

THE  
ELFMAIDS  
& OCTOPI

BOOK OF COOL LOOT

BY KONSUMTERRA



This is something I made as a quick reference for my self and for the fans of my blog and anyone who likes fantasy role playing games.

It is also to celebrate my 800th post on elfmaidsandoctopi.blogspot.com.au

I have promised to properly make a book one day and this isnt it. My blog is about quantity and feverish imagination no propr spilling orr grammmar.

I will try to do something properly one day but editing my own stuff i find a nightmare and slows py out put to a snail pace. I used to edit and art direct magazines but I find being a pedant easier with other peoples stuff.

I welcome feedback or job offers on konsumterra@gmail.com  
I has a flickr page under same ame too

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**2016**

## **Part 1: Pickpockets Delight**

In The Pockets of a Common Man tables  
In The Pockets of a Rich Man tables

## **Part 2: Dungeon Pickings**

Stuff hidden in a Humanoids bed  
Stuff hidden in a Monsters nest  
Things on a dungeon table  
Whats in that goblins sack?  
whats in a hobgoblins war trunk  
whats in a bugbears backpack  
whats in a orcs satchel  
Dungeon Foot Lockers  
Humanoid gang loot

## **Part 3: Magic Shops and Theory**

Ye Old Magic Shoppe  
Unwanted things from the back of magic shop  
Ideas for Magic Items to consider  
Blessed Magic Metal

## **Part 4: Magic Items**

Petty Items  
Umbrella's  
Druid Eggs  
Magic Skulls  
Magic Tears  
Saint Relics  
Necromancer Relics  
Stone Age Items  
Chrystals  
Monster Murder Machines for Murder Mazes  
Elder Magic Relics  
Khaos Magic Relics  
Bright and Dark Elf and Dwarf Relics  
Reptilian, Arachnid, Amphibian and Fishfolk Stuff

## **Part1: Pickpockets Delight**

This is a section for what people might have on them when you rob them or their bodies

### **The Pockets of a Common Man**

This is what common villagers and towns folk have on them when you pick their pockets or loot their corpses

### **D100 Basics**

1-20 Loose small change 1d10 coppers, 1in6 chance of d4 silver  
21-50 Purse 1d10 copper, 1d6 silver 1in6 chance of d3 gold  
61-65 Trinket  
66-70 Tool  
71-89 Snack  
90-95 Document  
96-100 Something weird

### **D100 Trinkets**

01-05 Lucky charm  
06-08 Mummified animal foot  
09-13 Hair of a loved one, possibly missing or deceased  
14-20 Small holy symbol  
21-25 Medal depicting saint or holy person  
26-28 Love charm  
29-31 Idol of kin  
31-33 Idol of ancestor  
34-40 Idol of god  
41 Monster finger  
42 Fake saint body part  
43 Tiny (under palm size) erotic artwork  
44-45 Holy water  
56-50 Fake potion  
51-53 Fertility charm  
54 Herbal Pills  
55-57 Bracelet  
58 Cult Medallion  
59-60 Brass ring  
61 Dried Placenta  
62 Ointment  
63-65 Child's Doll  
66-67 Bundle of tiny animal bones  
68-70 Birth control herbs  
71 Sheepgut condoms in tin  
72-73 Cup and ball  
74-75 Ball, wooden or seed filled leather  
76-80 Dice  
81 Cheap battered cards  
82-85 Knuckle bones set  
86 Game piece like a chess set  
87 Shamanic small sealed bundle of strange things for luck

88-90 Runestone  
91-92 Old coin on a string  
93 Doll filled with thorns or bone needles  
95 A single playing card  
96 Finger trap toy  
97 Tiny wooden box with secret trick to open  
98 Miniature painting of loved one  
99 Miniature painting of holy place  
100 Miniature painting of holy person or god

### **D100 Tools**

01-10 Knife  
11-20 Spoon  
21 Hat  
22 First aid clean rags, bone needle and thread  
23 Bag of charcoal  
34 Ceramic jar with live charcoal  
35 Bag of sawdust  
36 Handful of candle stubs  
37 Candles 1d6  
38 Tiny oil hand lamp  
39 Gourd  
40 Whistle  
41 Pipe with common smokeless herbs  
42 Pipe with uncommon smoking mushrooms or resin  
43 Pipe with illegal addictive resin  
44 Comb  
45 Nutcracker  
46 Needle and thread  
47 Ball of wool and knotting needles  
48 Fish hook and line  
49 Ball of twine  
50 Castration tool  
51 Hoof cleaning tool  
52 Small hammer  
53 Thieves tools  
54 Spool of wire  
55 Small leather bag  
56 Small sack  
57 Folded wine skin  
58 Bottle of oil  
59 Gloves or mittens  
60 Feathers  
61 Beans  
62 Seeds or grain  
63 Bulbs of some plant  
64 Scissors  
65 Wool shears  
66 Pruning knife  
67 Cleaver  
68 Awl  
69 Bag of nails  
70 Chisel  
71 Baling hook

72 Scraper for leather work  
73 Quill and ink bottle  
74 Hand mirror of polished metal  
75 Sharpened coin  
76 Bundle of blood covered rags  
77 Bundle of snot covered rags  
78 Dung  
79 Rags with food crumbs and stains  
80 Grease covered rag  
81-85 Cup  
86 Pot of grease  
88 Toasting Fork  
89 Small tin pot  
90 Small clay jar  
91 Shaving razor  
92 Bar of soap  
83 Jar of animal musk  
84 Jar or dye pigment  
85 Iron spikes in a bag 1d6  
86 Mouse trap  
87 Tiny sickle  
88 Small strainer  
89 Stamp tool and tiny hammer  
90 Pan pipes  
91 Flute  
92 Brush  
93 Tiny saw  
94 Crude hand drill  
95 Ball of leather cord  
96 Small file  
97-100 Tinderbox

### **D100 Snacks**

01-10 Slice of bread  
11-13 Bread Roll  
14-15 Bag of grain like oats, crushed wheat, flower  
16-20 Pie, pastie or dumpling  
21 Sweet bun or cake  
22 Candy or honey  
23 Jar of curds  
24 Jar of mustard  
25 Jar of vinegar  
26-30 Piece of cheese  
31-35 Sausage  
36-37 Hog foot  
38 Pig ear  
39-40 Sauerkraut in jar  
41 Spices or herbs  
42-44 Onion  
45-46 Garlic  
47 Big white grubs in a bag  
48-50 Biscuit - dried gruel ration  
51-55 Chunk of meat  
56-59 Tiny birds on skewer

60-63 Rat on a stick  
64-65 Fruit  
66 Drinkable possibly medicinal herbs  
67-70 Cooked fish  
71 Raw fish  
72 Nob of butter  
73-75 Pickled fish  
76 Shellfish - muscle, crab, clam, cockles  
77 Jellied eel  
78-80 Nuts  
81-85 Pickle vegetables  
86-87 Small pot of beer  
89 Small bottle of wine  
90 Small pot of spirits  
91 Raw eggs  
92 Pickled eggs  
93-94 Boiled eggs  
95-98 Turnip  
100 Berries

### **D10 Food condition**

1 best fresh possible, still warm  
2-5 edible, 50% possibly partly consumed  
5-6 past prime still edible, 50% possibly partly consumed  
7-9 questionable quality CON save or feel ill, possible wormy or rat eaten  
10 horrible and rotten, inedible to all but most desperate, poison CON save

### **D100 Documents**

1 Pamphlet advocating political change  
2 Pamphlet advocating moral change  
3 Pamphlet advocating banning something  
4 Wanted poster  
5 Job poster  
6 Print of local ruler in patriotic pose  
7 Erotic print  
8 Print depicting torture  
9 Love letter  
10 Pamphlet detailing scandalous tale of murder  
11 Voucher for discount in brothel  
12 Voucher for discount drink in tavern  
13 Ticket for gambling in criminal number racket  
14 Tickets to music hall  
15 Tickets for stage coach  
16 Recipe for food  
17 Recipe for potion (false) love potion most common  
18 Recipe for potion (real)  
19 Recipe for poison  
20 Reward for humanoid heads or scalps  
21 Shopping list  
22 Prayer for a god to aid some common problem

