Throndik 74. Fotmeck
- 75. Umidin 76. Hezzuk
- 77. Boffin 78. Godmid
- 79. Yodrick 8o. Golock
- 81. Dadgroth 82. Jarn
- 83. Whuldruf 84. Delmar
- 85. Norsum
- 86. Grunsun 87. Nolgrol
- 88. Wemrun 89. Thignus
- 90. Therdrum
- 91. Groznin 92. Yarram
- 93. Dalen
- 94. Halat
- 95. Rasdrur 96. Boggol
- 97. Borful
- 98. Hurhel
- 99. Brubrem 100. Lokdin

## Elf Names

- Methild
- Eldrin 2.
- Ararie
- Fana
- Khiiral
- 6. Farryn
- lvasaar 7.
- Glynfir
- Vesstan
- 10. Pywaln
- 11. Cyran
- 12. Saelihn
- 13. Paeral
- 14. Shalanar
- 15. Perlen
- 16. Petsys
- 17. Elion
- 18. Darieth
- 19. Vulen
- 20. Kharis
- 21. Aimer
- 22. Genlee
- 23. Thalanil
- 24. Lianthorn
- 25. Ashryn 26. Sharian
- 27. Larrel
- 28. Ensatra
- 29. Alasse
- 30. Vamir
- 31. Tassarion
- 32. Kilyn
- 33. Tyrael
- 34. Tanyth
- 35. Eilphine
- 36. Bellas
- 37. Paeris
- 38. Yinrel
- 39. Elas
- 40. Ardreth
- 41. Fenwenys
- 42. Reylynn
- 43. Inchel
- 44. Katar
- 45. Sylphine
- 46. Ermys
- 47. Naesatra
- 48. Sylvar
- 49. Halamar
- 50. Merellien

- 51. Saelethil
- 52. Fylson
- 53. Keryth
- 54. Ralorel
- 55. Alre
- 56. Saida
- 57. Ryllae
- 58. Rhalyf
- 59. Lhoris
- 6o. Azarya
- 61. Ralora
- 62. Ciliren
- 63. Elyn
- 64. Iliphar
- 65. Goren
- 66. Lyari
- 67. Taerel
- 68. Alosrin
- 69. Valmenor
- 70. Heizana
- 71. Kendel
- 72. Keenor
- 73. Darunia 74. Saleh
- 75. Leorora
- 76. Myrdin
- 77. Yesanith
- 78. Aneirin
- 79. Umero
- 8o. Aien
- 81. Irhaal
- 82. Elandorr
- 83. Adorellan
- 84. Orym
- 85. Wirenth
- 86. Dorvyre
- 87. Miraphine
- 88. Darfin
- 89. Sinaht
- 90. Namys
- 91. Alion
- 92. Wynather
- 93. Ruven
- 94. Falenas
- 95. Heidithas
- 96. Ayre
- 97. Iligwyn
- 98. Brytris
- 99. Valfir
- 100. Aelrindel

### Gnome Names

1.	Lι	n	n	a

Kerston

Ari 3.

Halden

Lenia

Bando

Landon 7.

Eltor

Torville 9.

10. Corin

11. Elrick

12. Lowmore

13. Tavor

14. Talmorn

15. Bodie

16. Nesbin

17. Caltor

18. Orina

19. Tera

20. Philia

21. Lilrin

22. Lervin

23. Marlos

24. Davrus

25. Alros

26. Fillcath

27. Caldon

28. Rosvor

29. Keltor

30. Mox

31. Poe

32. Torbrim

33. Jorian

34. Menlow

35. Oran

36. Ragill

37. Halle

38. Rimcall

39. Narelle

40. Lormila

41. Rayne

42. Anesa

43. Krina

44. Farnor

45. Orlow

46. Kelbin

47. Philmox

48. Orlos

49. Fargim

50. Alvor

51. Marion

52. Brimtor

53. Almore

54. Simtor

55. Bevmore

56. Coran

57. Trina

58. Menvor

59. Tumbar

6o. Thorbul

61. Barrit

62. Kelmore

63. Jorey

64. Laxma

65. Torgrin

66. Smina

67. Freya

68. Pipa

69. Dimble

70. Pogrim

71. Farwick 72. Brebit

73. Thormox

74. Romil

75. Boe

76. Norna

77. Keyvos 78. Nesgrim

79. Ingo

8o. Fenris

81. Hano

82. Thora

83. Tiena

84. Namel

85. Lavintos

86. Dimrus

87. Hanmore

88. Tolmore

89. Romnor

90. Jarl

91. Simco

92. Zanus

93. Calkas

94. Nihani

95. Lohana

96. Vilnor

97. Jessup

98. Vorlow

99. Davlin 100. Ormox

## Goblin Names

13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 33. 34. 35. 36. 37. 38. 40. 41. 42. 43. 44. 45. 46. 46. 46. 46. 46. 46. 46. 46	Tuz Bilk Brun Tark Kog Ooglo Grub Slob Moog Drulz Orulz Lorz Scar Erb Treg Grel Torl Mole Pulz Limper Zux Milg Zrag Wik Gosmil Xorgul Morl Grig Holug Tul Zuz Vaku	52. 53. 54. 55. 56. 57. 58. 60. 61. 62. 63. 64. 65. 66. 67. 72. 73. 74. 75. 76. 77. 83. 84. 85. 86. 87. 88. 89. 91. 92. 93. 94. 95.	Klag Slag Flitch Uz Gorg Narl Murg Laz Eurg Zog Zeeb Viklorg Vorl Mig Blarg Urz Zig Xlaz Zug Rorg
44. 45. 46.	Smelg Grunsk	94. 95. 96. 97.	Lor Vorg Rip Brog
48. 49.	Xarg Shaz Thurg	98.	Rok Grom

### Halfling Names

- **Elrow** 1. Lowmin 2. Maxwise 3. Wina 5. Lilly Lewin 6. Willa 7. 8. Samlot Daisy 9. 10. Eldon
- 11. Nora12. Woodrick13. Ella14. Samrick15. Hilna
- 16. Welbin 17. Dorrick 18. Maxrow
- 19. Bulmore 20. Haygrin 21. Crumly
- 22. Petunia23. Windy24. Samwell
- 25. Rowrick 26. Finmore
- 26. Finmore 27. Ricbin
- 28. Maxford 29. Arton
- 30. Corbin
- 31. Rowan 32. Woody
- 33. Fillrow
- 34. Windal35. Phina
- 36. Samwise 37. Hayton
- 37. Hayto 38. Arlon
- 39. Binlow
- 40. Woodlin 41. Tobias
- 42. Wendum
- 43. Elras
- 44. Willow
- 45. Arlot 46. Lewton
- 47. Welford
- 48. Bulton
- 49. Wells
- 50. Fillmore

- 51. Emma
- 52. Haymore
- 53. Wintum
- 54. Bulford
- 55. Torbin
- 56. Finrow
- 57. Willgrin 58. Willrow
- 59. Lavinia
- 60. Grover
- 61. Lenrick
- 62. Elton 63. Ronan
- 64. Groton
- 65. Rook
- 66. Trebor 67. Hayla
- 68. Nivla
- 69. Winlow 70. Gaflin
- 71. Wenlow 72. Fillgrin
- 73. Elrick
- 74. Trumbul75. Hilmore
- 76. Tula 77. Hayrick
- 78. Wellesly
- 79. Hilwell 80. Dimrick
- 81. Lorton 82. Torlina
- 83. Hama 84. Samlow
- 85. Norton 86. Lewella
- 87. Brela
- 88. Jilla 89. Rose
- 90. Arly
- 91. Dora
- 92. Woodwil 93. Hamlow
- 94. Wilser
- 95. Samton
- 96. Bulrow 97. Sambul
- 98. Rula
- 99. Willna 100. Wenton

### Human Female Names #1

- Lynn
   Lindon
   Haiden
- 4. Primrose5. Winifred
- 6. Queena7. Erline
- 8. Zenith 9. Dahlia
- 10. Dana
- 11. Valora
- 12. Gerry
- 13. Ryesen
- 14. Farrah
- 15. Fayre
- 16. Sunny
- 17. Langley
- 18. Payge
- 20. Pepper
- 21. Timothea
- 22. Carreen
- 23. Missy
- 24. Misty
- 25. Aldora
- 26. Whitney
- 27. Scarlett
- 28. Chancey
- 29. Vail
- 30. Louvaine 31. Birdie
- 31. Birdie
- 33. Odella
- 34. Merrill
- 35. Chaney
- 36. Norvella37. Claiborne
- 38. Dena
- 39. Alison
- 40. Melba
- 41. Posy
- 41. Posy 42. Arden
- 43. Eathelin
- 43. Latriciii
- 44. Blythe 45. Sydney
- 46. Loveday
- 47. Gleda
- 48. Marjorie
- 49. Eden
- 50. Hertha

- 51. Twyla
- 52. Afton
- 53. Blake
- 54. Mertice
- 55. Wendelle
- 56. Gypsy
- 57. Mildred
- 58. Aldercy
- 59. Gaines
- 6o. Rae
- 61. Lana 62. Zephrine
- 62. Zepinine
- 63. Gytha
- 64. Alden 65. Shelby
- 66. Briar
- 67. Duchess
- 68. Kimberley
- 69. Piper
- 70. Athela
- 71. Felberta 72. Perri
- 73. Tempest
- 74. Ela
- 75. Cleva
- 76. Flyta
- 77. Vulpine
- 78. Ebba
- 79. Edolie
- 8o. Udele
- 81. Winsome 82. Rainbow
- 83. Edwina
- 84. Allura
- 85. Damosel 86. Alodie
- 87. Averil
- 88. Timber
- 89. Gerarda
- 90. Jolene
- 91. Skylar 92. Hope
- 93. Wallis
- 94. Irvette
- 95. Zanna 96. Alfreda
- 97. Lari
- 98. Rumer
- 99. lvy
- 100. Ornelle

### Human Female Names #2

51. Everild

Marigold Farley 2. Lyndal Pebbles Della Waynette Spring Florence 9. Eartha 10. Oletha 11. Holly 12. Whaley 13. Wilona 14. Kendra 15. Luella 16. Elethea 17. Delwyn 18. June 19. Merivale 20. Grayson 21. Ainsley 22. Philberta 23. Fairley 24. Zeta 25. Perry 26. Teal 27. Thistle 28. Lark 29. Faith 30. Maida 31. Petula 32. Linley 33. Lodema 34. Dale 35. Eadda 36. Avery 37. Leoma 38. Ludella 39. Channing 40. Nara 41. Carling 42. Quella 43. Daisy 44. Sigourney

45. Cleantha

46. Agate

47. Harley

48. Windy

50. Tatum

49. Eda

52. Harper 53. Patience 54. Bronte 55. Poppy 56. Ember 57. Dooriya 58. Trilby 59. Stockard 6o. Pixie 61. Generia 62. Willow 63. Fleta 64. Oriel 65. Honbria 66. Lucianna 67. Beverley 68. Emmet 69. Richelle 70. Shelton 71. Bunny 72. Audrey 73. Velvet 74. Lindley 75. Clover 76. Daralis 77. Shelley 78. Mercy 79. Levina 8o. Lauren 81. Chandler 82. Eletta 83. Corliss 84. Bunty 85. Edlyn 86. Madison 87. Melinda 88. Edeva 89. Rowena 90. Joyce 91. Sunniva 92. Edith 93. Wanetta 94. Kaelyn 95. Jancis 96. Fernley 97. Tinble 98. Elmira 99. Candace

100.