23 Note with part of criminal plan  
24 Note from enemy spies  
25 Note with blackmail note  
26 Ransom note for goods or person  
27 Instructions for a servant  
28 Price list of goods  
29 Blueprints for trap  
30 Plan for a house  
31 Note with location of secret door  
32 Cache map of commoner  
32 Fake fanciful treasure map  
32 Treasure map leads to killer dungeon issued by monsters  
33 Treasure map  
34 Old dungeon map  
35 Human skin tattooed treasure map of pirate  
36 Tiny tablet with religious devotions  
37 Clay seal  
38 Receipt for goods or services  
39 Invoice for goods or services  
40 Tax paid notice  
41 Bank note for 1d6x10 silver  
42 Land lease deed for tiny strip of farm land for a year  
43 Warrant to search house  
44 Warrant for arrest of some person  
45 Note of protection from a gang  
46 Mine deed  
47 Rental agreement for hovel  
48 Wedding contract  
49 Ownership for a waggon load of grain or turnips  
50 Deed of horse ownership in stable  
51 Deed for 1d6 sheep or goats but owe for storage fee  
52 Title for space in a bank deposit box  
53 Deed for a burial plot and pre paid commoner funeral  
54 Love poem  
54 Funeral poem  
55 Fragment of heroic poem  
56 Student practise exercises  
57 Original and translation of ancient poem  
58 Lists of animals, minerals or plants  
59 Drawing or dissected monster  
60 Blank sheet  
61 Blank sheet but actually written in invisible ink  
62 Strange unreadable code  
63 Mathematical calculations  
64 Record of religious tithes  
65 Soul contract with demon signatures  
66 Written in non human language  
67 Lineage and family tree  
68 Map of local town village or city block  
69 Map of rural area with unknown village

marked  
70 List of stolen goods  
71 Order for recruiting hired labourers  
72 Purchase order for 4 tons of bricks  
73 Gongfarmer rights to claim all human waste in section of city sewer  
74 Used as toilet paper  
75 Slave owner bill of purchase  
76 Offensive caricature of important person  
77 Nagging note from wife to husband  
78 Letter informing that a relative has died  
79 Death or birth certificate  
80 Draft notice from city militia  
81 Prison pardon  
82 Description of magic item  
83 Drawing portrait of person  
84 Drawing or print of landscape  
85 Artistic nude drawing or print  
86 Garbage collector contract for city lane  
87 Letter requesting specifi  
88 Adoption papers  
89 Old assassin contract in code  
90 Bounty hunter contract  
91 Thieves guild membership  
92 Letter identifying person as city watch informant  
93 Secret police identity papers  
94 Blueprints for architectural ornament  
95 Drawing or print of a monster  
96 Drawing or print of awesome hero killing monster  
97 Pension guaranteeing person as recipient of a copper and a turnip every day for life  
98 Print of tormented soul in hell  
99 Letter from priest talking of fate of long ago adopted child  
100 Letter from priest requesting money for ancestors in afterlife

### **D100 Weird things table**

1 Dead rat  
2 Shrunken head  
3 Eyeball  
4 Tiny bottle of weak poison  
5 Aggressive zombie hand  
6 Frog or toad  
7 Carrier Pigeon with note  
8 Stone or clay phallus  
9 Dead pigeon  
10 Dead Seagull  
11 Huge ticks  
12 Huge snail  
13 Fleas  
14 Crab  
15 Pot of leeches

16 False wooden teeth  
17 Flammable oil bottle with fuse  
18 Bag with small amount of gunpowder  
19 Tiny venomous snake  
20 Cockroaches  
21 Kitten  
24 Puppy  
25 Knuckle duster  
25 Lizard  
26 Rat  
27 Piece of ice  
28 Jewel carved with strange symbol worth 100 gold  
29 Fragment of a golem (3d100 total parts)  
30 Wolves bane  
31 Silver knife  
32 Wooden stake and hammer  
33 Silver knuckle duster  
34 Blob of coloured jelly actually a monster egg  
35 Tiny baby monster that looks adorable at this phase in life cycle  
36 Green Slime  
37 Infected demon slime CON save or disease  
38 As above but also includes maggots with flies or plague demonling  
39 Dangerous arcane parasite or worms  
40 Disguise kit face prosthesis  
41 Puppet or marionette  
42 Exotic monster dung  
43 Poisoned needle, knife or dart  
44 Strange "power cell" that fell from stars  
45 Wig  
46 Cult ritual mask  
47 Shuriken 1d6  
48 Ring with magic light gem with shutters as good as lamp  
48 A magic candle or oil lamp that lights on off at command  
49 Frozen chunk of troll meat slowly thawing out  
49 Carries a piece of bone with evil spirit that possess owner  
50 Carries a bottle with a trapped spirit inside  
51 Pipe with 1d10 doses of magical vision resin (1in6 nightmares)  
52 Pipe with one dose of magic resin, smoke to learn one use 1st level spell in memory or pipe with 1d10 doses of see invisible resin or pipe with 1d50 doses of herb that you can control colour and shape of smoke lasts 10 minutes  
53 Tin of Dwarf food  
54 Elf long life bread  
55 Cured human flesh looks like yummy pork  
55 Spiked cestus  
56 Blowpipe and paralysis poison needles  
57 Piece of magic bone, weilder hears threaten-

ing evil voices all the time  
58 Scented body oil  
59 Tin of inhaled exotic spices and narcotics  
60 Wig  
61 Fake eye  
62 Magic bean  
63 Dead fairie  
64 Dragon or monster scale  
65 Tiny palm size 1d4 flintlock pistol  
66 Divining rod  
67 Playing cards  
68 Divination cards, runes, a pendulum, d20  
69 Crystal sphere lights on command  
70 Teeny monkey  
71 Container of ever hot coal  
72 Charm gives +2 CON save vs poison  
73 Sea monkey eggs in lurid printed envelope  
74 Toy soldiers  
75 Royal jelly  
76 Monster tooth scrimshaw  
77 Rune carved antler of old clan  
78 Magic flint always sparks, never blunts  
79 Exotic bottle of royal grog  
80 Elven fine wine (non alcoholic)  
81 Dwarf extra heavy stout  
82 Fancy pewter beer stein  
83 Awarded medal for hard work or some sport or competition winner  
84 Jar with monster baby  
85 Human organ in a jar or bag  
86 Trepanning tool and bandages  
87 Unicorn dung heals 1d4 to touch  
88 Doll copy of owner  
89 Sealed orders from spy's, a gang, a cult or other trouble makers  
90 Mutant identity patch city forces mutants to wear  
91 Red stone that makes all who see it fight for it if fail WIS save  
92 Tablet used to summon monster  
93 Cult sacrificial knife  
94 Beast mask  
95 Invitation to elite ball or dinner  
96 Fancy Key  
97 VD medicinal ointment and note with instructions  
98 Enema kit in box  
99 Hot water bottles  
100 Healing herbs add +1 to first aid or healing 1d10 doses

## The Pockets of a Rich Man

This is for the walthier person. For a prson in between give them a mis of items from each

### Basics

1-20 Loose small change 1d10 silver, 1d10 gold  
21-50 Purse 1d50 silver, 1d20 gold d3 platinum or better  
61-70 Trinket  
71-75 Tool  
76-80 Snack  
81-95 Document  
96-100 Something weird

### D100 Trinkets

01-05 Lucky charm 30gp  
06-08 Flowers  
09-13 Hair of a loved one, possibly missing or deceased  
14-20 Silver holy symbol 30gp  
21-25 Medal depicting saint or holy person 30gp  
26-28 Love charm 30gp  
29-31 Idol of kin 30gp  
31-33 Idol of ancestor 30gp  
34-40 Idol of god 30gp  
41 Blessed bracelet of ribbon  
42 Tin of fertility medicine  
43 Tiny (under palm size) erotic artwork  
44-45 Holy water  
56-50 Potion, possibly healing  
51-53 Fertility charm  
54 Medicine bottle  
55-57 Bracelet 30gp  
58 Cult Medallion 30gp  
59-60 Fancy Ribbon  
61 Tin of pills with apothecary stamp  
62 Ointment  
63-65 Silk cord  
66-67 Ornate tiny bottle  
68-70 Ornate painted wooden empty box  
71 Ornate gold empty box d100 gold  
72-73 Ornate carved ivory empty box 30gp  
74-75 Sheepegut condoms in tin  
76-80 Ivory Dice  
81 Hand painted playing or divination cards  
82-85 Half a locket (someone has piece that connects)  
86 Game piece like a chess set carved from ivory or stone  
87 Gem worth d100  
88-90 Plush monster toy such as a manticore  
91-92 Ornate keys for house or strongbox often worn as status symbol  
93 Jewelled cloak pin or buckle d100

95 Ring worth d100 gold  
96 Carved ivory pendant 30gp  
97 Tiny wooden box with secret trick to open  
98 Miniature painting of loved one  
99 Miniature painting of holy place  
00 Miniature painting of holy person or god

### D100 Tools

01-10 Silver knife 1d10 gold  
11-20 silver spoon 1d10 gold  
21 Gold needle  
22 Silk thread  
23 Tin of fake eyelashes  
34 Gold Hair or hat pin  
35 Gold stylus  
36 Stamp and ink  
37 Gold letter opener 10gp  
38 Makeup tin of rouge for lips or cheeks  
39 Makeup tin of face powder  
40 Makeup tin of kohl or eye blacker  
41 Pipe with common smokeless herbs  
42 Pipe with uncommon smoking mushrooms or resin  
43 Pipe with illegal addictive resin  
44 Ivory comb  
45 Snuffbox  
46 Tobacco tin  
47 Hoof cleaning tool  
48 Flea powder  
49 Tiny bottle of expensive scent  
50 Tiny bottle of body oil  
51 Tiny bottle of  
52 Harp string  
53 Finest silk handkerchief  
54 Embroidered face cloth  
55 Small leather bag  
56 Tiny key for secret stash  
57 Small flask of quality booze  
58 Tiny bottle of medicinal herbal wine  
59 Gloves or mittens  
60 Magnifying glass  
61 Monocle on thread  
62 Spectacles  
63 Feathered fan  
64 Lace fan  
65 Tiny parasol  
66 Sealing Wax  
67 First aid bundle with silk bandages and alcohol bottle  
68 Laxatives  
69 Fancy privy keepers kit  
70 Silver spinning top  
71 Signet ring  
72 Sealing wax

73 Quill and ink bottle  
74 Hand mirror of polished metal  
75 Hand mirror of glass  
76 Bottle of rubbing lineament  
77 Pocket gold lamp with oil  
78 Mouse trap  
79 Bar of quality soap  
80 Tiny flintlock pistol  
81 Length of silver chain 30gp  
82 Length of gold chain 100gp  
83 Silver and sable brush 30gp  
84 Small hour glass  
85 Ornate cared ivory Cup  
86 Knuckleduster  
87 Fake holy book with grog bottle inside  
88 Small silver bowl  
89 Pair of fine stockings  
90 Gold thimble  
91 Flute  
92 Razor or Penknife  
93 Tiny silver grooming scissors  
94 Ornate small tinderbox  
95 Pair of silk underwear  
96 Fake beauty spot in a tin  
97 Wig  
98 Riding crop or small whip  
99 Compass or wrist/pocket sundial  
100 Box of watercolours and paintbrush

### D100 Snacks

01-10 Slice of cake  
11-13 Fancy pastry  
14-15 Posh Biscuit  
16-20 Piece of expensive white bread  
21 Sweet bun or cake  
22 Expensive gourmet smoked fish  
23 Expensive smelly cheese  
24 Expensive gourmet smoked sausage  
25 Expensive smelly cheese  
26-30 Ball of cheese in wax  
31-33 Posh sandwiches wrapped in linen  
34-35 Bottle of spicy sauce  
36-37 Bottle or posh sauce  
38 Pot of honey  
39-40 Apple  
41 Garlic  
42-44 Herbs  
45-46 Pepper  
47 Pear  
48-50 Salt  
51-55 Chunk of fancy meat wrapped in fine linen serviette  
56-59 Tiny candied birds  
60-63 Tin of nuts

64-65 Dried fruit and berries in bag  
66 Drinkable possibly medicinal herbs  
67-70 Cooked fish  
71 Orange  
72 Lemon  
73-75 Small bottle of wine  
76 Potted Doormouse  
77 Jar of posh jam  
78-80 Boiled lollies  
81-85 Liquorish  
86-87 Tin of refreshing spices to freshen breath  
89 Jellied lamprey in jar  
90 Small bottle of spirits  
91 Figs  
92 Plums  
93-94 Boiled eggs  
95-98 Bag of sherbet  
100 Jam tart

### **D10 Food condition**

1-2 best fresh possible, still warm  
3-5 edible, 50% possibly partly consumed  
6-9 past prime still edible, 50% possibly partly consumed  
10 questionable quality CON save or feel ill, possible wormy or rat eaten

### **D100 Documents**

1 Pamphlet advocating menace of the poor  
2 Pamphlet advocating moral change  
3 Pamphlet advocating banning something  
4 Pamphlet advocating eating the poor  
5 Pamphlet advocating abolition of slavery  
6 Print of local ruler in patriotic pose  
7 Erotic prints  
8 A speech for guild, church or court  
9 Love letter  
10 Letter detailing scandalous affair or lineage  
11 Deed of ownership for one dozen serfs  
12 Letter reporting criminal activity of person and demands for death penalty  
13 Print depicting torture  
14 Tickets to music hall  
15 Tickets for stage coach  
16 Recipe for food  
17 Recipe for potion (false) love potion most common  
18 Recipe for potion (real)  
19 Recipe for poison  
20 List of payments for humanoid heads or scalps  
21 Shopping list  
22 Prayer for a god to aid some common problem

23 Note with part of conspirators plot  
24 Note from enemy spies  
25 Note with blackmail note  
26 Ransom note for goods or person  
27 Instructions from a superior noble  
28 Price list of goods  
29 Blueprints for some kind of mechanical device  
30 Plan for a house  
31 Note with location of secret door  
32 Cache map of noble  
32 Fake fanciful treasure map  
32 Treasure map leads to killer dungeon issued by monsters  
33 Treasure map  
34 Old dungeon map  
35 Letter from distant colony praising or warning of place  
36 Tiny tablet with religious devotions  
37 Clay seal  
38 Receipt for goods or services  
39 Invoice for goods or services  
40 Tax paid notice  
41 Bank note for 1d6x10 gold  
42 Land lease deed for farm and house, curren tenants never heard of it  
43 Warrant to search estate or manour  
44 Warrant for arrest of some person  
45 Magical stone turns into animal if dropped, horse common  
46 Mine deed  
47 Rental agreement for townhouse  
48 Wedding contract  
49 Ownership for a waggon load of bales of cloth  
50 Deed of horse ownership in stable  
51 Deed for 1d6 horses but owe for stable fee  
52 Title for space in a bank deposit box  
53 Deed for a burial plot in crypt or mausoleum with key  
54 Love poem  
54 Funeral poem  
55 Fragment of heroic poem  
56 Student practice exercises  
57 Original and translation of ancient poem  
58 Lists of animals, minerals or plants  
59 Drawing or dissected monster  
60 Blank sheet  
61 Blank sheet but actually written in invisible ink  
62 Strange unreadable code  
63 Mathematical calculations  
64 Record of religious tithes  
65 Soul contract with demon signatures  
66 Written in ancient archaic script  
67 Lineage and family tree  
68 Map of local town village or city block

69 Map of rural area with  
70 Map of estate  
71 Order for recruiting hired labourers  
72 Purchase order for jewellery  
73 Letter of thanks for charitable donation  
74 Letter praise to or from a noble  
75 Slave owner bill of purchase  
76 Offensive caricature of important person  
77 Nagging note from wife to husband  
78 Letter informing that a relative has died  
79 Death or birth certificate  
80 Note of secret meeting place and time  
81 Astrology charts  
82 Description of magic item  
83 Drawing portrait of person  
84 Drawing or print of landscape  
85 Artistic nude drawing or print  
86 Small painting or study by famous artist  
87 Drawing or print of fine horse or livestock or hunting beast  
88 Adoption papers  
89 Old assassin contract in code  
90 Slave deeds of ownership  
91 Bank statement of persons holdings for credit application  
92 Letter identifying person as city watch informant  
93 Secret police identity papers  
94 Blueprints for architectural construction  
95 Drawing or print of a monster  
96 Drawing or print of awesome hero killing monster  
97 Pension guaranteeing person as recipient of 50gp a year  
98 Print of tormented soul in hell  
99 Letter from priest talking of fate of long ago adopted child  
100 Letter from priest requesting money for ancestors in afterlife

### **D100 Weird things table**

1 1d10 does of makeup +1 CHA for a day in gol box  
2 Zombie mouse or bug  
3 Ring with poison injector for handshaking  
4 Suicide pill hidden in ring  
5 Aggressive zombie hand  
6 Frog or toad  
7 Carrier Pigeon with note  
8 Jade or glass or silver phallus  
9 Bottle of fresh blood  
10 Teabags for exotic hallucinogenic drink  
11 Stimulating bean powder with instructions to make drink

12 Chocolate beans  
13 Shrunken person in pocket cage  
14 Lycanthropy control medicine in syringe  
15 Magic lantern hand painted scene glass cell  
16 False gold teeth  
17 Pocket golem puppet  
18 Tickets or charter for a sea voyage  
19 Dancing imp in jar  
20 Parrot, colorful and talks about treasure  
21 Kitten  
24 Puppy  
25 Kobold baby  
25 Gremlin  
26 Holy symbol with knife or flintlock concealed within  
27 Piece of ice  
28 Jewel carved with strange symbol worth 100 gold  
29 Fragment of a golem (3d100 total parts)  
30 Wolves bane  
31 Pixie or brownie in animal form  
32 Wooden stake and hammer  
33 Silver knuckle duster  
34 Key for secret back entry to elite brothel  
35 Tiny baby monster that looks adorable at this phase in life cycle  
36 Wand with cantrip spell and d100 charges  
37 Carrion crawler grub  
38 Dragon bone  
39 Chaos goat jerky  
40 Disguise kit face prosthesis  
41 Puppet or marionette  
42 Pocket ivory and ebony chess set  
43 Poisoned needle, knife or dart  
44 Strange "power cell" that fell from stars  
45 Magic scroll  
46 Cult ritual mask  
47 Imp in form of small animal  
48 Ring with magic light gem with shutters as good as lamp  
48 A magic candle or oil lamp that lights on off at command  
49 Demonic parasite  
49 Pocket hookah with tobacco  
50 Carries a bottle with a trapped spirit inside  
51 Pipe with 1d10 doses of magical vision resin (1in6 nightmares)  
52 Pipe with one dose of magic resin, smoke to learn one use 1st level spell in memory or with 1d10 doses of see invisible resin or with 1d50 doses of herb that you can control colour and shape of smoke lasts 10 minutes  
53 Dwarf hash in wax block and tiny gold bong  
54 Elf opium in jar with long clay pipe