Velma

### Human Female Names #3

- Braeden
   Geraldine
- 3. Wylie4. Daffodil
- 5. Cerelia
- 6. Carlyle
- 7. Forestyne
- 8. Lona
- 9. Godiva
- 10. Ellery
- aa Nold
- 11. Nelda
- 12. Skyla
- 13. Haylee
- 14. Beda
- 15. Wesley
- 16. Iria
- 17. Sparrow
- 18. Starr
- 19. Bonnie
- 20. Whoopi
- 21. Leigh
- 22. Riley
- 23. Bliss
- 24. Edwerdina
- 25. Annice
- 26. Ashley
- 27. Storm
- 28. Westina
- 29. Bedelia
- 29. Deac
- 30. Lena
- 31. Brighton
- 32. Waverly33. Bernia
- 34. Cherilyn
- 35. Whitley
- 55. Edda
- 36. Edda
- 37. Hazel
- 38. Robyn
- 39. Lane
- 40. Goldie
- 41. Earna
- 42. Shirley
- 43. Doanne
- 44. Fern
- 45. Alvina
- 46. Dell
- 47. Pamela
- 47. Turricia
- 48. Devona
- 49. Imogene
- 50. Tawnie

- 51. Janelle
- 52. Unity
- 53. Starling
- 54. Tiffany
- 55. Norma
- 56. Halsey
- 57. Roberta
- 58. Heather
- 59. Wren
- 6o. Lorna
- 61. Tory
- 62. Roden
- 63. Darby
- 64. Radella
- 65. Eostre
- 66. Walker
- 67. Berthilda
- 68. Zelene
- 69. Salal
- 70. Darrene
- 71. Brooke
- 72. Yetta
- 73. Tuesday
- 74. Ulrika
- 75. Cam
- 76. Haralda77. Carrington
- 78. Kestrel
- 79. Landon
- 80. Cedrica
- O. Flata
- 81. Fleta
- 82. Elvina
- 83. Opeline
- 84. Tyler
- 85. Edrea
- 86. Orlan
- 87. Lillian
- 88. Leanne
- 89. Nellwyn
- 90. Lee
- 91. Edmonda
- 92. Lassie
- 93. Rue
- 94. Maitane
- 95. Charlotte
- 96. Louella
- 30. **L**00011
- 97. Merry
- 98. Paige
- 99. Dawn 100. Osma

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### Human Male Names #1

Ordway Thorpe 2. Snowden Barton Paxton Lyndell 6. Saxon 7. Stroud Locke 9. 10. York 11. Hargreave 12. Rockwell

12. Rockwell
13. Unwin
14. Udolf
15. Dalbert
16. Kendrick
17. North
18. Waverly
19. Shelley
20. Wyndham
21. Tannar
22. Ryle
23. Twyford
24. Ramsay

26. Marden
27. Weston
28. Aldridge
29. Rumford
30. Teddie
31. Willoughby
32. Haven
33. Waite
34. Edbert
35. Nickson
36. Radnor
37. Whitcombe
38. Ransom
39. Thurlow

25. Fulton

42. Arley
43. Frayne
44. Trowbridge
45. Palmer
46. Kirkwood
47. Calvert
48. Burley
49. Buckley

50. Rutledge

40. Ainsley

41. Packard

51. Roxbury 52. Lane 53. Thurstan 54. Safford 55. Rayburn 56. Linley 57. Walby 58. Penley 59. Lawson 60. Oglesby

61. Saunderson
62. Welby
63. Pollock
64. Pelton
65. Bromley
66. Oxford
67. Prescott
68. Norvin
69. Renshaw
70. Ramsden
71. Marley
72. Manning

74. Elvy 75. Gomer 76. Everard 77. Redford 78. Rowson 79. Wistan 80. Aldwyn 81. Huntley 82. Chadwick 83. Raven

73. Earl

85. Launcelot 86. Ryley 87. Wyndam 88. Rawley 89. Marlow 90. Zale

84. Southwell

91. Morland 92. Radcliff 93. Jamieson 94. Huxley 95. Whitfield

96. Salisbury97. Wheeler98. Erwin99. Somerset100. Rufford

#### Human Male Names #2 Hamilton 51. Linwood Radborne 52. Lawford Yule 53. Ridley Wystan 54. Kirkley Thatcher 55. Tranter 56. Reilly Delwyn Radcliffe 57. Harlan Hedley 58. Seabrook Ashliegh 59. Blaxton 10. Kemp 6o. Stanfield 11. Wainwright 61. Macy 12. Wickham 62. Webster 13. Elwin 63. Witton 14. Remington 64. Grantham 65. Thorne 15. Hadley 66. Ronald 16. Kenrick 17. Elwood 67. Raleigh 18. Ulfred 68. Thornton 19. Rudyard 69. Wilkes 20. Thornley 70. Oxton 21. Fairley 71. Vail 22. Axton 72. Athelstan 23. Hollis 73. Randell 24. Raynold 74. Bray 25. Morton 75. Seaborne 76. Fuller 26. Westby 27. Routledge 77. Lancelot 28. Leigh 78. Ransley 79. Byford 29. Stanley 8o. Haddon 30. Vane 31. Heathcote 81. Tilford 32. Calder 82. Stowe 33. Upton 83. Gladstone 34. Graeme 84. Crewe 35. Tripp 85. Fenwick 86. Mead 36. Presley 37. Rochester 87. Walwyn 38. Rowley 88. Livingston 39. Millard 89. Kenton 40. Merrill 90. Holmes 91. Winchester 41. Sykes 42. Tarrant 92. Gresham 43. Hardwin 93. Starr 44. Kyne 94. Leverton 95. Devereux 45. Dryden 46. Seabert 96. Patton 47. Kingston 97. Nyle 48. Kenley 98. Brett 49. Cromwell 99. Orford 50. Derward 100. Somerville

### Human Male Names #3

- 1. Langley
- Sealey
- 3. Fane
- 4. Seger
- 5. Scott
- 6. Hayes
- 7. Stratford
- 8. Milbourn
- 9. Warburton
- 10. Jefferson
- . Visses
- 11. Kinsey
- 12. Stanhope
- 13. Fernleigh
- 14. Morley
- 15. Warley
- 16. Fielding
- 17. Lockwood
- 18. Thormund
- 19. Linford
- 20. Nash
- 21. Haslett
- 22. Litton
- 23. Bradley
- 24. Sherborne
- 25. Burke
- 26. Kenley
- 27. Barclay
- 28. Lester
- 29. Dwennon
- 30. Ridgeway
- 31. Reynold
- 32. Sheldon
- 33. Elsdon
- 34. Wakeman
- 35. Medwin
- 36. Mervyn
- 37. Orman
- 38. Salton
- 39. Reading
- 40. Reginald
- 41. Edlin
- 42. Haig
- 43. Hagley
- 44. Alger
- 45. Eldric
- 46. Goddard
- 47. Randolph
- 48. Chetwin
- 49. Tatum
- 50. Hayden

- 51. Yardley
- 52. Stratton
- 53. Radford
- 54. Firth
- 55. Halstead
- 56. Sherwood
- 57. Townsend
- 58. Shepherd
- 59. Venn
- 6o. Egerton
- 61. Upwood
- 62. Milford
- 63. Ravinger
- 64. Ronson
- 65. Whitby
- 66. Sanborn
- 67. Ridgley
- 68. Stanford
- 69. Westbrook 70. Osmond
- 71. Shandy
- 72. Warmund
- 73. Ormond
- 74. Ranald
- 75. Risley
- 76. Wheaton
- 77. Hampton
- 78. Stockton
- 79. Renfred
- 8o. Wentworth
- 81. Laibrook
- 82. Riston
- 83. Rutley
- 84. Rockley
- 85. Rowell
- 86. Prentice
- 87. Dallin
- 88. Freeman
- 89. Yale
- 90. Randal
- 91. Tennyson
- 92. Dempster
- 93. Langworth
- 94. Denley
- 95. Osmar
- 96. Norville
- 97. Norwood
- 98. Standish
- 99. Wakefield
- 100. Rushford

#### Inn Names

- 1. The Hero And The Thief
- 2. The Silver Fox
- 3. The Root And Branch
- 4. The Black Horse
- 5. The Quick Rabbit
- 6. The Sleeping Cat
- 7. The Knife And Fork
- 8. The Broken Arrow
- 9. The Whetstone
- 10. The Happytime Inn
- 11. The Half Moon
- 12. The Smoke And The Fire
- 13. The Gathering Place
- 14. The Black Swan
- 15. The Friendly Nag
- 16. The Buccaneer's Room
- 17. The Lazy River
- 18. The Babbling Brook
- 19. The Sand Dollar
- 20. The Queen's Servant
- 21. The Merry Dragon
- 22. The Silver Stallion
- 23. The Apple Orchard Inn
- 24. Wanderer's Haven
- 25. The Overflowing Flagon
- 26. The Red Lion
- 27. The Hook And Line
- 28. The Watering Hole
- 29. The Red Boar
- 30. The Knight And The Lad
- 31. The Rowdy Badger
- 32. The Fat Sow
- 33. The Barrel And Mug
- 34. The Whale And The Grouse
- 35. The Pig In The Cow
- 36. The Flint And Steel
- 37. The Sweet And Salty
- 38. The Graceful Deer
- 39. The Playful Unicorn
- 40. The Public House
- 41. The Pheasant And The Pigeon
- 42. Fisherman's Spot
- 43. Traveler's Rest
- 44. The Bronnie Lion
- 45. The Hare And The Hound
- 46. Three Coppers
- 47. The Brass Button
- 48. The Mulberry Inn
- 49. The Red Ship
- 50. The Moon Under Water

- 51. The Flower And The Bud
- 52. The White Bear
- 53. The Dew Drop
- 54. Elm Tree Inn
- 55. The Feather And The Comb
- 56. The Dog And Duck
- 57. The Goose And Gander
- 58. The Oak And The Alder
- 59. The Rose And Crown
- 60. The Sparkling Starfish
- 61. The Sleeping Dragon
- 62. The Happy Home
- 63. The White Lion
- 64. The Happy Hound
- 65. The Black Gryphon
- 66. The Lost Key
- 67. The Old Ship
- 68. The Lazy Goat
- 69. The Full Pint
- 70. The White Elephant
- 71. The Singing Siren
- 72. The Stay Warm Inn
- 73. The Hind's Heart
- 74. The Lazy Goat
- 75. The Hilt And Blade
- 76. The Skipping Faun
- 77. The Eagle And The Child
- 78. The Horse And Mule
- 79. The Blind Beggar
- 8o. The Suds And Foam
- 81. The King's Friend
- 82. The White Stag
- 83. TheRestless Adder
- 84. The Plough And Spade
- 85. The Jumping Donkey
- 86. The Bell And Beak
- 87. The Watchful Owl
- 88. The Croaking Toad
- 89. The Hungry Squirrel
- 90. The Roasted Hen
- 91. The Swordfish
- 92. The Grape And The Hops
- 93. The Leaping Lizard
- 94. The Chick And The Tadpole
- 95. The Crooked Chimney
- 96. The Gold Piece
- 97. The Arrow And The Quiver
- 98. Sailor's Mess
- 99. Four Arrows
- 100. The Rainbow Trout

### Knightly Orders Names

- Order Of The Tree
- Order Of The Hunt
- Order Of The Grass
- The Order Of Spring
- Order Of The Sea Serpent
- The Order Of Shadow 6.
- Order Of The Hand 7.
- The Order Of The Polearm
- The Order Of The Timekeepers
- 10. The Order Of Cloud
- 11. Order Of The Crow
- 12. Order Of The Eye
- 13. The Order Of The Axe
- 14. Order Of The Foot
- 15. Order Of The Green Dragon
- 16. The Order Of The Reaches
- 17. The Order Of Conquered Fear
- 18. The Order Of Unending Battle
- 19. Order Of The Road
- 20. Order Of The Sword
- 21. The Order Of The Conquerors
- 22. The Order Of The Hammer
- 23. The Order Of Summer
- 24. Order Of The Staff
- 25. In Order Of The Tears
- 26. The Order Of Stone
- 27. The Order Of The Shipwrights
- 28. Order Of The Bat
- 29. The Order Of The Broken Bow
- 30. The Order Of The Great Clothes
- 31. Order Of The Dog
- 32. Order Of The Kindle Fire
- 33. The Order Of The Bronze Bowl
- 34. Order Of The Clenched Fist
- 35. Order Of The Spider
- 36. Order Of The Crown
- 37. Order Of The Undying Flame
- 38. The Order Of The Course
- 39. Order Of The Seven Seas
- 40. Order Of The King
- 41. Order Of The Palm
- 42. Order Of The Garter
- 43. The Order Of The Great Secret
- 44. The Order Of Water
- 45. Order Of The Elephant
- 46. Order Of The Sun
- 47. Order Of The Sun
- 48. The Order Of Bone
- 49. Order Of The Cat
- 50. The Order Of Unquenchable Thirst

- 51. Order Of The Snake
- 52. The Order Of Giants
- 53. Order Of The Vineyard
- 54. The Order Of Unplowed Ground
- 55. The Order Of Winter
- 56. Order Of The Sabre
- 57. Order Of The Queen
- 58. Order Of The Sprint
- 59. The Order Of Peacekeepers
- 6o. Order Of The Queen
- 61. Order Of The Deep
- 62. Order Of The Lightning
- 63. Order Of The Gold Dragon
- 64. The Order Of The Book
- 65. The Order Of Goblin Killers
- 66. Order Of The Robe
- 67. The Order Of The Keep Guardians
- 68. Order Of The White Hand
- 69. Order Of The Wolf
- 70. Order Of The Moon
- 71. The Order Of Orc Slayers
- 72. Order Of The Red Dragon
- 73. Order Of The Appraised Fist
- 74. Order Of The King
- 75. Order Of Untamed Lands
- 76. Order Of The Silverfox
- 77. The Order Of Sable Cloaks
- 78. Order Of The Faithful Shield
- 79. Order Of The Moon
- 8o. Order Of The Raven
- 81. The Order Of The Chroniclers
- 82. Order Of The Winged Beast
- 83. Order Of The Key
- 84. Order Of The Sky
- 85. The Order Of Earth
- 86. Order Of The Fallen Prince
- 87. The Order Of The Rose
- 88. Order Of The Scorpion
- 89. Order Of The Serpent
- 90. The Order Of The Red Jerkin
- 91. Order Of The Arrow
- 92. The Order Of Blood
- 93. The Order Of The Temple
- 94. The Order Of Fire
- 95. Order Of The Red Fist
- 96. The Order Of Autumn
- 97. Order Of The Bear
- 98. The Order Of The Fox
- 99. Order Of The Lance
- Order Of The Tears

### Kobold Names

- 1. Bor Greenfoot
- 2. Tog Bluefist
- 3. Buz Surehand
- 4. Lig Ironhand
- 5. Huz Mudface
- 6. Hib Stonejaw
- 7. Bek Gorefoot
- 8. Sek Goretooth
- 9. Uk Fireblood
- 10. Sor Greenfire
- 11. Yog Brokefist
- 12. Vuz Eyeblood
- 13. Sik Sharptooth
- 14. Xub Eyestone
- 15. Lek Gorehand
- 16. Kig Daggerblood
- 17. Meb Greenblood
- 1). Web dieenblook
- 18. Yor Redplague
- 19. Uz Bloodhand
- 20. Tor Redkill
- 21. Bik Fireborn
- 22. Ud Eyesword
- 23. Zeb Redblood
- 24. Vik Skullfire
- 25. Mog Grimtail
- 26. Bog Sharpjaw
- 27. Wib Stoneborn
- 28. Vog Blackfist
- 29. Sud Ironjaw
- 30. Xik Deathborn
- 31. Mib Redstone
- 32. Jub Stoneeye
- 33. Zud Ironskull
- 34. Kud Gorefinger
- 35. Od Gorefist
- 36. Mik Fanggrim
- 37. Og Ironeye
- 38. Xib Stonetooth
- 39. Kor Redfire
- 40. Gik Swordeye
- 41. Hud Jawblood
- 42. Xeb Gorejaw
- 43. Ror Flameplague
- 44. Ob Daggerfist
- 45. Duz Swordkill
- 46. Rog Grimjaw
- 47. Tig Bloodfist
- 48. Peb Eyegore
- 49. Muz Brokesword
- 50. Suz Swordblood

- 51. Keb Bloodgore
- 52. Guz Mudborn
- 53. Lib Blueskull
- 54. Zuz Daggertail
- 55. Ur Mudfoot
- 56. Gib Oneeye
- 57. Nib Redskull
- 58. Juz Firedagger
- 59. Wub Stonedagger
- 6o. Sib Redtooth
- 61. Vib Killjaw
- 62. Pud Redfinger
- 63. Gub Blackeye
- 64. Wik Stonefire
- 65. Lud Rediron
- 66. Ub Scarfoot
- 67. Ot Ironblood
- 68. Zub Stonehand
- 69. Lub Stonefoot
- 70. Kog Killborn
- 71. Pik Fangkill
- 72. Wuz Stoneskull
- 73. Nik Bloodborn
- 74. Ut Daggerhand
- 75. Nuz Swordhand
- 76. Xud Ironborn
- 77. Puz Bloodflame
- 78. Nud Irondagger
- 79. Ouz Daggereye
- 80. Gud Blackfinger
- 81. Wek Gorekill
- 82. Vor Blackfoot
- 83. Pib Redgore
- 84. Uy Scarhand
- 85. Luz Bloodsword
- 86. Sog Ironfist
- 87. Zor Brokenclaw
- 88. Pog Blacktooth
- 89. Zik Sharpclaw
- 90. Kub Stoneblood
- 91. Gig Ironfoot
- 92. Vud Bloodiron
- 93. Zog Flamegore
- 94. Zib Stonekill
- 95. Fik Strongfist
- 96. Por Skullgrim
- 97. Kib Killstone
- 98. Hor Redhand
- 99. Fub Stonefist
- 100. Zib Firetooth

#### Orc Names

- 1. Shazmog the Beast
- 2. Lagvorg the Diseased
- 3. Kilras the Breaker
- 4. Kull the Shadow
- 5. Filkrag the Lowly
- 6. Maylarg the One Eyed
- 7. Zerg the Stealer
- 8. Trolg the Cutter
- 9. Raggril the Hungry
- 10. Zimgril the Hoarder
- 11. Shigrawl the Heart Render
- 12. Vormak the Loner
- 13. Bralgo the Bone Breaker
- 14. Grolzak the Fang
- 15. Ziig the Runner
- 16. Hazogrin the Backstabber
- 17. Qilzok the Wounded
- 18. Glorm the Black
- 19. Puklag the Broken
- 20. Zod the Impaler
- 21. Mrog the Elf Bane
- 22. Zin the Fearless
- 23. Solgrov the Insane
- 24. Hazod the Punisher
- 25. Kluge the Dwarf Slayer
- 26. Goronom the Head Splitter
- 27. Gur the Climber
- 28. Drulag the Viper
- 29. Xozrog the Blue
- 30. Shalig the Weak Eyed
- 31. Zuzbrim the Archer
- 32. Moz the Tireless
- 33. Krilgog the Scarred
- 34. Trelgrav the Throat Slitter
- 35. Werg the Slasher
- 36. Froklor the Mage Fighter
- 37. Krelnok the Powerful
- 38. Tigdrum the Avenger
- 39. Bolzogrin the Enforcer
- 40. Az the Mauler
- 41. Ozorborg the Corrupted
- 42. Poog the Hammer
- 43. Trazafil the Ax Wielder
- 44. Borgzil the Victor
- 45. Mazbor the Tall
- 46. Izkorg the Liar
- 47. Zorgdrul the Conqueror
- 48. Vrog the Corruptor
- 49. Morlok the Widow Maker
- 50. Morzan the Hunted

- 51. Sawgren the Book Burner
- 52. Wigvo the Three Fingered
- 53. Jarl the Lost
- 54. Nurgzol the Man Killer
- 55. Shazboz the Disturbed
- 56. Briklo the Gore Monger
- 57. Bozhel the Piercer
- 58. Torngul the Troll Bane
- 59. Grimlor the Spider Friend
- 6o. Derdak the Young
- 61. Mrelgoth the Saw
- 62. Glomgur the Burner
- 63. Traalgig the Terror
- 64. Torg the Grim Tooth
- 65. Shlazgor the Iron Fist
- 66. Rozbul the Old
- 67. Vorlig the Hunter
- 68. Gorgig the White
- 69. Ugaro the Fiend
- 70. Nashalgor the Trampler
- 71. Zorath the Strong
- 72. Kreg the Shamed
- 73. Zurgor the Slayer
- 74. Ziz the Shatterer
- 75. Durboz the Crusher
- 76. Argzoz the Swift
- 77. Gazlip the Unbeaten
- 78. Brom the Lame
- 79. Vilgroth the Filth
- 80. Brimlak the Wild
- 81. Zomarorg the Hated
- 82. Saklag the Butcher
- 83. Vorg the Devil
- 84. Zogmaz the Blood Spiller
- 85. Thalmok the Spitter
- 86. Klarg the Voiceless
- 87. Yalograz the Flame
- 88. Xor the Mighty
- 89. Ozbrog the Wicked
- 90. Grist the Slaughter
- 91. Kraz the Disemboweler
- 92. Grigbor the Grinder
- 93. Ig the Ripper
- 94. Zorglag the Fearsome
- 95. Erlag the Twisted
- 96. Sligmor the Sly
- 97. Ragmorl the Quick
- 98. Volkslu the Halfling Eater
- 99. Wurilga the Fierce
- 100. Mogzilgor the Slasher

- Bucklebury
- Falconhurst
- Leesthorpe 3.
- Wistow
- Little Lavington
- 6. Little Gringley
- Dylife 7.
- Lower Catesby
- South Heighton
- 10. Mawsley
- 11. Dallington
- 12. Endloss Ditton
- 13. Tidemills
- 14. Shorne
- 15. Whitwell
- 16. Thundridge
- 17. Caithness
- 18. Childwick
- 19. Goltho
- 20. Monkton
- 21. Betterton
- 22. Over Colwick
- 23. Oakham
- 24. Pipewell
- 25. Tubney
- 26. Keythorpe
- 27. North Cadeby
- 28. Willaston
- 29. Wyld Court
- 30. Denchworth
- 31. Dembleby
- 32. Freake's Ground
- 33. Lowton
- 34. Wakeley
- 35. East Stoke
- 36. Boxbury
- 37. Rufford
- 38. Barrowby
- 39. Chilton
- 40. Woodcoates 41. Wickham
- 42. Papley
- 43. Little Cowarne
- 44. Brickendon
- 45. Foston
- 46. Furtho
- 47. Lower Bullingham
- 48. Great Purston
- 49. Sapperton
- 50. Torpel

- 51. Fawcliff
- 52. Appletree
- 53. Easington
- 54. Worlingham
- 55. Broadmead
- 56. Bilby
- 57. Clopton
- 58. Holdenby
- 59. Edenham
- 6o. Osgodby
- 61. Oswaldbeck
- 62. Apuldram
- 63. Gilston
- 64. Moorhouse
- 65. East Compton
- 66. Little Creaton
- 67. Toxall
- 68. Moor Green
- 69. Yester
- 70. Twyford 71. Inglewood
- 72. Stockerston
- 73. Thrupp
- 74. Oxwich
- 75. Minsden
- 76. Kinoulton 77. Wykeham
- 78. Knave Hill
- 79. Chilstone 8o. Eye Kettleby
- 81. Nether Catesby
- 82. Hewland
- 83. Skinnand
- 84. Sudwelle
- 85. Lancaut
- 86. Holt
- 87. Binnend
- 88. Meering
- 89. Kelmarsh
- 90. Sauvey
- 91. Hill End
- 92. Horsepool
- 93. Foscote
- 94. Fleet Marston
- 95. Sulby
- 96. Falcutt
- 97. Windridge
- 98. Emberton
- 99. Willows
- **Doddington Thorpe** 100.

- Orgarswick
- Holbeck
- Fakenham Parva
- Skipsea
- Lindley
- Witherley 6.
- Kilvington 7.
- Willoughby
- Braunstonbury 9.
- 10. Henwick
- 11. Asterleigh
- 12. Kettlebaston
- 13. Humberstone
- 14. Wharram
- 15. Easton Bavents
- 16. Holme Lacy
- 17. Farworth
- 18. Chaddleworth
- 19. Carburton
- 20. Stanstead Abbotts
- 21. Burston
- 22. Maidencourt
- 23. Ganthorpe
- 24. Gatton
- 25. Bordesden
- 26. Othorpe
- 27. Nether Chalford
- 28. Keighton
- 29. Ringstone
- 30. Burrough Hill
- 31. Stuchbury
- 32. Murcott
- 33. Welby
- 34. Ichetone
- 35. Rutland
- 36. Wordwell
- 37. Haughton
- 38. Osberton
- 39. Hundatora
- 40. Frogmire
- 41. Wyham
- 42. Enstone
- 43. Beacon Hill
- 44. Rattray
- 45. Stapleford
- 46. Westerby
- 47. Shuart
- 48. Andreskirk
- 49. Wiverton
- 50. Thoresby

- 51. Southerham
- 52. Hardwick
- 53. Welham
- 54. Cotton Mill
- 55. Starmore
- 56. Westcotes
- 57. Odstone
- 58. Baggrave
- 59. Hawkshaw
- 6o. Sibberton
- 61. Brentingby
- 62. Marwood
- 63. Preston Deanery
- 64. Wollenwick
- 65. Manxey
- 66. Forvie
- 67. Crastell
- 68. Greenbooth
- 69. Kincardine
- 70. East Shefford
- 71. West Laughton
- 72. Henderskelf
- 73. East Chilwell
- 74. Thurmaston
- 75. Gilroes
- 76. Astwell
- 77. Tusmore
- 78. Newbottle
- 79. Dornford
- 8o. Tyneham
- 81. High Worsall
- 82. Netone
- 83. Eastbridge
- 84. Doddershall
- 85. Hoarwithy
- 86. Gillethorp
- 87. Exceat
- 88. Badsaddle
- 89. Bolham
- 90. Knaptoft
- 91. Atterton
- 92. Althorp
- 93. Thorpe
- 94. Lilford
- 95. Mardley
- 96. Brookenby
- 97. Great Munden
- 98. South Marefield
- 99. Newton Purcell
- Quenby 100.

- 1. Venonis
- 2. Ossington
- 3. Elmesthorpe
- 4. Stonebury
- 5. Hygham
- 6. Hanstead
- 7. Kilpeck
- 8. Barcote
- 9. Rutherford
- 10. Alswick
- 11. Weald
- 12. Carswell
- 13. Brookend
- 14. Broxtowe
- 15. Newsells
- 16. Gubblecote
- 17. Ringsthorpe
- 18. Winwick
- 19. Gartree
- 20. Bricewold
- 21. Lewarewich
- 22. Lordington
- 23. Fairhurst
- 24. Lubenham
- 25. Upper Catesby
- 26. Strixton
- 27. Swinbrook
- 28. Tiscott
- 29. Bradgate
- 30. Fawsley
- 31. North Stoke
- 32. Tomley
- 33. Faxton
- 34. Winterborne Farringdon
- 35. Exton
- 36. Wootton
- 37. Dodyngton
- 38. Dode
- 39. Langford
- 40. Draycott
- 41. Stevenage
- 42. Peeblesshire
- 43. Flawford
- 44. Wothorpe
- 45. Wintringham
- 46. Chaldean
- 47. Duns
- 48. Swanston
- 49. Newton
- 50. Quickswood

- 51. Nobottle
- 52. Doveland
- 53. Trafford
- 54. Rycote
- 55. Hale
- 56. Garendon
- 57. Bockenfield
- 58. Sapeham
- 59. Gainsthorpe
- 6o. Bigging
- 61. Mirabel
- 62. Paddlesworth
- 63. Hixham
- 64. Erringham
- 65. Milton
- 66. Wain Wood
- 67. Serlby
- 68. Berehill
- 69. Dartmoor
- 70. Cumbria
- 71. East Lothian
- 72. Old Jedward
- 73. Napsbury
- 74. Canons Ashby
- 75. Woburn
- 76. West Wykeham
- 77. Warby
- 78. Woolley
- 79. Calme
- 8o. Bockhampton
- 81. Wyck
- 82. Nether Adber
- 83. Kilwardby
- 84. Stormsworth
- 85. Pendley
- 86. Field Burcote
- 87. Cestersover
- 88. Caswell
- 89. Radley
- 90. Wellbury
- 91. Barpham
- 91. Daipilaili
- 92. Little Oxendon
- 93. Hound Tor
- 94. Shalford
- 95. Laythorpe
- 96. Midley
- 97. Whatborough
- 98. Charwelton
- 99. Hogston
- 100. Imber