55 Cured candied yummy human flesh  
 55 Block of black lotus resin, illegal and addictive dream drug  
 56 Mutation inducing dried mushroom  
 57 Spirit travel dried mushroom  
 58 See magic dried mushroom  
 59 Tiny pocket toadstool man  
 60 Roll of embroidered silk toilet paper  
 61 Fake eye ball carved from crystal  
 62 Sleep powder in packet, eat or blow in face  
 63 Dead faerie  
 64 Dragon or monster scale  
 65 Alchemy test kit  
 66 Witch testing manual  
 67 Sword cane  
 68 Gold pendulum  
 69 Crystal sphere lights on command  
 70 Teeny monkey  
 71 Powdered tarrasque or demon horn  
 72 Charm gives +2 CON save vs poison  
 73 Unicorn horn cup, explodes if poison put in  
 74 Toy metal soldiers  
 75 Royal jelly  
 76 Dried monster genitals  
 77 Note with magic mouth that tells bad joke  
 78 Pretty monster egg  
 79 Exotic bottle of royal grog  
 80 Elven fine wine (non alcoholic)  
 81 Dwarf extra heavy brandy bottle  
 82 Fancy crystal glass  
 83 Awarded medal for heroism  
 84 Jar with dead pickled monster baby  
 85 Human organ in a jar or bag  
 86 Golden syringe, empty bottle  
 87 Unicorn dung heals 1d4 to touch  
 88 Doll copy of owner  
 89 Sealed orders from spy's, a gang, a cult or other trouble makers  
 90 Cursed magic item  
 91 Red stone that makes all who see it fight for it if fail WIS save  
 92 Tablet used to summon monster  
 93 Cult sacrificial knife  
 94 Pod people or triffid plant seed  
 95 Invitation to elite ball or dinner  
 96 Fancy Key and map  
 97 VD medicinal ointment and note with instructions  
 98 Enema kit in box  
 99 Hot water bottles  
 100 Healing herbs add +1 to first aid or healing 1d10 doses

## Part2: Dungeon Pickings

This is stuff to put in your dungeons

### D10 Quick Stuff in Humanoid beds

01 Vermin  
 02 Garbage  
 03 Snacks  
 04 Small change  
 05 Trinkets  
 06 Trench art  
 07 Clobber  
 08 Fragment  
 09 Horrible thing  
 10 Strange thing

### D100 Stuff hidden in a Humanoids bed

01 Bloodstains and infectious if searchers have any bloody wounds  
 02 Parasitic worm eggs in skid marked monster sheets  
 03 Huge ticks jump on searchers may cause infection till removed  
 04 Fleas make searcher itch and it spread at camp  
 05 Maggots, worms or grubs eating rotten food scraps and dead rat  
 06 Swarm scurry from nest d4 1=mice 2=cockroaches 3=moths 4=weavels  
 07 Several rats scurry away snacking on scraps  
 08 Angry giant rat hisses at anyone trying to take its scraps  
 09 Dungeon leeches lurking in wet patches  
 10 Huge bug HDd4 Save vs poison +2 d4 1=spider 2=scorpion 3=centipede 4=cricket  
 11 Half eaten food d4 1=turnips 2=apples cores 3=fish 4=human flesh  
 12 Bits or rings and rivits from armour  
 13 Body hair and toenail clipings  
 14 Filthy old bandages  
 15 Bodily products d4 1=vomit 2=feces 3=earwax 4=oily secretions and dead skin  
 16 Empty grog jar made from clay or wood  
 17 Old broken bones with marrow sucked out  
 18 Ball of assorted threads, hairs, feathers and string found around dungeon  
 19 Nut shells  
 20 Cookie crumbs  
 21 Food hidden d4 1=turnips 2=stolen apples 3=onions 4=plump rat  
 22 Food hidden d4 1=truffles 2=meat on skewer 3=cheese 4=bbq rat on stick  
 23 Mushrooms d4 1=mild poison 2=tasty 3=hallucinogenic 4=decorative  
 24 Bound and gagged d4 1=piglet 2=kobold

3=child 4=giant rat  
 25 Giant snails possible tethered by shells  
 26 Huge black beetles in a pot  
 27 Half chewed stale bread 1in6 with hallucination causing fungi  
 28 Huge juicy slugs  
 29 Eggs of possibly some horrible dungeon monster  
 30 Jar of preserved d4 1=sauerkraut 2=pickled eggs 3=pickled onions 4=pickled fish  
 31 One corroded tiny copper piece  
 32 Purse of d4 coppers  
 33 Scattered d6 coppers  
 34 Dice or knuckle bones for gaming  
 35 Tarnished silver piece  
 36 Buckle from some item of clothing  
 37 Bone or shell button  
 38 Piece of flint  
 39 Candles stubs  
 40 Pipe and smoking herbs  
 41 Carved tusk figurine of deity or cult hero  
 42 Terracotta figurine of animal  
 43 Shiny smooth worn pebble with strange colours  
 44 String of wooden beads  
 45 Evil holy symbol d4 1=bone 2=leather 3=wood 4=brass  
 46 Fist sized tooth  
 47 Tiny knife for child d3  
 48 Tiny bottle of grog  
 49 Copper medallion with strange symbol  
 50 Brass ring for ring or nose or ear or whatever  
 51 Cup made of adventurers skull  
 52 Candles made from fingers  
 53 Human ear necklace  
 54 Human helmet turned into chamber pot  
 55 Human femur flute  
 56 Shrunken head d4 1=dwarf 2=wizard 3=peasant 4=  
 57 Scalps with long braided hair in bundle  
 58 Human leather bag of teeth  
 59 Musical instrument made from mummified stretched elf head  
 60 Human ribs made into knitting needles with ball of wool  
 61 Worn old boot  
 62 Filthy under garments  
 63 A hat d4 1=hunters 2=childs 3=womans 4=wizards  
 64 A lovely ribbon  
 65 Woolen sock  
 66 Old leather belt  
 67 Leg or arm wrappings  
 68 Creepy possibly cult mask

69 Moth eaten woolen vest  
 70 Mouldy old cloak  
 71 Crumbling old map  
 72 Crude sketch of dungeon section  
 73 Tattered old spellbook page used as hanky  
 74 Broken rune carved horn  
 75 Love letter stolen cos it smelled nice  
 76 Monsters pay slips  
 77 Cult chant practice sheet  
 78 Sadistic print stolen from torture manual  
 79 Erotic painting on fragment of rich grog pot  
 80 Broken chunk of rock with elder runes  
 81 Corpse d4 1=kobold 2=human 3=local humanoid 4=demihuman  
 82 Manacles and key and whip  
 83 Thumbscrews and tongs  
 84 Fresh human skin in a sack 1in6 salted  
 85 Severed head d4 1=human 2=pig 3=dog 4=goat  
 86 Crushed mummified kobold under the mattress with surprised expression  
 87 Jar of pickled eyeballs  
 88 Mummified male genitals  
 89 Mummified monster fetus  
 90 A baby mimic which tries to flee or attack if cornered  
 91 A devil stone in a bag influences viewers to crave it and kill to obtain it  
 92 Nightmarish evil idol of the old gods that gives bad dreams  
 93 Frozen cube of troll flesh, will start to grow when defrosted  
 94 A angry spirit haunts the bed and will use fear to drive away strangers  
 95 Rock with a permanent light spell  
 96 A weak herbal healing potion d4  
 97 A gremlin sneaks into searchers baggage to sabotage and torment them  
 98 Aggressive footlong baby purple worm hisses and stings if disturbed  
 99 A magical dungeon pie  
 100 A fragment of broken mirror that used to be gate to a demon world



**D10 Quick Stuff in a Monsters nest**

- 01 Vermin
- 02 Scraps
- 03 Larder
- 04 Junk
- 05 Treasure
- 06 Grooming remains
- 07 Display
- 08 Breeding
- 09 Companions
- 10 Peculiar thing

**D100 Stuff hidden in a Monsters nest**

- 01 Overrun with swarm of fleas and ticks
- 02 Huge weevils eating nest
- 03 Large dung beetle stealing a ball of dung
- 04 Mold colony causes respiratory infection if disturbed
- 05 Slime mold contaminates intruder making them carrier of gelatinous horror
- 06 Insect nest d4 1=wasps 2=ants 3=termites 4=bees
- 07 Nest of critters disturbed and flee d4 1=mice 2=rats 3=rabbits 4=weasels
- 08 Giant rats startled and attack
- 09 Moles burrow away into ground
- 10 Giant maggots writhe about snapping aggressively
- 11 Shreds of skin over a foot long
- 12 Cracked human or animal bones
- 13 Torn bloody clothing
- 14 Chunk of bloody scalp
- 15 Rusty torn chainmail or other armour
- 16 Severed fingers
- 17 Battered old adventurers pack of gear
- 18 Boots with rotten feet still in them
- 19 Human or humanoid mixed teeth
- 20 Chewed severed head
- 21 Buried body left to rot for extra flavour
- 22 Critically injured prisoner in need of first aid
- 23 Prisoner with broken bones unconscious
- 24 Mound of meat slurry vomited up to eat later or share with kin
- 25 Collection of human limbs
- 26 Collection of dead rats, lizards and frogs
- 27 Dead collection of giant rats
- 28 Pile of big fish
- 29 Dead farm animals
- 30 Unconscious d4 1=human child 2=kobold 3=goblin 4=cultist
- 31 Broken spade and bucket from former cleaners
- 32 Broken chain once used on monster
- 33 Carved wall stones dragged into nest