1	Hal	lowtree

- Washingley
- Langley
- Onley
- Morwellham Quay
- Stanmer
- Bittesby 7.
- Mardale
- Perching
- 10. Stroud
- 11. Streethill
- 12. Kirby
- 13. Moreton
- 14. Berkeden
- 15. Broadfield
- 16. Ulnaby
- 17. Glassthorpe
- 18. Lowesby
- 19. Howgrave
- 20. Cuddington
- 21. Seawell
- 22. Whatcombe
- 23. Kitts End
- 24. Wolfhampcote
- 25. Fleecethorpe
- 26. Dishley
- 27. Cratendune
- 28. South Wheatley
- 29. Hothorpe
- 30. Roxburgh
- 31. Bitteswell
- 32. Elkington
- 33. Wainscarre
- 34. Westthorpe
- 35. West Backworth
- 36. Tinwell
- 37. Moray
- 38. Nafferton
- 39. Seacourt
- 40. Wymondham
- 41. Parbold
- 42. Dunningworth
- 43. Lowfield Heath
- 44. Brooksby
- 45. Fife
- 46. Waterton
- 47. Upton
- 48. Stagenhoe
- 49. Normanton
- 50. Burghley

- 51. Shottesbrooke
- 52. Libury
- 53. Foxley
- 54. North Marefield
- 55. Misterton
- 56. Armston
- 57. Wellsborough
- 58. Whenham
- 59. Broadbusk
- 6o. Langton
- 61. Silkby
- 62. Snittlegarth
- 63. Galloways
- 64. Whimpton
- 65. Whittington
- 66. Northwick
- 67. Knuston
- 68. Flaunden
- 69. Knapthorpe
- 70. Burton
- 71. Withcote
- 72. Brightwell
- 73. Studmarsh
- 74. Brime
- 75. Hempshill
- 76. Addingrove
- 77. Roxton
- 78. Newbold
- 79. Babworth
- 8o. Aldwick
- 81. Lubbesthorpe
- 82. Elmington
- 83. Throcking
- 84. Plumtree
- 85. Fairfield
- 86. Banthorp
- 87. Upper Ditchford
- 88. Westrill
- 89. Old Shoreham
- 90. Stanford
- 91. Colston Basset
- 92. Findhorn
- 93. Northeye
- 94. Poyningstown
- 95. Wiltshire
- 96. Walcot
- 97. Wandon
- 98. Naneby
- 99. Hainstone
- Wacton 100.

### Town Names #5

- 1. Hermeston
- 2. Lolham
- 3. Shrivenham
- 4. Ingarsby
- 5. Croscroft
- 6. Plashes
- 7. Somerset
- 8. Betlow
- 9. Oston
- 10. East Wykeham
- 11. Shouldercoates
- 12. Widford
- 13. Danethorpe
- 14. Great Stretton
- 15. Whitley
- 16. Redmile
- 17. Crofton
- 18. Alsthope
- 19. Kingswood
- 20. West Burton
- 21. Wyfordby
- 22. Little Newton
- 23. Adbolton
- 24. Milnthorpe
- 25. Dunwich
- 26. Sempringham
- 27. Tyninghame
- 28. Silsworth
- 29. Hangleton
- 30. Carlbury
- 31. Weston
- 32. Eaglethorpe
- 33. Medbourne
- 34. Willesley
- 35. Hanby
- 36. Shelswell
- 37. Dengemarsh
- 38. Avethorpe
- 39. Vernemeton
- 40. Elsthorpe
- 41. Cold Newton
- 42. Sysonby
- 43. Kingsthorpe
- 44. Cotton Mallows
- 45. Overstone
- 46. Colsterworth
- 47. Bulwarks
- 48. Beesthorpe
- 49. Elvedon
- 50. East Tanfield

- 51. Stonea Camp
- 52. Allhallows
- 53. Woodcroft
- 54. North Rauceby
- 55. Rempstone
- 56. Eastern Neston
- 57. Rayton
- 58. Ouesby
- 59. Miswell
- 6o. Balmer
- 61. Nettleworth
- 62. Hungarton
- 63. Winkerfield
- 64. Dunsby
- 65. Astwick
- 66. Penterry
- 67. Wythmail
- 68. Slaughden
- 69. Grimston Hill
- 70. Fulscot
- 71. Glendon
- 72. Maydencroft
- 73. Wheatfield
- 74. Alnesbourne
- 75. Thorney
- 76. Hodcot
- 77. Pickworth
- 78. Kinwick
- 79. Brockhall
- 8o. Newsham
- 81. Thorley
- 82. Bromkinsthorpe
- 83. Bottesford
- 84. Aspenden
- 85. Canby
- 86. Snorscomb
- 87. Flexmere
- 88. Glenbuck
- 89. Ambion
- 90. Boughton
- 91. Gopsall
- 91. dopsan
- 92. Wansley
- 93. Binderton
- 94. Badbea95. Shelthorpe
- 95. 511010101
- 96. Parham
- 97. Wolferlow 98. East Ayrshire
- 99. Toston
- 100. Digswell

# NPCs & Characters

# Blessings

- 1. Fine dining. Whenever you eat out, the dishes are always clean.
- 2. Recently bathed. You always smell clean.
- 3. I'm on a diet. You can eat half as much as normal.
- 4. Quick sleeper. You never have trouble falling asleep.
- 5. Upkeep. Your equipment is always in top repair.
- 6. Minty. Your breath is always fresh.
- 7. Fast metabolism. You can eat all you want without getting fat.
- 8. Shades. The sun is never in your eyes.
- 9. Everybody knows your name. Your favorite seat at your favorite tavern is always empty.
- 10. Quick reader. You never lose your place while reading.
- 11. He saved my spot. Nobody ever cares when you cut in line.
- 12. Permanent Press. Your clothes are always wrinkle-free.
- 13. Golden smile. Your teeth are always free of debris.
- 14. Ready to go. You don't experience bedhead.
- 15. This little piggy. Stubbing your toes is a thing of the past.
- 16. Give me five. Your high fives are never left hanging.
- 17. It's on me. If you're short by 5 copper pieces, the person behind you always covers it.
- 18. Who do your hairdo? It's impossible for you to have a bad hair day.
- 19. Well mannered. You never burp/fart during social interactions, unless you really want to.
- 20. Lovely complexion. Your skin is always clear of blemishes.
- 21. Laugh attack. Somebody always laughs at your jokes.
- 22. Beer me. You never get served warm ale/mead.
- 23. Feathered friends. Birds never poop on you. This may have negative effects on those around you.
- 24. Just like mama used to make. The food you are served is always served at the correct temperature.
- 25. Rose petal. Your farts don't stink.
- 26. Pocket lock-it. Nobody ever tries to pick your pocket.
- 27. Looking dapper. Your hair is never greasy.
- 28. Smooth moves. You have an advantage when trying to avoid tripping.
- 29. Alarm clock. You always manage to wake up right when you need/want to.
- 30. Mr. Sandman. You always have pleasant dreams.
- 31. Forget the odds. If someone tries to attack you, roll 1d4. On a 4, they decide to attack someone else.
- 32. Looking sharp. It's impossible for you to look disheveled.
- 33. Flipside. Your pillow is always on the cool side.
- 34. Minor annoyance. Mosquitoes find you repulsive.
- 35. Suave. Your preferred gender finds you slightly attractive. You gain temporary proficiency with all social skills used while talking to your preferred gender.
- 36. Know it all. You always have the answer to useless trivia questions. Add 5 to your intelligence rolls when rolling for useless information.
- 37. Disarming smile. Once a day your smile grants you advantage to persuasion checks.
- 38. Nose for trouble. Once a day gain advantage on an insight check.
- 39. Walk softly. Once a day gain advantage on a stealth check.
- 40. Saw it coming. Once a day for a single round of combat you can add your perception modifier to your AC.
- 41. Commanding presence. Once a day gain advantage on an intimidation check.
- 42. Honeyed words. Once a day gain advantage on a persuasion check.
- 43. Said the liar. Once a day gain advantage on a deception check.
- 44. Triathlete. Once a day gain advantage on an athletics check.
- 45. Sheep's clothing. Once a day you can select a creature/person and learn their alignment.
- 46. Special dispensation. Once a day gain advantage on a religion check.

# Blessings

- 47. What's yours is mine. Once a day gain advantage on a sleight of hand check.
- 48. Soft landing. Once a day gain advantage on an acrobatics check.
- 49. Glass half full. Healing potions have two uses for you.
- 50. Divine umbrella. For some reason, you never get wet when it rains, snows, or hails.
- 51. Graced tongue. You learn a new language.
- 52. Penny pincher. Every time you reach into your coin purse, roll 1d4. You gain this number of coppers.
- 53. Silver tongue. Once a day gain advantage on a performance check.
- 54. Guiding spirit. Once a day gain advantage on a saving throw.
- 55. Spirit animal. (Pick any animal.) You gain advantage on all skill rolls used on this animal.
- 56. Hawkeye. Once a day gain advantage on a ranged attack.
- 57. History buff. Once a day gain advantage on a history check.
- 58. Self-diagnosed. Once a day gain advantage on a medicine skill check.
- 59. Arcane surge. Once a day when either casting a spell or using a magic weapon, double the damage die.
- 60. An apple a day. You have advantage on saving throws against disease.
- 61. Night owl. Gain 30ft of dark vision. This stacks with pre-existing dark vision.
- 62. Quick footed. Your movement/speed is increased by 5ft.
- 63. Early bird. From sunrise Until noon, you have proficiency in all skills.
- 64. Star born. From sunset to midnight you have proficiency in all skills.
- 65. God smack. Once a day deal double bludgeoning damage.
- 66. Strong stomach. You have advantage on all constitution saves to avoid being poisoned.
- 67. Footwork. Once a day you can ignore rough terrain for the duration of an encounter.
- 68. Undead nightmare. Once a day you can cast Turn Undead on ONE target. No spell slots required.
- 69. Thick-skinned. When you take slashing, piercing, or bludgeoning damage, reduce the damage by 1/2 of your Constitution rounded down.
- 70. Eagle eye. The range of all ranged attacks/spells is increased by 100ft.
- 71. Ignore the pain. Once a day when you are attacked, you can roll 1d10. Subtract this number from the damage dealt.
- 72. Fueled by pain. If you are dealt 15 points of damage in a single attack, you gain advantage on all rolls made your next turn.
- 73. Unmatched immune system. You're resistant to disease.
- 74. Shared pain. Once a day, when attacked, you can use a reaction to split the same amount of damage you just received with your attacker.
- 75. Sun-kissed. While the sun shines upon you, you gain fire resistance.
- 76. Moonchild. While the Moon shines upon you you gain resistance to Cold.
- 77. Falling star. If you fall for over 30ft, you can make a melee attack DC 20. If you succeed, you take no damage but deal the damage you would've taken to anyone nearby. This damage is divided equally.
- 78. New skill. Gain proficiency in a skill you're not already proficient in.
- 79. Rat king. You gain a familiar. This familiar takes the form of a rat. It shares the same stats as a rat. If killed, it returns to you the following day.
- 80. Lucky day. You always have an advantage when gambling.
- 81. Fortune fairies. Once a week your coin purse gains 2% of the gold it currently has. If you have 100gp, you earn 2gp.
- 82. Fey's blessing. You have advantage against being charmed or frightened.
- 83. Comeback. Once a day, after throwing a thrown weapon, roll 1d10. On a 10, the weapon reappears in your hand.
- 84. Return to sender. Once a day, when targeted by a ranged attack/spell, roll 1d10. On a 10 the attack/spell targets the attacker instead.

# Blessings

- 85. Life-giver. Once a day, when you successfully land an attack, you can heal an ally for the amount of damage you dealt.
- 86. Sure-grip. You can no longer be disarmed in combat.
- 87. Sure foot. You can no longer be knocked prone.
- 88. Anointed. You are resistant to necrotic/unholy damage.
- 89. Desecrated. You are resistant to radiant/holy damage.
- 90. Death cloak. Once a day, whenever a person dies within 10 ft of you, you regain 3d10hp.
- 91. Mind blast. Once a day you can make a wisdom check with a DC of 15. If you succeed, all hostiles within a 15ft radius of you take 4d4 psychic damage and must immediately make a wisdom/ willpower save DC 15. If they fail they are stunned.
- 92. Divine javelin. Once a day you can conjure up a javelin of radiant energy. This javelin deals 2d8 radiant damage if thrown, or 2d10 radiant damage if used as a melee weapon. It dissipates immediately after use.
- 93. Noticed. All ability scores increase by 1
- 94. Prodigy. Choose one skill you are proficient in. You now get to double your proficiency with it.
- 95. Insane immune system. You are immune to disease.
- 96. Blessed. All ability scores increase by 2
- 97. Strong mind. You're resistant to psychic damage.
- 98. Thick-skinned. You are resistant to piercing, bludgeoning, and slashing damage.
- 99. Friend of the elements. You are resistant to Fire, Cold, Lightning, poison, and acid damage.
- 100. Known not by death. Once a month, when reduced to ohp, you bounce back up the following round with full hp, and all class features unused.





# Cause of Death

- 1. Sick from bad stew
- 2. Got lost in a cave
- 3. Drowned in a river
- 4. Accidentally murdered (mistaken identity)
- 5. Set off a cave-in trap
- 6. Swarmed by angry bees
- 7. Cooked and eaten by giants
- 8. Forgot to breathe
- 9. Starved to death in the wilderness
- 10. Drowned in a lake
- 11. Set off a dart trap
- 12. Trampled by horses
- 13. Succumbed to existential dread
- 14. "Yes honey, that dress does make you look fat"
- 15. Starved to death in a dungeon
- 16. Swarmed by thousands of small spiders
- 17. Gored by a gorgon
- 18. Sacrificed self for others
- 19. Drowned in a pond
- 20. Head crushed by an orc warlord
- 21. Mistaken for dead when actually asleep, buried alive
- 22. Swarmed by hungry beetles
- 23. Eaten by a werewolf
- 24. Caught pickpocketing a town guard
- 25. Freak arm-wrestling accident
- 26. Strangled by a roper
- 27. Ate the wrong mushroom
- 28. Stabbed by an angry gnome
- 29. Allergic reaction to dwarf dander
- 30. Frostbite
- 31. Publicly executed by beheading
- 32. Publicly burned at the stake
- 33. Swarmed by thousands of ants
- 34. Defeated in a duel
- 35. "Hold my mead"
- 36. Dysentery
- 37. Never existed in the first place
- 38. Haircut went horribly wrong
- 39. Eaten from the inside by parasites
- 40. Freak juggling accident
- 41. Torn apart by wolves
- 42. Brain devoured by a beast from another dimension
- 43. Shrunk by an angry sorcerer
- 44. Drowned in the ocean
- 45. Brain maggots
- 46. Disintegrated by a wizard
- 47. Freak knife sharpening accident
- 48. Ceased to exist
- 49. Poisoned by an assassin
- 50. Stomped and mauled by an angry yeti

# Cause of Death

- 51. Bludgeoned to death in a tavern brawl
- 52. Baking went horribly wrong
- 53. Bitten, clawed, impaled and eventually eaten by a manticore
- 54. Thought they could fly (they could not)
- 55. Fell off of a tall cliff
- 56. Eaten by a giant spider
- 57. Snake charming went horribly wrong
- 58. Failed to resist a siren's song
- 59. Seduced by vicious mermaids
- 6o. Eaten by a chimera
- 61. Dropped from a great height by a hippogriff
- 62. Volunteered for a wizard's research, didn't read the fine print
- 63. Caught stealing from a tavern
- 64. Motivational speech went horribly wrong
- 65. Mauled by an angry bear
- 66. Replaced by a doppelganger
- 67. Drowned in the sewers
- 68. Tried to tame a tiger
- 69. Swallowed whole by a whale
- 70. Their head exploded
- 71. Decapitated by a dwarf warrior
- 72. Left behind in a dangerous dungeon
- 73. Old age
- 74. Died of dehydration in the desert
- 75. "I bet I could seduce that half-orc barbarian"
- 76. Fell asleep; never woke up
- 77. Drinking contest went horribly wrong
- 78. Set off a spear trap
- 79. Sat on by an elephant
- 80. Eaten by rats in a tavern cellar
- 81. Sacrificed by cultists
- 82. Friendly embrace went horribly wrong
- 83. Stabbed by an angry halfling
- 84. Roasted by an angry dragon
- 85. Publicly executed by hanging
- 86. Freak painting accident
- 87. Street mugging
- 88. Petrified by a basilisk
- 89. Street scam went horribly wrong
- 90. Seduced by a succubus
- 91. Drowned in the washroom
- 92. Caravan robbery went wrong
- 93. Overwhelmed by a horde of kobolds
- 94. Caught burglarizing a house
- 95. Starved to death in prison
- 96. Overwhelmed by a horde of goblins
- 97. Tripped and hit their head on a large rock
- 98. Volunteered for a suicide mission
- 99. "It's just a wizard and a clay golem, we can take them"
- 100. Faked their own death, got buried alive

### Curses

- 1. You emit an offensively repulsive odor
- 2. You become allergic to anything with fur
- 3. Everything you touch freezes over
- 4. Your spells have random targets
- 5. You are being hunted by a shadow
- 6. You are petrified and unable to move
- 7. Your dreams are haunted by a ghost
- 8. You become unconscious at the smell of hay
- 9. You sweat profusely when indoors
- 10. Your personality shifts slightly
- 11. You fall asleep whenever you hear the word "the"
- 12. You have forgotten how to speak
- 13. You have forgotten how to walk
- 14. You have an evil alternate personality who takes control often
- 15. You can't stop singing
- 16. Unattractive people can't help but fall madly in love with you
- 17. Your body releases a pheromone that attracts rats
- 18. You are being stalked by a werewolf
- 19. Everyone keeps forgetting who you are
- 20. Your hair won't stop growing at an alarmingly fast rate
- 21. You smell nothing but sewage at all times
- 22. You are gripped with a constant fear of unknown origin
- 23. You shrink down to half your size
- 24. You are unable to sleep
- 25. You can't lie down
- 26. You transform into a random animal during a full moon
- 27. Your body releases a pheromone that attracts bears
- 28. Everything you touch turns to ash
- 29. You are unable to trust even your closest friends
- 30. You make a considerable amount of noise when trying to sneak
- 31. You drop your weapon after every attack
- 32. You are gripped with terror at the thought of your own existence
- 33. You are being stalked by a vampire
- 34. You can't stop gaining weight at an alarming rate
- 35. You are unable to stop randomly shouting about rabbits
- 36. You can't stop dancing
- 37. Your dreams are haunted by a demon
- 38. All of your attacks are nonlethal
- 39. You can't stop reciting subpar poetry
- 40. You feel as if you are on fire
- 41. You have horrible luck
- 42. Your body parts swell up one by one
- 43. You see hellhounds everywhere you go
- 44. Everything you touch is set on fire
- 45. You become tired in the day and overly energetic at night
- 46. You have generally bad luck
- 47. Your body releases a pheromone that attracts spiders
- 48. You can't maintain your balance
- 49. You trip and fall constantly
- 50. You can't stop staring at people

### Curses

- 51. Your body releases a pheromone that attracts monsters
- 52. Your hands stick to anything they touch
- 53. All but your head is invisible
- 54. You can't stop growing at an alarming rate
- 55. Your body releases a pheromone that attracts deer
- 56. Everyone keeps mistaking you for a wanted criminal
- 57. You have an uncontrollable urge to steal cooking equipment
- 58. You can't speak to the opposite sex
- 59. You have an uncontrollable urge to stab anyone who talks to you
- 60. Your personality shifts drastically to the opposite of what it was
- 61. You can't sit down
- 62. You now breathe water instead of air
- 63. You have become blind
- 64. You feel the urge to attack everyone who looks at you
- 65. You feel filthy no matter how much you bathe
- 66. Everyone is convinced you are a doppelganger
- 67. You have an uncontrollable urge to pickpocket town guards
- 68. You become overly sensitive to light
- 69. Everything you touch turns to stone
- 70. If you stop moving you will die
- 71. Your dreams are haunted by embarrassing memories
- 72. You feel very heavy
- 73. You can read minds, but only when inconvenient
- 74. You have forgotten how to drink
- 75. You are haunted by a constant, uncontrollable sneeze
- 76. You are slowly transforming into a swamp creature
- 77. You have forgotten how to read or write
- 78. You lose the ability to turn left
- 79. You have forgotten how to breathe
- 8o. You have become deaf
- 81. You have completely lost all sense of direction
- 82. The weather is constantly bad wherever you go
- 83. You are unable to perform spells of any kind
- 84. You fall in love with anyone you make direct eye contact with
- 85. You have forgotten how to fight
- 86. You have forgotten how to eat
- 87. You become convinced you are turning into a zombie
- 88. You are being haunted by a wraith
- 89. You can't stop laughing
- 90. You are afflicted with eternal, unrelenting hiccups
- 91. Your body releases a pheromone that attracts bees and hornets
- 92. Your dreams are haunted by all of your past misdeeds
- 93. You are unable to resist speaking every thought you have out loud
- 94. Your spells may have the opposite of the intended effect
- 95. You are completely oblivious to traps and can't stop setting them off
- 96. You have no memory of your companions
- 97. You keep losing gold in inexplicable ways
- 98. You can't stop crying
- 99. Any armor you put on is unbearably heavy
- 100. You are unable to distinguish between good and bad advice

# Dungeon Health Side Effects

- 1. Lack of appetite
- 2. Dry mouth
- 3. Fatique
- 4. Giddiness
- 5. Aggression
- 6. Bloody cough
- 7. Athlete's foot
- 8. Loss of coordination
- 9. Fever
- 10. Photophobia
- 11. Easy bruising
- 12. Severe joint pain
- 13. Excessive sweating
- 14. Pimples
- 15. Diarrhea
- 16. Coughing fits
- 17. Boils on exposed skin
- 18. Tourette's
- 19. Difficulty sleeping
- 20. Boils on unexposed skin
- 21. Blurred vision
- 22. Outbursts of anger
- 23. Trouble breathing
- 24. Sadness
- 25. Ringing in the ears
- 26. Urge to sing
- 27. Sneezing
- 28. Dry cough
- 29. White blisters on the tongue
- 30. Mild rash on exposed skin
- 31. Confusion
- 32. Earache
- 33. Bad breath
- 34. Migraine
- 35. Hyperactivity
- 36. Sore throat
- 37. Facial swelling
- 38. Moderate joint pain
- 39. Dry eyes
- 40. Blisters on exposed skin
- 41. Nervousness
- 42. Severe muscle aches
- 43. Mild thirst
- 44. Runny nose
- 45. Muscle tremors
- 46. Lightheadedness
- 47. Hallucinations
- 48. Vomiting
- 49. Jaw pain
- 50. Fungal infection in the nose

- 51. Bleeding gums
- 52. Hair loss
- 53. Uncontrollable weeping
- 54. Lethargy
- 55. Bleeding from the ears
- 56. Alien hand syndrome
- 57. Gout
- 58. Upset stomach
- 59. Sores on the soles of the feet
- 6o. Desire to weep
- 61. Threadworms
- 62. Mild muscle aches
- 63. Warts
- 64. Stuffy nose
- 65. Feet swelling
- 66. Heart palpitations
- 67. Bleeding under finger and toenails
- 68. Dry skin
- 69. Hopelessness
- 70. Anxiety
- 71. Slurred speech
- 72. Wheezing
- 73. Severe rash on unexposed skin
- 74. Burning eyes
- 75. Hyperekplexia
- 76. Frequent urination
- 77. Lice
- 78. Sores around the mouth
- 79. Productive cough
- 8o. Headache
- 81. Nausea
- 82. Fainting spells
- 83. Swollen eyelids
- 84. Mood swings
- 85. Random seizure
- 86. Laughing fits
- 87. Trouble swallowing
- 88. Moderate thirst
- 89. Malaise
- 90. Sneezing fits
- 91. Mild joint pain
- 92. Extreme thirst
- 93. Joint swelling
- 93. 301111 3 W C 111119
- 94. Nose bleeds
- 95. Moderate muscle aches
- 96. Dizziness
- 97. Uncontrollable desire to sing
- 98. Eye pain
- 99. Hand swelling
- 100. Fish odor syndrome



# Epitaphs

- 1. Rest after the journey.
- 2. All I ever needed was a good blade.
- 3. Oathbreaker
- 4. Is this the end?
- 5. Wisdom comes with age and so does death.
- 6. Husband. Father. Drunkard.
- 7. To be or not to be...
- 8. From hell's heart, I spit at thee
- 9. He must be brave who wishes to wear my crown.
- 10. Is it written in stone?
- 11. Does now the rest come?
- 12. One orc arrow too many.
- 13. Where did all the time go?
- 14. Dream the dream.
- 15. The blade is sharp but he was sharper still.
- 16. Traitor.
- 17. I still love you.
- 18. I was the last one.
- 19. l oppose you even now.
- 20. I had so much to say but now it is too late.
- 21. And the tears flow like rain.
- 22. Did I waste it all?
- 23. Lost to us all.
- 24. I am scattered to the winds.
- 25. Can I have but one more chance?
- 26. Do not weep, rejoice!
- 27. Hatred will be my fuel in the afterlife.
- 28. No second chances.
- 29. A true original.
- 30. He died well.
- 31. Faithful friend.
- 32. He died before his time.
- 33. Am I home now?
- 34. Broken body, unbroken spirit.
- 35. Know that I once lived.
- 36. He died as miserably as he lived.
- 37. And the day has come.
- 38. I shall sleep the last sleep.
- 39. What joys or horrors await me?
- 40. He shrank from nothing, not even death.
- 41. Even in life, he was gone.
- 42. From dust to dust...
- 43. Finally.
- 44. I tried.
- 45. Husband. Father. Blacksmith.
- 46. Died saving innocent lives.
- 47. Weep.
- 48. A king among men. A fool among fools.
- 49. All the gold in the world could not save my life.
- 50. Until we meet again...