- 34 Shredded old battle banner
- 35 Bones or remains of former nest monsters
- 36 Round pebbles used to aid monster digestion
- 37 Rancid animal corpse monster likes to roll in
- 38 Broken furniture used in nest structure
- 39 Childs dolly
- 40 Shreds of old papers d4 1=accounts 2=spell book 3=letters 4=orders
- 41 Coin purse with 5d6 copper coins
- 42 Coin purse with 3d6 silver pieces
- 43 Coin purse with 1d6 gold coins
- 44 Loose change d100 copper coins
- 45 Semiprecious stones 1d6 the monster decorates nest with
- 46 Low value gem 100 gold piece value
- 47 Gold leaf covered broken ornament
- 48 Broken sword hilt with silver and semiprecious stones
- 49 Silver tarnished key
- 50 Bone scroll tube with intact document inside
- 51 Feathers fur or scales mounds
- 52 Coughed up castings with remains of bugs and rats inside
- 53 Scratch marks on wall or log
- 54 Bits of old claws
- 55 Broken old teeth or egg tooth off baby beaked monster
- 56 Deposits of musk used to attract mates and declare territory
- 57 Collection of feces pushed out of nest
- 58 Something monster sicked up that didn't agree with it
- 59 Flattened mummified older dead monster under nest
- 60 Crystallized urea pellets possibly mistaken for semiprecious stone
- 61 Monster has stretched and impaled corpse on thorny log to impress mates
- 62 Collected large collection of trinkets of one colour on display by nest
- 63 Collection of human and humanoid skulls
- 64 Has built a dome structure from bones and straw
- 65 Has bundled corpses tied in sinew or secretions hanging from roof
- 66 Has live prisoner bound who screams attract help, pleases monster
- 67 Stretched skin of victims over straw dummies to scare away nest robbers
- 68 Monster has huge pile of gore and muck for wallowing in
- 69 Built a structure from humanoid rib cages and sinew
- 70 Impaled humanoids on steaks to lure edible

- victims to lair
- 71 Eggs or newborn babies
- 72 Young offspring will hide or flee
- 73 Stores of food for future children
- 74 Mate sitting in nest with eggs or babies
- 75 Monsters mate returns to find you in nest
- 76 Older offspring viscous and hungry
- 77 Dead offspring or rotten eggs from failed parent
- 78 Remains of monsters dead half eaten mate
- 79 Piles of broken eggshells or dried placenta from birthing
- 80 Large friendly toad lives in nest eating vermin
- 81 Screamer shrooms set off alarm if non owner looks in nest
- 82 Creepy dungeon possum eats ticks and fleas from nest
- 83 Kobold stolen as baby serves monster and keeps nest clean for scraps
- 84 Large spider hanging above nest eats intruders
- 85 Termite nest helps regulate nest temperature
- 86 Bats nest around and above nest screaming at intruders
- 87 Giant skunk visits the nest to eat tasty grubs and bugs in nest
- 88 Phantom of victim in nest scares away intruders but monster does not care
- 89 Putrescent zombies in nest arise if intruders come near
- 90 Giant lizard sleep sunder nest to keep warm, hostile if woken by strangers in nest
- 91 Fragment of sculpture from ancient times
- 92 Blasphemous fragments of clay tablets from elder age
- 93 Engraved symbols in skull fragments of a cult warlock
- 94 Severed goblin hand with tightly gripped flask holding a d4 healing potion
- 95 Broken terracotta figurine of the ancient bat goddess
- 96 Holy symbol, high quality with family crest, wealthy family will reward finders
- 97 Broken horn actually from a demon
- 98 Piece of famous lost sword shattered in bast battle with great foe
- 99 Remains of pet collar with gold rivets with name embossed in leather
- 100 One way crystal viewing ball used by lost evil lords to observe minions



## D10 Quick things on tabletops

- 1 Light source or related materials
- 2 Documents
- 3 Arms
- 4 Armour
- 5 Rations
- 6 Work tools
- 7 Home tools
- 8 Games
- 9 Trinkets
- 10 Something nasty

## D100 Things on a dungeon table

- 01 Candles d4 1=stubs 2=single large 3=2d6 candles 4=d12 candle candelabra
- 02 Simple clay oil lamp and 1d6 hours of oil (not very flammable)
- 03 Brass household lamp
- 04 Tin lantern d4 1=camp lamp 2=mining helmet 3=coach lamp 4=
- 05 Wooden torches in bundle of 1d6, smokey if poorly ventilated
- 06 Elaborate smallish ornamental lamp
- 07 Skull used as candle holder covered in melted wax with 1d6 candles intact
- 08 Glowing flower of faerie realm pining for the sun
- 09 Luminescent mushroom in a pot
- 10 Jar of glowing liquid
- 11 Letter from kin d4 1=ma&pa love you 2=dishonour 3=tragedy 4=death
- 12 A personal journal from some literate person could be any age
- 13 Map d4 1=treasure 2=local area 3=kingdom 4=indoor area 5=dungeon location
- 14 Trashy printed booklet from famed debauched city
- 15 Scrolls in jars or tubes d4 1=legal 2=receipts 3=religious 4=propaganda
- 16 Soiled prints of scenes illustrating a scandalous book in envelope, possibly illegal
- 17 Orders from bosses d4 1=monster roster 2=secret info 3=mission 4=warning
- 18 Crumbling old tablets in forgotten languages
- 19 A popular holy book with woodblock prints and family tree written inside
- 20 Mystical document 1=soothsayer warning 2=prayer 3=fragment of a spell 4=cantrip
- 21 Knife d4 1=rusty 2=bronze 3=iron 4=steel 1in6 are ornamental
- 22 Dagger d4 1=rusty 2=bronze 3=iron 4=steel 1in6 are ornamental
- 23 Rod a 30cm-1m fighting stick d4 1=ash 2=pine 3=oak 4=yew as used by sub-bosses

- 24 Whip 1=horse whip 2=bullwhip 3=cat-o-nine tails 4=flail
- 25 Hatchet suitable for melee or throwing possibly stuck in table
- 26 Ammo d4 1=knives 2=shuriken 2=bolts 3=arrows 4=darts 5=sling stones 6=rocks
- 27 Mace d4 1=stone 2=copper 3=bronze 4=iron 5=flanged 6=morningstar
- 28 Improvised melee weapon d4 1=club 2=chain 3=lasso 4=big rock
- 29 Other melee weapon d4 1=flail, 2=battleaxe 3=spear 4=bow (various types)
- 30 Sword d4 1=short 2=long 3=sabre 4=executioner two handed sword
- 31 Shiny metal buckler as used by city duellists
- 32 Crude wooden tribal buckler with carved face
- 33 Small round wooden shield with metal boss, art and metal rim and leather
- 34 Crude square wooden shield with some leather
- 35 A knightly target shield with family crest
- 36 A large kite shield good to cover horse while retreating and foe walls
- 37 A round shield like a hoppilite of viking style
- 38 Helmet d6 1=leather cap 2=iron&felt hat 3=horned cap 4=steel cap 5=knight 6=jousting
- 39 Curious chest plate d4 1=leather 2=riveted linen 3=bronze 4=steel
- 40 Gauntlets d4 1=leather 2=studded 3=chain 4=plate all with leather palms for grip
- 41 Water supply d4 1=bucket & ladel 2=small barrel & cup 3=water skin 4=jug and cup
- 42 Box with seven days of dried camp biscuit made from dried hide with grains
- 43 Haunch of roast meat with some bite or cut marks, not sure the species
- 44 A coil of sausages, smoked and preserved, just not sure what kind
- 45 A huge grub or bug in a jar or roasted on a stick
- 46 Jar of pickles d4 1=dill cucumbers 2=eggs 3=onions 4=mustard pickles of mixed veg
- 47 Meat on a stick d6 1=rat 2=lizard 3=rabbit 4=frog 5=human fingers 6=dog paws
- 48 Big bowl of groats made from grains just add water, milk or salt or berries to taste
- 49 Piles of unclean dishes and cups in a heap
- 50 Big pot of beans, reduces your sneaking chances if eaten
- 51 Common gardening tools like spade, shears, bucket, hoe, seeds, bulbs, pots
- 52 Builders tools like measuring string, plans, charcoal, trowel, chalk, hammer, nails
- 53 Miners tools like helmet, lamp, pick, spade,

- mineral samples, acid, dustmask
- 54 Lumberers tools including saws, axes, ropes, steaks, hatchets, hat, bottle of syrup
- 55 Masons tools like hammers, chisels, ropes, cords, samples of stone, drawings
- 56 Hunters tools including d6 traps, butchery knives, scraper, net, line, bait, hides, horns
- 57 Slavers tools like chains, manacles, yoke, keys, brands, ropes, blindfolds
- 58 Seamen or fishermen tools like knife, ropes, line, fish, hooks, marlinspike, baling hook
- 59 Animal handlers tools like saddles, harnesses, hides, meat, brands, bloodline chart
- 60 Merchants tools like scales, weights, bags, string, bags, stamp, stencil, sign, goods
- 61 Medical tools like bandages, saws, belts, thread, rags, alcohol, hammer, knives
- 62 Cooking tools like pots, pans, knives, kettles, herbs, spices, recipe book, leftovers
- 63 Torture tools like chains, thumbscrews, brands, hammers, saws, sack of rats, brazier
- 64 Musical tools like drums, flutes, bagpipes, horns, lutes, pan pipes, whistle, sheet music
- 65 Carpenters tools including plane, lathe, hatchet, saw, files, hand drill and wood items
- 66 Artist tools like easel, paint, brushes, eggs, oils, canvas, wood, stone, chisel, drawings
- 67 Accounting tools like an abacus, ledger, stationary, nice quill, ink, wax, I.O.U.s
- 68 Clothiers tools including thread, needles, loom, spinning wheel, fabric, leather, frames
- 69 Scribe equipment like paper, wax, quills, pen knife, stylus, clay, notebooks, books
- 70 Scholar tools including stacks of old books and scrolls, many in strange languages
- 71 A hat full of numbered balls or coloured stones used for votes, duties or bingo
- 72 Board game with carved figures similar to chess variant or backgammon or checkers
- 73 Jacks or knuckle bones or marbles or bone dice for gambling
- 74 Deck of cards d4 1=crude bone chits 2=tattered & old 3=hand painted 4=block printed
- 75 Wooden toy d4 1=spinning top 2=doll 3=moving erotic figurine 4=tow weapons for kids
- 76 Puppets mostly articulated wood or cloth, often include monsters and adventurers
- 77 Carved tiny soldier figures with fort carry case, tiny trees, paints, brushes, dice
- 78 Fire crackers saved for special occasion or possibly smoke or stink bombs
- 79 Pipes for smoking from wood, horn, clay, glass or metal with stash tin, tinderbox, stoker
- 80 Lab d6 1=herbalist 2=potion 3=medicine