# Epitaphs

- 51. All is lost.
- 52. Wait no longer.
- 53. He came home to his death.
- 54. Cursed he who moves my bones.
- 55. I put many in the grave, now I join them.
- 56. I've hidden my great wealth. I dare you to find it.
- 57. Death is not sleep. Sleep is sleep.
- 58. The world was mine.
- 59. There we stand.
- 60. Life just began and now I've gone and thrown it all away.
- 61. Our beloved child foully murdered by goblins.
- 62. All I can say is that she was good.
- 63. Wife. Mother. Beloved daughter.
- 64. My body lies but still, I roam.
- 65. Prepare for winter
- 66. Do you understand me?
- 67. When magic goes wrong...
- 68. I tread where no one else dared.
- 69. I came. I saw. I died.
- 70. I've seen fire.
- 71. They said it wouldn't hurt.
- 72. What is in a name?
- 73. Food.
- 74. Even the young die.
- 75. Has my pain ended?
- 76. There is no doubt she was a queen.
- 77. Fortune favors the bold.
- 78. All is darkness.
- 79. I'd rather be killing goblins.
- 8o. What's next?
- 81. Shadows too will fall.
- 82. The memory is still fresh.
- 83. And the children shall lead.
- 84. She will always be my love.
- 85. She still loves them.
- 86. He was not careful.
- 87. Betrayed by a friend.
- 88. He should've looked before he leaped.
- 89. Fueled by hate. Consumed by greed.
- 90. Here lies the king of fools.
- 91. Murdered by a treacherous wizard.
- 92. I told you I was sick.
- 93. Unbroken.
- 94. I robbed and I cheated. Now I regret it.
- 95. The hero of Innsdale. Felled by an orc arrow.
- 96. I welcome death's embrace.
- 97. She died as she lived in a ball of flame.
- 98. The crown weighs heavy...
- 99. Here lies Gremdor. Tremble.
- 100. I shall reclaim my throne in this life or the next.

### **Fortunes**

- 1. Be bold, you've spent too long sitting around.
- 2. You will attend a party where strange customs prevail.
- 3. Love can last a lifetime if you want it to.
- 4. Be on the lookout for coming events, they cast their shadows beforehand.
- 5. Give a gift today.
- 6. Your problem just got bigger. Think just what have you done.
- 7. Reward and happiness await you, but there is pain along the way.
- 8. In the future, you will discover how fortunate you are.
- 9. Your shoes will make you happy today.
- 10. He who laughs at himself never runs out of things to laugh at.
- 11. Happy news is on its way to you.
- 12. You laugh now, wait until you get home.
- 13. A new voyage will fill your life with untold memories.
- 14. Don't bother looking for fault. The reward for finding it is low.
- 15. Find a good friend. Loyalty is needed now more than ever.
- 16. Wealth awaits you very soon.
- 17. You are very talented in many ways.
- 18. What doesn't kill you makes you very sick.
- 19. Someone close will tell you their true feelings about you soon.
- 20. The expanse of your intelligence is a void no universe could ever fill.
- 21. You could prosper in the field of entertainment.
- 22. A friend asks only for your time, not your money.
- 23. Friends long absent are coming back to you.
- 24. A chance meeting opens new doors to success and friendship.
- 25. No man is without enemies.
- 26. Our perception and attitude toward any situation will determine the outcome.
- 27. Be cautious while walking in the darkness alone.
- 28. You learn from your mistakes... You will learn a lot today.
- 29. Three can keep a secret if you get rid of two.
- 30. Nothing astonishes men so much as common sense and plain dealing.
- 31. Enjoy yourself, while you can.
- 32. A pleasant surprise is in store for you.
- 33. The greatest war sometimes isn't on the battlefield but is against oneself.
- 34. When someone offers you a drink, it may be poison.
- 35. Perhaps you have been focusing too much on yourself.
- 36. You have a deep appreciation of the arts and music.
- 37. A thrilling time is in your immediate future.
- 38. Plan for many pleasures ahead.
- 39. Keep your eye out for someone special.
- 40. If you have something good in your life, don't let it go!
- 41. A very attractive person has a message for you.
- 42. Your ability for accomplishment will follow with success.
- 43. Something you lost will soon turn up.
- 44. Never give up. You're not a failure if you don't give up.
- 45. Your heart is pure, and your mind clear, and your soul devout.
- 46. You can make your own happiness.
- 47. Dragon's blood will burn your eyes for 13 hours. You will learn this the hard way.
- 48. You will travel to many exotic places in your lifetime.
- 49. Your past will catch up to you.
- 50. Follow your dreams and they will come true.

### **Fortunes**

- 51. The end is near and it will be all your fault.
- 52. You are admired for your adventurous ways.
- 53. As the purse is emptied the heart is filled.
- 54. Death is listening.
- 55. Sing tonight, it may be your last chance.
- 56. A stranger will offer you a gift soon.
- 57. They say you are stubborn; you call it persistence.
- 58. Two small jumps are sometimes better than one big leap.
- 59. Your friends will miss you.
- 60. Your many hidden talents will become obvious to those around you.
- 61. Your hair speaks volumes about you.
- 62. Your deception will be discovered.
- 63. Keep your goals away from the trolls.
- 64. There is a true and sincere friendship between you and your friends.
- 65. Now is the time to try something new.
- 66. You shouldn't overspend at the moment. Frugality is important.
- 67. Your family will be cursed forever and eternity.
- 68. Watch your step.
- 69. This is your final warning.
- 70. Let there be magic in your smile and firmness in your handshake.
- 71. Tomorrow may be too late.
- 72. Don't take life too seriously.
- 73. Your persistence will pay off in the form of a financial windfall.
- 74. A short stranger will soon enter your life with blessings to share.
- 75. If winter comes, can spring be far behind?
- 76. Adversity is the parent of virtue.
- 77. An unexpected gift will prove exciting.
- 78. Pray for what you want, but work for the things you need.
- 79. If you feel you are right, stand firmly by your convictions.
- 80. Chart your own course. No one else knows your heart.
- 81. Excitement and intrigue follow you closely wherever you go!
- 82. A new wardrobe brings great joy and change to your life.
- 83. The man or woman you desire feels the same about you.
- 84. Run.
- 85. You are blessed, today is the day to bless others.
- 86. The cure for grief is motion.
- 87. You find beauty in ordinary things, do not lose this ability.
- 88. Be mischievous and you will not be lonesome.
- 89. You will meet someone tall, dark, and handsome soon.
- 90. Your artistic talents win the approval and applause of others.
- 91. The sunshine of your presence will be evident to all.
- 92. People in your background will be more cooperative than usual.
- 93. Watch your back.
- 94. An unexpected acquaintance will resurface.
- 95. Your flair for the creative takes an important place in your life.
- 96. A promise will be broken.
- 97. A danger foreseen is half avoided.
- 98. True love will find you soon.
- 99. Serious trouble will bypass you.
- 100. A smile is your passport into the hearts of others.

# Goals

- 1. To retrieve a stolen relic from a faraway land.
- 2. To become a vampire.
- 3. To exterminate all dragons.
- 4. To be considered a master huntsman.
- 5. To kill your possessed parent.
- 6. To start your own clan.
- 7. To master all magic.
- 8. To retrieve your sibling's soul.
- 9. To forge the perfect sword.
- 10. To strengthen your kingdom.
- 11. To modestly retire.
- 12. To buy back the family farm.
- 13. To become nobility.
- 14. To become the greatest thief in the world.
- 15. To spread your faith to distant lands.
- 16. To buy a rival's farm.
- 17. To find your lost weapon.
- 18. To buy a rival's business.
- 19. To recover your teacher's instrument.
- 20. To eradicate all orcs.
- 21. To go down in history.
- 22. To die with no regrets.
- 23. To complete your research.
- 24. To buy an inn.
- 25. To reunite your old squad.
- 26. Find the answer to a lifelong question.
- 27. To take your rightful place amongst the devils.
- 28. To finish your book.
- 29. To rebuild your family's ancestral home.
- 30. To be named king.
- 31. To buy back your family's land.
- 32. To become a master smith.
- 33. To thwart your destiny.
- 34. To start your own mercenary group.
- 35. To gain land.
- 36. To ascend the throne.
- 37. To become a world-renowned adventurer.
- 38. To start a family.
- 39. To seduce a dragon.
- 40. To find and use an ancient artifact.
- 41. To carve your name into legend.
- 42. To kill a demon.
- 43. To hunt down the man that killed your family.
- 44. To become a lich.
- 45. To find and destroy an evil artifact.
- 46. To eradicate all werebeasts.
- 47. To ruin a rival's business.
- 48. To build a temple dedicated to your god.
- 49. To sample every kind of mead in the world.
- 50. To return a stolen item to a king in a faraway land.

- 51. To return home from war.
- 52. To found a city.
- 53. To reclaim the lands of your clan.
- 54. To rise to the top of your guild.
- 55. To start your own trade caravan.
- 56. To open a brewery.
- 57. To Marry into royalty.
- 58. To open a bar.
- 59. To hunt down your mutinous crew.
- 60. To fulfill your destiny.
- 61. To find your friends.
- 62. To be venerated by your temple.
- 63. To die heroically in battle.
- 64. To found a library.
- 65. To discover who you truly are.
- 66. To become a werebeast.
- 67. To steal your soul back.
- 68. To make new friends.
- 69. To see the four corners of the world.
- 70. To be recognized as the greatest cook in the world.
- 71. To become a dragon.
- 72. To find a lost temple.
- 73. To amass your own hoard of riches.
- 74. To paint your masterpiece.
- 75. To try out new and exciting foods.
- 76. To ride a dragon.
- 77. To destroy a rival kingdom.
- 78. To restore your family's honor.
- 79. To take your rightful place amongst the gods.
- 80. To establish a dynasty.
- 81. To find a lost city.
- 82. To earn glory in battle
- 83. To have several families in several places.
- 84. To find your soulmate.
- 85. To bring your lost love back from the dead.
- 86. To pray in every temple you find.
- 87. To avenge your fallen comrades.
- 88. To break your family curse.
- 89. To return home to your love.
- 90. To find and destroy an ancient artifact.
- 91. To find a lost relic of your temple.
- 92. To return to your home village.
- 93. To kill a god.
- 94. To find your real family.
- 95. To eradicate all Vampires.
- 96. To captain your own ship.
- 97. To find your long lost sibling.
- 98. To invent new wonders.
- 99. To prove you deserve your parents' love.
- 100. To find a lost library.

# Human NPCs

- 1. Blake Randell, Tanner, Female
- 2. Linwood Walwyn, Miller, Male
- 3. Unity Pollock, Cook, Female
- 4. Vane Nickson, Merchant, Male
- 5. Hedley Wheeler, Stablemaster, Male
- 6. Gerry Cromwell, Herbalist, Female
- 7. Twyla Waite, Merchant, Female
- 8. Edda Rockley, Scribe, Female
- 9. Fuller Thorne, Courtesan, Male
- 10. Norma Vail, Entertainer, Female
- 11. Thatcher Leverton, Farmer, Male
- 12. Teal Stanhope, Courtesan, Female
- 13. Renshaw Kingston, Stablemaster, Male
- 14. Fulton Kirkwood, Librarian, Male
- 15. Edwina Calder, Cook, Female
- 16. Lane Standish, Sailor, Female
- 17. Patience Hayden, Baker, Female
- 18. Whitley Gresham, Tailor, Female
- 19. Zelene Huntley, Farmer, Female
- 20. Tarrant Kenton, Scribe, Male
- 21. Norvella Stanfield, Architect, Female
- 22. Haralda Everard, Gambler, Female
- 23. Goddard Chetwin, Brewer, Male
- 24. Tennyson Radcliffe, Miner, Male
- 25. Edrea Upton, Soldier, Female
- 26. Fairley Heathcote, Fisherman, Male
- 27. Upton Remington, Entertainer, Male
- 28. Earna Webster, Innkeeper, Female
- 29. Wren Vane, Librarian, Female
- 30. Lawford Harlan, Merchant, Male
- 31. Maida Fielding, Priestess, Female
- 32. Reginald Prentice, Merchant, Male
- 33. Millard Seabrook, Soldier, Male
- 34. Calder Stockton, Miner, Male
- 35. Devona Scott, Herbalist, Female
- 36. Milbourn Brett, Farmer, Male
- 37. Warmund Blaxton, Innkeeper, Male
- 38. Robyn Morley, Soldier, Female
- 39. Erline Tarrant, Clerk, Female
- 40. Imogene Orman, Priestess, Female
- 41. Merrill Langley, Cook, Female
- 42. Fayre Radcliff, Entertainer, Female
- 43. Stratford Wyndham, Tailor, Male
- 44. Doanne Alger, Tailor, Female
- 45. Safford Norville, Merchant, Male
- 46. Wanetta Paxton, Herbalist, Female
- 47. Holmes Ramsden, Scribe, Male
- 48. Rutledge Seabert, Priest, Male
- 49. Raynold Gladstone, Merchant, Male
- 50. Mead Wistan, Cook, Male

- 51. Rushford Ulfred, Engineer, Male
- 52. Eda Elwin, Baker, Female
- 53. Lona Hollis, Gardener, Female
- 54. Ivy Saunderson, Farmer, Female
- 55. Walby Mervyn, Scribe, Male
- 56. Whitney Ormond, Miller, Female
- 57. Daralis Freeman, Midwife, Female
- 58. Stanford Pelton, Herbalist, Male
- 59. Lynn Oxford, Merchant, Female 60. Reynold Thormund, Courtesan, Male
- 61. Cromwell Starr, Entertainer, Male
- 62. Roden Chadwick, Midwife, Female
- 63. Felberta Prescott, Innkeeper, Female
- 64. Thornley Hadley, Butcher, Male
- 65. Ridgeway Kemp, Merchant, Male
- 66. Norvin Haslett, Shepherd, Male
- 67. Warburton Jamieson, Courtesan, Male
- 68. Radella Burke, Merchant, Female
- 69. Elsdon Ravinger, Trapper, Male
- 70. Birdie Locke, Tailor, Female
- 71. Seaborne Lane, Priest, Male
- 72. Fern Riston, Clerk, Female
- 73. Egerton Sherwood, Entertainer, Male
- 74. Lauren Renfred, Merchant, Female
- 75. Leanne Elwood, Brewer, Female
- 76. Ellery Reilly, Entertainer, Female
- 77. Townsend Huxley, Entertainer, Male
- 78. Ryesen Marlow, Courtesan, Female
- 79. Wendelle Rufford, Engineer, Female
- 8o. Madison Millard, Innkeeper, Female
- 81. Routledge Wainwright, Librarian, Male
- 82. Hampton Twyford, Baker, Male
- 83. Audrey Hamilton, Farmer, Female
- 84. Janelle Byford, Courtesan, Female
- 85. Ainsley Hedley, Miller, Female
- 86. Unwin Aldridge, Clerk, Male
- 87. Rowell Livingston, Fisherman, Male
- 88. Kenley Lester, Gardener, Male
- 89. Edbert Edlin, Woodcutter, Male
- 90. Ronald Packard, Soldier, Male
- go. Ronald Fackard, Soldier, Male
- 91. Shelley Whitcombe, Innkeeper, Female
- 92. Pebbles Whitby, Butcher, Female
- 93. Sherborne Upwood, Soldier, Male
- 94. Orford Saxon, Innkeeper, Male
- 95. Lee Raven, Entertainer, Female
- 96. Byford Rowley, Porter, Male
- 97. Norwood Hardwin, Sailor, Male
- 98. Randal Rochester, Brewer, Male
- 99. Afton Crewe, Merchant, Female
- 100. Shepherd Derward, Soldier, Male

### Insults Thou arrogant pox-marked horn-beast! Thou reeky puisny-tilted bugbear! S'wounds thou art a cockered sheep-biting malignancy! 3. Forsooth! Thou art a reeky lean-witted cutpurse! Thou beslubbering spur-galled withered-hag! 6. Thou art truly a villainous dismal-dreaming codpiece! Thou churlish urchin-snouted punk! 7. Thou surly bat-fowling horn-wolf! 8. Thou soulless urchin-snouted murderous coward! 9. 10. Thou paunchy fat-kidneyed scut! 11. Verily, thou art naught but a vain milk-livered strumpet! 12. Thou withered swag-bellied no bowels! Thou be a hideous hell-hated pigeon-egg! 14. Thou cans't not be but a fobbing heavy-handed giglet! Thou art truly a queasy spur-galled dewberry! 16. Thou mewling white-livered minnow! 17. Thou art a yeasty rump-fed coxcomb! 18. Thou cans't not be but a pribbling ill-composed skainsmate! Thou churlish iron-witted bladder! 20. Thou viperous toad-spotted canker-blossom! 21. Thou dankish spur-galled jolthead! 22. Thou mangled raw-boned miscreant! 23. Thou mangled milk-livered promise-breaker! 24. Ye warped beef-witted haggard! 25. Thou cans't not be but a rank plume-plucked canker-blossom! 26. Thou lumpish bat-fowling bag of guts! 27. Verily, thou art naught but a reeky empty-hearted manikin! 28. Thou yeasty urchin-snouted mildewed-ear! 29. Thou art a fobbing crook-pated clotpole! 30. Thou cans't not be but a spleeny pottle-deep jolthead! 31. Thou warped rug-headed dogfish! 32. Thou warped doghearted writhled shrimp! 33. Thou mewling spur-galled bum-bailey! 34. Thou beggarly beef-witted codpiece! 35. Verily, ye be a tottering lean-witted giglet! 36. Verily, thou art naught but a roynish clapper-clawed flax-wench! 37. Thou art an errant iron-witted jolthead! 38. Thou paunchy tardy-gaited horn-beast! 39. Thou spongey guts-griping tyrant! 40. Thou vain rude-growing death-token! 41. Thou droning boil-brained lout! 42. Thou adulterate onion-eyed wrinkled-witch! 43. Thou prating dog-hearted gull-catcher! 44. Thou cans't not be but a dissembling reeling-ripe egg-shell! 45. Ye purpled crook-pated baggage! 46. Thou art truly a fitful beetle-headed mammet! 47. Verily, thou art naught but a churlish earth-vexing whipster! 48. Thou fobbing pox-marked minnow! 49. Thou greasy deformed filthy roque! 50. Thou arrogant hedge-born maggot-pie!

### **Insults**

- 51. Thou spongy knotty-pated fustilarian!
- 52. Thou goatish shard-borne canker-blossom!
- 53. Thou art a purpled raw-boned hedge-pig!
- 54. Verily, thou art naught but a prating shrill-gorged wagtail!
- 55. S'wounds thou art a currish tickle-brained strumpet!
- 56. S'wounds thou art a fobbing guts-griping barnacle!
- 57. Thou be a ruttish dog-hearted boar-pig!
- 58. Verily, ye be a surly ill-composed scantling!
- 59. Thou cans't not be but a paunchy ill-breeding scullion!
- 60. Thou pestilent tallow-faced writhled shrimp!
- 61. Thou froward crook-pated flax-wench!
- 62. Verily, ye be a jarring sheep-biting hedge-pig!
- 63. Ye froward guts-griping foot-licker!
- 64. Verily, thou art naught but a gleeking lily-livered clack-dish!
- 65. Ye brazen half-faced flap-dragon!
- 66. Thou obscene puisny-tilted no bowels!
- 67. Thou poisonous clapper-clawed minnow!
- 68. Forsooth! Thou art a vacant onion-eyed minimus!
- 69. S'wounds thou art a spongy milk-livered moldwarp!
- 70. S'wounds thou art a queasy hasty-witted flirt-gill!
- 71. Forsooth! Thou art a pribbling hedge-born giglet!
- 72. Thou cans't not be but a clouted folly-fallen scut!
- 73. Thou meddling bat-fowling infection!
- 74. Thou art a mewling beetle-headed scantling!
- 75. Thou art truly a currish elf-skinned malkin!
- 76. Thou cans't not be but a craven hell-hated dewberry!
- 77. Thou clouted fen-sucked lout!
- 78. Thou qualling fly-bitten promise-breaker!
- 79. Thou base beef-witted barnacle!
- 8o. Thou pragging common-kissing botch!
- 81. Thou brazen hasty-witted malt-worm!
- 82. Thou art truly a saucy lean-witted crutch!
- 83. Thou babbling folly-fallen foul adulterer!
- 84. Thou yeasty fool-born death-token!
- 85. Thou be a mewling lily-livered apple-john!
- 86. Thou art a goatish fat-kidneyed mumble-news!
- 87. Thou loggerheaded open-arsed foul adulterer!
- 88. Thou cans't not be but a brazen empty-hearted skainsmate!
- 89. Thou slanderous elf-skinned miscreant!
- 90. Thou fawning swag-bellied bugbear!
- 91. Thou art truly a waggish guts-griping waterfly!
- 92. Thou tottering rump-fed plebeian!
- 93. Thou froward rump-fed contriver!
- 94. S'wounds thou art a unmuzzled swaq-bellied rudesby!
- 95. Thou quailing ill-breeding rampallion!
- 96. Thou venomed hasty-witted hag-seed!
- 97. Thou rancorous dizzy-eyed devil-incarnate!
- 98. Thou pribbling toad-spotted scurvy-knave!
- 99. Thou cans't not be but an infectious fly-bitten whey-face!
- 100. S'wounds thou art a saucy spur-galled wagtail!

# **Mutations**

- 1. All body hair falls out
- 2. Skin becomes scales
- 3. Can unhinge jaw
- 4. Eyes are now in the palms of the character's hands
- 5. Left leg becomes goblinoid
- 6. Covered in feathers
- 7. Mouth turns into mandibles
- 8. Right eye has night vision but is blind during the day
- 9. Webbed fingers and toes
- 10. Left arm turns into a tentacle
- 11. Several large bumps appear on the back
- 12. Head now covered in feathers
- 13. Right foot turns into a mass of writhing tentacles
- 14. Covered in moss which grows like body hair
- 15. Irises turn orange
- 16. Extra finger grows on the left hand
- 17. Skin turns green
- 18. Goat legs
- 19. Unusual skin pattern
- 20. Right foot now has six toes
- 21. Several horns grow out of the head
- 22. Legs become deer-like
- 23. Several rows of tiny needle-like teeth replace regular teeth
- 24. Small mushrooms and plants grow around the ears
- 25. Right arm splits into four tentacles at the elbow
- 26. Skin turns blue
- 27. Legs become insect-like
- 28. One ear becomes goblinoid
- 29. Glows slightly in the dark
- 30. Roll four times on the table, ignore any additional 100s
- 31. Eyes turn solid white
- 32. Left eye turns solid red
- 33. All body hair turns green
- 34. Fingers on the left hand turn into tentacles
- 35. Head becomes goblinoid
- 36. Eye stalks sprout from the head
- 37. Extra finger grows on the right hand
- 38. Tentacle grows out of the sternum
- 39. Right eye turns solid black
- 40. Rough rock-like skin
- 41. Third eye sprouts on the forehead that only sees ultraviolet
- 42. Head hair turns into snakes
- 43. Grows a pig stout
- 44. Blood is now acid
- 45. All body hair turns orange
- 46. Two large fangs grow
- 47. Eyes turn solid blue
- 48. Eyes triple in size
- 49. Skin turns red
- 50. Voice changes into a gravely scraping sound

# **Mutations**

- 51. Boney tusks protrude from both elbows
- 52. Head hair grows down the neck and out to the shoulders
- 53. Right arm turns into a snake
- 54. Arms become goblinoid
- 55. Ankle spurs like a rooster
- 56. Hard carapace develops on the back
- 57. Two small arms protrude underneath the normal limbs
- 58. Left arm becomes massive
- 59. Fingers on the right hand turn into claws
- 60. Withered corpse-like appearance but feel better than ever
- 61. Right leg splits into two tentacles below-the-knee
- 62. Right arm turns into a tentacle
- 63. Head crest made of hair, feathers, flesh, and bone
- 64. Left hand turns into a large claw
- 65. Grows a tail
- 66. Right arm becomes massive
- 67. Entire upper body doubles in size
- 68. Left arm turns into a snake
- 69. Right leg becomes goblinoid
- 70. Nose turns into an elephant-like trunk about a foot-long
- 71. Tiny arm grows out of the neck
- 72. Eyes turn solid green
- 73. Left foot now has six toes
- 74. Pupils are now slits
- 75. Gills on neck
- 76. Frog-like tongue
- 77. Left eye has dark vision but is blind during the day
- 78. Porcupine-like quills cover character's back
- 79. Prominent veins all over body
- 8o. Two more eyes grow on the character's cheeks
- 81. Hair grows four times as fast
- 82. Legs increase in size
- 83. Left-arm splits into six tentacles at the elbow
- 84. Irises turn red
- 85. Clear inner eyelids
- 86. Left foot turns into a mass of writhing tentacles
- 87. Feet turn into hooves
- 88. Right hand turns into a mass of writhing tentacles
- 89. Tusks start growing out of the top jaw
- 90. Pebble-sized bumps all over the skin
- 91. Left leg below the knee splits into jellyfish-like stingers
- 92. Covered in fur
- 93. Eyes fuse into one large eye
- 94. Pupils turn red
- 95. Legs become bird-like
- 96. Develops a beak
- 97. Skin turns gray
- 98. Two tusks begin growing out of the bottom jaw
- 99. All body hair turns flame-red
- 100. Head turns into a wolf head