- 4=drugs 5=brewery 6=distillery
- 81 Hunting trophy d4 1=head 2=stuffed beast 3=stuffed badly 4=ears 5=fingers 6=scalps
- 82 Ancestral idols including clay or wood figures or teeth used for ancestral cult
- 83 Small religious idol for household shrine or personal use
- 84 Small statuette of monster used as charm to keep monster away or just a collectible
- 85 Tiny pornographic figurines with lewd faces, banned but easy to sell
- 86 Small strange pet restrained with leash or cage or box with some food nearby
- 87 Holy symbol d4 1=local cult 2=foreign cult 3=taken from good victim 4=collection of 2d6
- 88 Coins mostly copper of many ages and nationalities
- 89 Interesting hand worn stones from different areas including a fossil or fool's gold
- 90 Odd collection d4 1=pinned insects 2=monster toenails 3=teeth 4=skulls
- 91 Magical lab d4 1=head shrinking 2=makes one potion 3=alchemy 4=dissections
- 92 Black magic ritual materials including pentacles, candles, goat skulls, mushrooms
- 93 Divination stuff like notebooks, charts, knives, bowls, dice, pendulums, coins, cards
- 94 Horrid collection d4 1=mutant babies 2=genitals 3=brains 4=baby monsters
- 95 Antiquarian collection of ancient tablets, idols documents and scholarly pamphlets
- 96 Personal shrine to a leader or someone the owner is stalking with creepy fan journal
- 97 Something shrunk or trapped in bottle d4 1=real ship 2=faerie 3=sorcerer 4=spirit
- 98 Study place of magic student with cantrip or prayer book and ritual paraphernalia
- 99 Strange elder idol causes nightmare and evil dreams that teach cult mysteries
- 100 Skeletons and fossils some incorrectly assembled with drawings and anatomy book





**D10 Quick whats in that goblins sack?**

- 1 Grub - tasty things
- 2 Party stuff - fun things
- 3 Fight stuff - kill or be killed
- 4 Shroomy stuff - fungus garden tools
- 5 Work stuff - trade tools
- 6 Me precious - personal item
- 7 Companion - pets
- 8 Witch fetishes - creepy cult things
- 9 Pinched stuff - loot from victims
- 10 Weird stuff - what the heck?

**D100 Whats in that goblins sack?**

- 01 Turnips or or other roots
- 02 Onions or leeks
- 03 Worm eaten apples
- 04 Sauerkraut in pot
- 05 Pickled wild bird eggs in pot
- 06 Pot with mom cooked favorite
- 07 Live frog in a clay jar
- 08 Jar of centipedes
- 09 Moldy cheese and bread
- 10 Goblin beer in clay pots fermented in tree stumps
- 11 Goblin grog ice distilled nasty drink
- 12 Pipe with dried goblin weed
- 13 Pipe with dried mushrooms
- 14 Leather bag with dried narcotic shrooms
- 15 Collection of funny rude shaped fruit and veg
- 16 Glove puppets or a marionette
- 17 Tatroo needle and ink
- 18 Torture tools like whips, chains, thumbscrews, manacles
- 19 Dice, goblins love funny shaped dice and steal them off each other
- 20 Filth parchments with pictures that goblins giggle at
- 21 Sling and 20 clay bullets
- 22 Club and good throwing rocks
- 23 Bundle of six darts
- 24 Shortsword and buckler
- 25 Handaxe
- 26 Leather armour and cap
- 27 Caltrops
- 28 Flammable oil and flints
- 29 Big knife
- 30 Studded cloak
- 31 Large dried trail ration shrooms
- 32 Fresh bracket fungi
- 33 Poisonous mushrooms
- 34 Sickle for shroom gathering, appearance based on owner status
- 35 Bag of dried mushroom power for soup and gravy

- 36 Bag of spores to plant favorite useful fungi where you go
- 37 Bag of toxic, killer and alarm fungus spores
- 38 Shroom that gives visions of the underworld
- 39 Fungi supplies for shroom based herbalist
- 40 Bag of awesome manure too grow shrooms in
- 41 Bucket and trowel
- 42 Little watering can
- 43 Bag of seeds to eat or grow
- 44 Small knife and basket
- 45 Handsaw and wooden mallet
- 46 Hammer and bag of copper nails
- 47 Bundle of wool and crochet needles
- 48 Sewing needles, thread, buttons and scraps of fabric
- 49 Spindle, stolen wool, thread
- 50 Wire, cutters, pliers, rivets, small sections of mail
- 51 A scary plush doll owned since a baby
- 52 Crude terracotta idol of mumsy
- 53 Relief carved wood image of Castle Clump home of the goblin gods
- 54 Funny looking handball made of troll sinew
- 55 Collection of baby teeth, any baby will do
- 56 Copper shroom medallion on chain dedicated to shroom goddess
- 57 Bag of sweets
- 58 Silver coin from goblin king given to ancestor
- 59 Pretty thing d4 1=ribbon 2=broken glass 3=monster egg 4=small cracked gem
- 60 Enameled mushroom cloak pin commemorating adulthood
- 61 Sweet pet rat
- 62 Goblin baby
- 63 Adorable large toad
- 64 Dead fish
- 65 Palm size one eyed blob with tentacles in stone jar
- 66 Human baby (why do they grow so ugly?)
- 67 Friendly snake uses stinger on strangers
- 68 Ambulatory pet fungus, often very cute
- 69 Potted plant
- 70 Big black beetle
- 71 Dried heart stuffed with thorns
- 72 Human hand turned into candle
- 73 Diabolic medallion dedicated to birth demon
- 74 Idol of goblin ancestor
- 75 Carved antler with scenes of goblin gods
- 76 Shrunken human or elf or dwarf head
- 77 Scroll made from mushroom leather with goblin poetry about underworld
- 78 Shaman bag sewn shut with animal bits, herbs and amber beads inside
- 79 Collection of hair clippings and nail clippings

- used to curse rivals
- 80 Strange amateur potion making ingredients
- 81 Human purse with d20 modern copper coins
- 82 Human purse with d6 tarnished silver old coins
- 83 Old gold coin of the ancients possibly dwarf or elf
- 84 Head of a small brass or stone statue
- 85 Fancy doorknob
- 86 Dented silver cup or bowl
- 87 Boar tooth necklace
- 88 Bronze clad drinking horn with lid
- 89 Stolen livestock d4 1=live chicken 2=duck 3=bat 4=pidgeon
- 90 Stolen fine food too good for goblin d4 1=fruit pie 2=sausage 3=wine 4=truffles
- 91 Frothing fungal potion in bottle, once cap opened must be used in an hour
- 92 Chaos shroom if eaten gain a low level mutation, eating more increases mutation rank
- 93 A terracotta jar that if dropped repairs itself and jumps back to safety
- 94 Mummified ancestral hand may be used to curse a foe once
- 95 Scroll describing diet to become a hobgoblin or bugbear
- 96 Explodestool d4 1=d6 1" diameter 2=2d4 1"radius" 3=3d4 2"diameter 3=3d6 2" radius
- 97 Spoons to grow a monstrous dungeon mold, slime or jelly
- 98 Keys to part of home dungeon on ring 1d6
- 99 Crude map of friendly goblin tribes, goblin foes and special goblin sites
- 100 Fungal potion drunk before battle makes goblin explode on death (as 96)

**D100 whats in a hobgoblins war trunk**

Hobgoblins carry trunks with them and these are the kinds of things they store in them.

- 01 Dead goblin with chewed fingers and expression of despair
- 02 Collection of hobnail war boots
- 03 Thick studded leather belts and harnesses
- 04 Collection of helmets from other species
- 05 Collection of skulls from various animals and humanoids
- 06 Trowel, watering can, seeds and bulbs
- 07 Blood stained work clothes
- 08 Sack of straw for animal feed, bedding or pillow
- 09 Bedroll and tent
- 10 Tin cup, plate, bowl and spoon
- 11 Cast iron pot with lid and wooden spoon