# NPC Physical Descriptions

- 1. Short, Athletic Build, Exquisite Attire, Burn marks on legs
- 2. Tall, Thin Build, Heavy Armor, Piercing eyes
- 3. Tiny, Athletic Build, Mages Robes, Plate helmet too big for head
- 4. Tiny, Athletic Build, Heavy Armor, Face covered in foreign writing
- 5. Average Height, Stocky, Exquisite Attire, Scarred hands
- 6. Tall, Athletic Build, Mages Robes, Massive backpack full of books
- 7. Short, Muscular, Adventurer's Outfit, Tattoo of a dragon
- 8. Short, Muscular, Heavy Armor, Well-kept beard
- 9. Average Height, Athletic Build, Heavy Armor, Handlebar mustache
- 10. Tall, Obese, Adventurer's Outfit, Large afro hairstyle
- 11. Tall, Thin Build, Exquisite Attire, Burn marks on face
- 12. Tall, Stocky, Exquisite Attire, Scrunched up facial expression
- 13. Average Height, Athletic Build, Exquisite Attire, Large tattoo covering chest
- 14. Average Height, Muscular, Common Clothes, Scarred arms
- 15. Tiny, Stocky, Heavy Armor, Missing several fingers
- 16. Tiny, Muscular, Common Clothes, Intimidating stare
- 17. Tall, Obese, Common Clothes, Face covered in powder
- 18. Short, Muscular, Exquisite Attire, Missing a finger
- 19. Average Height, Athletic Build, Mages Robes, Angry facial expression
- 20. Short, Thin Build, Mages Robes, Scar across forehead
- 21. Tall, Athletic Build, Heavy Armor, Missing an ear
- 22. Tall, Athletic Build, Exquisite Attire, Charming smile
- 23. Average Height, Stocky, Adventurer's Outfit, Burn marks on feet
- 24. Tiny, Stocky, Exquisite Attire, Comically large mustache
- 25. Short, Athletic Build, Common Clothes, Scar across chest
- 26. Tall, Muscular, Adventurer's Outfit, Burns all over arms
- 27. Short, Stocky, Common Clothes, Deformed mouth
- 28. Short, Obese, Mages Robes, Deformed arm
- 29. Short, Stocky, Heavy Armor, Missing nose
- 30. Average Height, Thin Build, Adventurer's Outfit
- 31. Tiny, Obese, Exquisite Attire, Full-size tattoo of own face on chest
- 32. Tall, Thin Build, Adventurer's Outfit, Long scar across face
- 33. Tall, Muscular, Common Clothes, Large eyepatch
- 34. Average Height, Stocky, Common Clothes, Tattoo on left hand
- 35. Tiny, Thin Build, Adventurer's Outfit, Short beard
- 36. Average Height, Obese, Mages Robes, Face covered in boils
- 37. Average Height, Muscular, Heavy Armor, Tattoo of a spider
- 38. Average Height, Muscular, Mages Robes, Burn marks on hands
- 39. Short, Thin Build, Adventurer's Outfit, Tattoo on neck
- 40. Short, Thin Build, Heavy Armor, Balding hair
- 41. Average Height, Obese, Exquisite Attire, Missing a foot
- 42. Average Height, Stocky, Heavy Armor, Deformed hands
- 43. Tiny, Thin Build, Common Clothes, Burns all over back
- 44. Short, Stocky, Mages Robes, Burn marks on bald head
- 45. Average Height, Obese, Common Clothes, Fearful facial expression
- 46. Tiny, Obese, Common Clothes, Face covered in cuts and bruises
- 47. Short, Athletic Build, Mages Robes, Defiant facial expression
- 48. Short, Obese, Exquisite Attire, Smug facial expression
- 49. Short, Athletic Build, Heavy Armor, Curly hair
- 50. Average Height, Obese, Heavy Armor, Large bushy beard

# NPC Physical Descriptions

- 51. Short, Obese, Adventurer's Outfit
- 52. Average Height, Obese, Adventurer's Outfit, Deformed ears
- 53. Average Height, Thin Build, Common Clothes, Short goatee
- 54. Tiny, Stocky, Common Clothes, Messy hairstyle
- 55. Short, Thin Build, Exquisite Attire, Face covered in zits
- 56. Tall, Obese, Mages Robes, Missing an arm
- 57. Tiny, Athletic Build, Exquisite Attire, Cheap wig
- 58. Tiny, Athletic Build, Adventurer's Outfit, Large tattoo covering left leg
- 59. Tiny, Obese, Heavy Armor, Confident facial expression
- 60. Average Height, Athletic Build, Adventurer's Outfit, Buzzcut hairstyle
- 61. Tall, Stocky, Mages Robes, Massive pointed beard
- 62. Short, Athletic Build, Adventurer's Outfit, Tattoo on bald head
- 63. Tiny, Athletic Build, Common Clothes, Curious facial expression
- 64. Tiny, Obese, Adventurer's Outfit, Mutton-chop beard
- 65. Tiny, Muscular, Exquisite Attire, Missing an eye
- 66. Average Height, Thin Build, Exquisite Attire, Tattoo of a scorpion
- 67. Tall, Athletic Build, Common Clothes, Scar across jawline
- 68. Short, Stocky, Adventurer's Outfit, Comically large ears
- 69. Tiny, Thin Build, Heavy Armor, Small tattoo on right foot
- 70. Short, Muscular, Common Clothes
- 71. Short, Obese, Common Clothes, Wavy textured hair
- 72. Tiny, Thin Build, Exquisite Attire, Scar on nose
- 73. Tiny, Stocky, Adventurer's Outfit, Face covered in magical markings
- 74. Short, Stocky, Exquisite Attire, Trimmed mustache
- 75. Average Height, Thin Build, Mages Robes, Mohawk hairstyle
- 76. Average Height, Muscular, Exquisite Attire, Long flowing hair
- 77. Average Height, Athletic Build, Common Clothes, Missing a leg
- 78. Tall, Obese, Heavy Armor, Incredibly small feet
- 79. Tall, Stocky, Heavy Armor, Massive shield but no weapon
- 8o. Tiny, Obese, Mages Robes, Orange stringy hair
- 81. Tall, Stocky, Adventurer's Outfit, Asymmetrical face
- 82. Tiny, Muscular, Mages Robes, Face covered in bees
- 83. Tall, Thin Build, Mages Robes, Deformed nose
- 84. Tiny, Thin Build, Mages Robes, Face covered in pockmarks
- 85. Tiny, Muscular, Adventurer's Outfit, Deformed forehead
- 86. Average Height, Thin Build, Heavy Armor, Nervous facial expression
- 87. Short, Thin Build, Common Clothes, Tattoo of a wolf
- 88. Tall, Muscular, Mages Robes, Twirled Mustache
- 89. Short, Muscular, Mages Robes, Face covered in fecal matter
- 90. Tall, Obese, Exquisite Attire, Scar across bald head
- 91. Average Height, Stocky, Mages Robes, Missing a hand
- 92. Tall, Muscular, Heavy Armor, Small tattoo on face
- 93. Short, Obese, Heavy Armor, Tattoo of a giant centipede
- 94. Tiny, Stocky, Mages Robes, Tattoo of a magical symbol
- 95. Average Height, Muscular, Adventurer's Outfit, Face covered in dirt
- 96. Tall, Muscular, Exquisite Attire, Tattoo of a bird
- 97. Tall, Stocky, Common Clothes, Large tattoo covering right arm
- 98. Tiny, Muscular, Heavy Armor, Tattoo of an anchor
- 99. Tall, Athletic Build, Adventurer's Outfit, Cocky smirk on face
- 100. Tall, Thin Build, Common Clothes, Exceptionally pale

# NPC Reaction to Failed Pickpocket Attempt

- 1-2. Offers the character a piece of bread
- 3-4. Turns into a shimmer of light
- 5-6. Slips the character a note
- 7-8. Hits the character with a cane
- 9-10. Kicks the character in the knee
- 11-12. Invites the character to dinner
- 13-14. Offers the character a copper piece
- 15-16. Chides the character for being sloppy
- 17-18. Spits in the character's face
- 19-20. Challenges the character to a duel
- 21-22. Pulls short sword
- 23-24. Pulls dagger
- 25-26. Kicks the character in the gut
- 27-28. Insults the character
- 29-30. Hits the character with a book
- 31-32. Pushes the character
- 33-34. Turns into a dog
- 35-36. Turns into a werewolf
- 37-38. Disappears into thin air
- 39-40. Curses the character
- 41-42. Invites the character out for a drink
- 43-44. Knees the character in the groin
- 45-46. Melts
- 47-48. Runs away
- 49-50. Turns into a cat

- 51-52. Runs in a circle around the character
- 53-54. Grabs the character's cloak
- 55-56. Slaps the character's face
- 57-58. Turns out to be an old friend
- 59-60. Pulls longsword
- 61-62. Demands restitution
- 63-64. Screams
- 65-66. Hits the character with a wine bottle
- 67-68. Casts a spell on the character
- 69-70. Flies away
- 71-72. Picks the character's pocket
- 73-74. Offers the character a silver piece
- 75-76. Punches the character in the face
- 77-78. Calls for help
- 79-80. Throws a rock at the character
- 81-82. Elbows the character in the gut
- 83-84. Kicks the character in the face
- 85-86. Stomps on the character's toes
- 87-88. Says, "Did you need something?"
- 89-90. Punches the character in the gut
- 91-92. Slaps the character's hand
- 93-94. Winks at the character
- 95-96. Likes the closeness
- 97-98. Disappears in a cloud of smoke
- 99-100. Tackles the character



# **Professions**

- Guide
- Professor
- Engineer
- Pure finder
- Mercenary
- Treasure hunter
- Papermaker
- Merchant
- Barber 9.
- 10. Bodyquard
- 11. Scholar
- 12. Farmer
- 13. Gardener
- 14. Beggar
- 15. Midwife
- 16. Carpenter
- 17. Scullion
- 18. Con artist
- 19. Smuggler
- 20. Herbalist 21. Stonemason
- 22. Ferrier
- 23. Stablemaster
- 24. Cooper
- 25. Locksmith
- 26. Shepherd
- 27. Candlemaker
- 28. Fisherman
- 29. Soldier
- 30. Performer
- 31. Slave
- 32. Hatter
- 33. Thatcher
- 34. Ropemaker
- 35. Butler
- 36. Gravedigger
- 37. Matchmaker
- 38. Detective
- 39. Jailer
- 40. Archeologist
- 41. Moneylender
- 42. Baker
- 43. Potter
- 44. Bailiff
- 45. Innkeeper
- 46. Architect
- 47. Porter
- 48. Calligrapher
- 49. Town crier
- 50. Jester

- 51. Painter
- 52. Tailor
- 53. Dancer
- 54. Wheelwright
- 55. Assassin
- 56. Priest
- 57. Barrister
- 58. Diplomat
- 59. Bower
- 6o. Butcher
- 61. Jeweler
- 62. Fuller
- 63. Weaver
- 64. Slaver
- 65. Cartographer
- 66. Miner
- 67. Hunter
- 68. Inventor
- 69. Singer
- 70. Sailor
- 71. Lawyer
- 72. Miller
- 73. Tanner
- 74. Lumberjack
- 75. Librarian
- 76. Messenger
- 77. Cook
- 78. Historian
- 79. Bounty hunter
- 8o. Explorer
- 81. Clerk
- 82. Torturer
- 83. Spy
- 84. Sheriff
- 85. Pirate
- 86. Woodcutter
- 87. Doctor
- 88. Cobbler
- 89. Acrobat
- 90. Astrologer
- 91. Reeve
- 92. Brewer
- 93. Glassblower
- 94. Stablehand
- 95. Driver
- 96. Scribe
- 97. Blacksmith
- 98. Trapper
- 99. Gambler
- Fletcher 100.

# Reasons Why a Player Character is Absent for a Session

- 1. Lost lucky charm, still looking for it
- 2. Attending a play
- 3. Being held for ransom
- 4. Nasty hangnail
- 5. Sprayed by a skunk
- 6. Turned into dust and blown away
- 7. Checking out a local geological feature
- 8. Baking bread
- 9. Hiding from the local authorities
- 10. Wash day, nothing clean to wear
- 11. Out of body experience
- 12. Getting a boil lanced
- 13. Couldn't decide what to wear
- 14. Headache
- 15. Caught a cold
- 16. Lost a bet
- 17. Looking for "something" will be back later
- 18. Missing, the only clue is a rock with a circle carved in it
- 19. Just couldn't put that book down
- 20. Has become "unstuck" in time
- 21. Freak whetstone mishap
- 22. Attending a sporting event
- 23. Disappeared, but their shadow remains
- 24. Sucked into a magical portal
- 25. Disturbing dreams keeping them awake at night, sleeping during the day
- 26. Attending a wedding
- 27. Down by the creek catching lizards
- 28. Drugged
- 29. Gone fishing
- 30. Praying
- 31. Lost in thought
- 32. Wanted to finish writing a poem
- 33. Off hunting
- 34. Gout flare-up
- 35. Turned into a pig
- 36. Sulking
- 37. Attending funeral
- 38. Freak armor accident
- 39. Taking care of sick pet
- 40. Handling correspondence
- 41. Stuck in a tree
- 42. Turned into a mouse
- 43. Sleeping and cannot be awakened
- 44. Mother-in-law came for a visit
- 45. Upset stomach
- 46. Family emergency
- 47. Spending time in the library
- 48. On a short walkabout
- 49. Had to check in with Mom and Dad
- 50. Throw in jail

# Reasons Why a Player Character is Absent for a Session

- 51. Depressed
- 52. Having that nasty wolf bite looked at
- 53. Taking a bath
- 54. Gathering herbs
- 55. "Quick job. Won't be long."
- 56. Attending a town meeting
- 57. Got lost
- 58. Freak potion mishap
- 59. Disappeared without a trace
- 60. Hand stuck in a troll as it turned to stone
- 61. Took too many sleeping potions
- 62. Freak spell accident
- 63. Disappeared, the only clue is a gold coin with a viper on it
- 64. Horse ran away
- 65. On a snipe hunt
- 66. Shopping
- 67. Off looking for "clues"
- 68. Jury duty
- 69. "Things got a little crazy last night..."
- 70. High fever
- 71. Went wild and had to be tied up and left at an inn
- 72. Off birdwatching
- 73. Working off bar tab
- 74. Missing, there are bloodstains
- 75. Chopping wood
- 76. "Stupid porcupine!"
- 77. On a religious pilgrimage
- 78. Practicing origami
- 79. Helping a local farmer around the farm
- 8o. Freak sword accident
- 81. Missing, there are goblin tracks
- 82. Working on their tan
- 83. Malaria flare-up
- 84. Attending religious service
- 85. Toothache
- 86. Called to see the king
- 87. Ate something funny
- 88. Needed "me" time
- 89. Helping a group of kids get a cat out of a tree
- 90. Attending a royal court event
- 91. Sleeping it off
- 92. Venereal disease flare-up
- 93. In a hypnotic trance
- 94. Gathering berries
- 95. Overslept
- 96. Rethinking their life
- 97. Sprained ankle
- 98. Transported to another dimension
- 99. Called as a witness in a court case
- 100. Last seen running away from the group