- 12 Bags of different types of beans
- 13 Bag of onions or garlic
- 14 Dried mystery meat
- 15 Dried mushrooms
- 16 Pipe with exotic dried weed and fungus
- 17 Ceramic pots and plates wrapped in hessian bags
- 18 Collection of sacks and bags
- 19 Collection of rope, string and twine
- 20 Dried and salted fish
- 21 Bags of nuts and berries
- 22 A live hornet nest in a sack
- 23 A pot of slippery oil for tricks and traps
- 24 Collection of brushes
- 25 Wooden dentures stolen from someone
- 26 Collection of left or right socks
- 27 Collection of gloves and gauntlets
- 28 Collection of stolen beards
- 29 Collection of doorknobs and novelty knockers
- 30 Sack of goose or duck feathers
- 31 Knitting needles, yarn and incomplete projects
- 32 Collection of stolen children's dolls with tea set
- 33 Broken cogs and winches from siege weapons
- 34 Wood carving tools, several incomplete projects and good wood
- 35 Leather working tools, several incomplete projects and hide
- 36 Copper bucket, hops, yeast, large spoon, roasted barley for brewing
- 37 Dozens of empty ceramic bottles
- 38 Collection of cooking pots, cutlery and
- 39 Strange cult robes or costume, idol and holy symbol
- 40 Collection of sheep or goat horns and deer antler
- 41 Roasted acorns
- 42 Dried eels
- 43 Hatchet, spool of twine and bundle of firewood
- 44 Jar of ointment for boils
- 45 Sack of blood and bone for garden
- 46 Bundle of pulleys and rope
- 47 Blacksmith hammer, tongs, small anvil and iron ingots
- 48 Old armour saved to give to kids
- 49 Donkey head with surprised look
- 50 Dog hides
- 51 Manacled goblin slave
- 52 Mushroom compost with sprouting shrooms
- 53 Nail clippers and collection of nail clippings
- 54 Collection of ear wax, some moulded into stinky candles
- 55 Set of files for wood and metal work

56 Clay bottle of potent distilled grog  
57 Tarnished copper coins from far of places and long gone kingdoms  
58 Maps of hobgoblin hidden camps  
59 Maps of goblin villages, caves and hidey-holes  
60 Map of human villages worth robbing  
61 Pickled elf or dwarf head  
62 Slave contracts of family goblin serfs  
63 Sleeping goblin baby wrapped in cloth with nappies and bottle  
64 Spinning top, leather ball, cup and ball and other toys  
65 Musical instruments d4 1=drums 2=horns 3=flutes 4=cymbals  
66 Obscene set of prints banned in the city  
67 Strings of clay, wood and bone beads and trinkets  
68 Heads off ancient statues and idols  
69 A tavern or shop sign  
70 Clay jars of house paint and brushes  
71 Pewter or horn beer stein with lid  
72 Ceramic beer steins with erotic relief art with articulated breasts  
73 Jars of vinegar, peppercorns, bay leaves and pickling clay jars  
74 Block of rendered lard wrapped in cloth  
75 Bacon bones for stew  
76 Goblin to orc phrasebook of insults  
77 Sack of chicken heads  
78 Taxidermy tools and stuffed squirrels and rabbits and rats  
79 Tattered playing cards, bone dice, and box of clay tokens  
80 Incomprehensible goblinoid board game  
81 Set of 2d20 four inch carved wooden soldiers in box  
82 Rolled up old rugs  
83 A slightly soiled potty  
84 Collection of stolen love letters  
85 Collection of saucy poems in hobgoblin with quill and ink  
86 Lewd statuette of hobgoblin prostitute  
87 Collection of insects pinned on cork inside box  
88 Honeycomb wrapped in cloth  
89 Bottle of good mead  
90 Urn with parents ashes  
91 Collection of hats stolen over many years  
92 Pots containing tree resins with various craft uses  
93 Collection of dog collars and bones  
94 Box of military iron rations  
95 Box of biscuits  
96 Small keg of molasses  
97 Crude portraits on wood panels and tin of art

paints and brushes  
98 Goat fur leggings for ceremonies or cold  
99 Whips, manacles and slave branding irons  
100 Fancy outfits stolen from human dandy

**D100 whats in a bugbears backpack**

01 Collection of shrunken heads  
02 Pickled head in jar, pot or small barrel  
03 Ear necklace  
04 Head cheese - compressed preserved head sliced for sandwiches  
05 Collection of garrotes  
06 Collection of teeth  
07 Bottles of hair dye to keep looking young  
08 Ceramic jar of pickled d6 1=fingers 2=cabbage 3=radish 4=eggs  
09 Flayed and oiled human skin to keep of rain or scare people  
10 Scalp collection  
11 Bag of toenail clipping useful in afterlife to build boats to cross the Styx  
12 Collection of used bandages  
13 Dried dead rats for stew stock  
14 Jar of leeches for first aid  
15 Iron fire poker  
16 Iron slave brand  
17 Length of chain and leg irons or manacles  
18 Whetstone and oil for sharpening blades  
19 Tinderbox and human tallow candles  
20 Bone needles and woven hair thread  
21 Bone fishing hooks and line  
22 Jellied eel or lampreys in jar  
23 Pipe and dried mushrooms  
24 Soap made from human tallow  
25 Jar of animal urine for hunting or jokes  
26 Bag of catnip and rolling papers for smoking  
27 Gremlin in a jar  
28 Scented oil to drive away fleas  
29 Dried children's bones for toothpicks or snacks  
30 Jack O Lanterns and candle  
31 Bitter melons  
32 Bag of mushrooms  
33 Chunks of mystery dried meat  
34 Jar full of honey  
35 Jar full of hallucinogenic fever inducing honey  
36 Henbane and other mild ingested poison  
37 Jar of fermented feces, urine and blood for coating weapons  
38 A chewed up dead young goat  
39 Necklace of children's skulls  
40 A drugged stolen sleeping baby being kept for later  
41 Jar of toxic salt for preserving skins  
42 Bag of unwashed socks

43 Crude ancestral miniature of ancestor  
44 Collection of mercenary contracts from many different races  
45 Cat O Nine Tails or bullwhip  
46 Bundle of darts  
47 A giants toenail  
48 Shaving kit  
49 Collection of cheap necklaces  
50 Leather bag of loose change  
51 Treasure map  
52 Collection of pretty rocks  
53 Pickled wizards tongue  
54 Blood sausage  
55 Fragment of statue  
56 Demonic cult medallion  
57 Camouflage cloak covered in dead leaves and dirt  
58 Blowpipe, darts and  
59 Bone whistle makes scary noises  
60 Horn for signalling  
61 Drum with human skin  
62 Fat 40lb bugbear baby, indignant but quiet  
63 Musk attractive to bugbears seeking love  
64 Exotic coins from underland  
65 Troglodyte musk glands fermented in sealed pot  
66 Bottle of terrible bugbear grog  
67 Skin of fermented hog milk  
68 Dried bats or stirge  
69 Huge eggshell containing wine  
70 Human skull oil lamp  
71 Stolen children's toys  
72 Bag of dried barley  
73 Fancy grog d4 1=dark elf wine 2=dwarf brandy 3=hobbit beer 4=spiced rum  
74 Bottle of phosphorescent slime good for making scary decoys  
75 Bag of sawdust  
76 Stinking flea ridden bedroll  
77 Length of woven bugbear hair rope  
78 Wooden mallet and iron spikes  
79 Wooden clogs  
80 Nail polish  
81 Dented pewter tankard  
82 Cooks clever  
83 Thieves tools set  
84 Bear or fox trap  
85 Length of twine for fishing or traps  
86 White sheet with eye holes for ghost impersonations  
87 Black soot makeup for recon missions  
88 Slingshot  
89 Bag of huge thorns for traps and torture  
90 Bag of dried beans

91 Bag of onions or garlic  
92 Loaf of bread with mice cooked in it for flavour  
93 Plush bugbear toy for kids back home  
94 Bag of children's clothes or nappies  
95 Crude wooden mask  
96 Carved wooden ladle and birch bark cooking pot  
97 Winter fur cape  
98 Sealed bag of bedbugs or fleas  
99 Ring of keys from past guard jobs  
100 Bagged and gagged kobold or goblin slave

**D100 whats in a orcs satchel**

01 Severed human hands  
02 A wolf pelt with head attached  
03 A war horn  
04 A small iron cooking pot or fry pan with lid  
05 A bag of large white wiggling grubs  
06 A bag of 2d6 live rats  
07 A bag of old turnips  
08 A lump of horseradish root  
09 A knuckleduster  
10 A bullwhip  
11 A stone dagger  
12 A obsidian amulet with a evil beings insignia  
13 A jar of pickled eyeballs  
14 Bag of d6 dried salted fish  
15 Bag of dried mushrooms  
16 Sealed pot of weak beer  
17 Length of rope  
18 Length of chain  
19 Bundle of 2d6 torches  
20 Bundle of 2d6 candles  
21 A brass or clay hand lantern  
22 Flints for cutting and starting fires  
23 Crystal or flawed gem with carved into eye  
24 A boar tusk  
25 Haunch of wild boar, bear or dog  
26 Rivets and hammer for repairing armour  
27 Skin of stale water  
28 Jar of maggots for fishing or first aid  
29 Unholy symbol  
30 Bottle of unholy water  
31 Skull of friend or kin  
32 Roll of bark with evil sigils painted on  
33 Pack of hide biscuit rations, add water for

horrible stew  
34 Stolen groats  
35 Wooden bowl and spoon  
36 Gourd full of edible seeds  
37 Bag of onions  
38 Elf undergarments folded neatly  
39 Crude map of area with troop movements  
40 Bag of dried broad beans  
41 Bowl of birds eggs  
42 Hammer and nails  
43 Crude hatchet  
44 Wooden mallet and chisel  
45 Short trench spade  
46 Grubby bandages from torn human clothes  
47 Elf bone, usually femur or  
48 Dried squashed faerie  
49 Finger with a ring stuck on  
50 Large beetle in in tiny wooden cage  
51 Manacles  
52 Long rag used as blindfold or gag  
53 Bag of poison berries (well to humans)  
54 Bag of crab apples  
55 Bird or fishing net  
56 Bundle of reeds good for weaving into various tools  
57 Skinner's cutting and scraping flint tools  
58 Bag of coal  
59 Bag of saltpeter  
60 Bag of sulphur  
61 Cast iron black powder hand grenade with fuse  
62 Black powder land mine requires smouldering coals to work  
63 Demolition breaching mine for destroying doors  
64 Incendiary fluid with fuse in clay pot  
65 Irritant gas bomb in clay pot with fuse  
66 Smoke bomb in clay pot with fuse  
67 Bag of sacks  
68 Brick mould for emergency building projects  
69 Handful of black powder in small leather bag  
70 Box of 2d6 crude hand made matches  
71 Weak d4 healing potion or pill, causes diarrhea  
72 Messenger bat in small cage  
73 Bag of 4d6 arrow heads in flint or iron  
74 Ear ring with ear attached  
75 Powdered stimulant to aid marching and guard duty  
76 Body paint, various colours even glowing available  
77 Brass door hinges pilfered from someone  
78 Brass tap pilfered from someone  
79 Live door mouse sealed in clay pot for fattening

80 Tortoise tied in string for later eating  
81 Fake quack shaman medicine d4 1=hair restorer 2=healing 3=strength 4=love potion  
82 Tooth pulling pliers, bloody rags and some horrible teeth  
83 Carved boar tusk with lid for keeping things in  
84 Tattoo needles and squid ink  
85 Angry gremlin in bottle good for sabotage  
86 Hair oil, bone comb and collection of nose rings  
87 Piglet in a sack operated on to stop squealing  
88 Bag of bogweed and pipe, makes users irritable  
89 A palm sized demon or devil idol  
90 A stone with a long forgotten wizard mark  
91 A elven ring that reminds them of shameful old life before conversion  
92 A collection of a d6+1 looted crude weapons  
93 Quiver of 2d6 arrows with flammable pitch heads  
94 Quiver of 1d6 arrows with crescent heads for cutting flags, banners or ropes  
95 Quiver of 2d6 arrows with disease tainted heads  
96 A string of 3d4 mystery sausages  
97 Dried sheet of skin with interesting tattoos  
98 Small bundle of firewood  
99 Bag of dried animal dung for making smelly fires or dodgy first aid  
100 A crude signal rocket provided by former masters

#### **Dungeon Foot Lockers**

Dungeon monsters with good pay get a footlocker as a status symbol. Something they can carry or watch a slave struggle with. Something to put at the foot of your bed. Something to keep your holy signs, ancestral tokens, grog and booty in. Poor dungeons only the boss monsters get them but they are very common by any bed in a dungeon or occasionally in storage.

1d6x10 pounds mass typically most 30lb

#### **D10 Styles**

1 Wicker basket with leather fastener straps  
2 Leather trunk with bone handles and a lock  
3 Wooden fruit box, nailed shut  
4 Wooden box with lock and wooden handles  
5 Heavy wooden box with rope handles and stencils designs, padlocked shut  
6 Wooden box with metal corners and lock  
7 Wooden box with riveted metal edges and big lock  
8 Small wooden chest with lock

9 Medium wooden chest with metal reinforcing and lock  
10 Metal chest with d6 locks and chains

#### **D10 Security**

1 Owner preys to spirits and hopes  
2 Owner threatens everyone lots  
3 Covered in something that stinks or itches  
4 Covered in threatening warnings in several languages  
5 Poison needle on opening mechanism  
6 Sythe blade cuts hand off opener  
7 Fires 2d4 darts each causes d3 each 1in6 chance also poisoned  
8 Encourage hand size spider, snake or scorpion to nest under and protect it  
9 Baby screaming fungus sits on top sleeping  
10 Magical sub-table

#### **D10 Magical Security**

1 Fireblast 1d4+3  
2 Electric shock 1d8 +3  
3 Lock held unless password given  
4 Chest moves away from thieves  
5 Alarm magically signals owner if intruded  
6 Cursed if removes goods without permission  
7 Stinking cloud released if forced open  
8 Magic mouth appears screaming thief thief!  
9 Gremlin guards the chest  
10 A Imp guards the chest

#### **D10 Quick what's in the Dungeon Guard's Footlocker?**

1 Utensils  
2 Snacks  
3 Laundry  
4 Trap  
5 Field supplies  
6 Tools  
7 Loot  
8 Pet  
9 Trench Art  
10 Strange Thing

#### **D100 What's in the Dungeon Guard's Footlocker?**

01 Battered old pewter tankard  
02 Wooden tankard  
03 Drinking Horn  
04 Water skin  
05 Wooden spoon  
06 Small knife  
07 Ceramic mug and plate and bowl  
08 Wooden mug and plate and bowl  
09 Tin spoon

10 Small tin or clay jug  
11 Cheese 1in6 maggoty  
12 Onions or leeks  
13 Turnips or cabbage  
14 Mushrooms or berries  
15 Large snails  
16 Wormy apples  
17 Mouldy bread  
18 Beer or wine  
19 Dried meat  
20 Frogs  
21 Old boots  
22 Spare socks  
23 Belt  
24 Hat  
25 Underclothes  
26 Shirt  
27 Shaving kit  
28 Bar of soap  
29 War paint  
30 Filthy old clothes with holes  
31 Loaded crossbow  
32 Snake or spider or scorpion  
33 Acid sprayer  
34 Zombie hand  
35 Poison gas  
36 Knockout gas  
37 Contact poison (burns on touch)  
38 Kit for trap never installed  
39 Mould with dangerous spores if inhaled  
40 Petty demon or devil appears  
41 Backpack  
42 Rope 50 foot coil  
43 Spare dagger  
44 Hatchet  
45 Bag of 1d6 spear heads  
46 Heavy cloak  
47 Chain 10 foot length  
48 Sleeping bag  
49 Tent  
50 Camp stove and pot  
51 Small spade  
52 Small pick  
53 Hammer or mallet  
54 Two foot crowbar  
55 Sickle  
56 Tin or wooden bucket  
57 Oil and whetstone  
58 Tinderbox with flint and steel  
59 Tin lantern or terracotta hand oil lamp  
60 Box of candles and tin or ceramic holder  
61 Purse of 1d100 copper  
62 Purse of 1d10 silver  
63 Gold coin

64 Ladies brooch or bracelet  
 65 Necklace with rat skulls  
 66 Bag of shells used as trade goods or jewelry  
 67 Statuette head made of marble or bronze  
 68 Set of dentures with small amount of gold  
 69 Copper ring or armband  
 70 Enameled copper medallion or brooch or cloak pin  
 71 Pet gremlin  
 72 Large toad  
 73 Cuddly feral kitten (actually he bites and scratches lots)  
 74 Adorable scruffy puppy (trained to hate elves)  
 75 Big purple grub with sting  
 76 Flesh eating beetle  
 77 Hand sized bluebottle fly  
 78 Adorable baby gremlin  
 79 Rabid giant rat  
 80 Insane kobold with knife  
 81 Human ear neclace  
 82 Decorated human skull  
 83 Human helmet turned into funeral urn  
 84 Set of human knucklebones  
 85 Flute carved from human femur  
 86 Set of human bone dice  
 87 Shrunk human head  
 88 Carved human bones with poem  
 89 Human skull ashtray  
 90 Carved human bone chess pieces  
 91 Squat statuette of vile demonic god  
 92 Holy symbol of a cult  
 93 Fragments of old books, mostly kept cool pictures  
 94 Terracotta statuettes of family used to prey to  
 95 Strange gold lump with octopus stamp  
 96 Black powder cast iron ball grenade with 5 second fuse  
 97 Collection of possibly narcotic plants and mushrooms  
 98 Erotic print or tiny statuette, collect them all  
 99 Necklace d4 1=fragment of iron from meteor 2=amber 3=holy symbol 4=  
 100 Magic d4 1=Lucky Fetish +1 save d6 times 2=d6 healing potion 3=berserk potion 4=slimy eyeball of elder evil god concealed in ring used to spy on mortals

### Gang Loot

This is for bandit or humanoid gangs who have been plundering

### D10 Main gang loot sources

This to help with ideas for goods you might find  
 Local farmers and villagers

2 Travelers on road  
 3 Merchant caravans  
 4 Other weaker dungeons  
 5 Other weaker monster tribes  
 6 Rival monster tribes  
 7 Nomads or barbarians  
 8 Grave robbing and ruin plundering  
 9 Sound business skills, trade and savings  
 10 Have a thriving industry making goods and trading

### D10 Defences for Hordes

1 Snakes or scorpions  
 2 Mechanical traps  
 3 Viscous dogs or other pets  
 3 Curse or spell  
 4 Hidden monster among loot  
 5 Shrieking fungi  
 6 Gas or contact poison  
 7 Disease or spore contaminated  
 8 Horrible monster asleep on loot  
 9 Hidden with false wall, underwater, etc  
 10 Elaborate locks or bars

### D100 humanoid gang loot

01 Baskets of vegetables  
 02 Bushels of dry grain stalks  
 03 Sacks of seeds or dry beans  
 04 Sacks of grain  
 05 Farm animals, herd beast like goats and sheep  
 06 Farm animals, equines like horses, donkeys, mules  
 07 Farm animals, cattle for dairy or meat  
 08 Farm animals like poultry  
 09 Barrels of beer  
 10 Barrels of wine (often non grape wine)  
 11 Wagons and carts  
 12 Animal hides and rolls of leather  
 13 Animal traps  
 14 Butchered meat (last 1d6-3 days, negative numbers increasingly off)  
 15 Cured and smoked meats like bacon or ham  
 16 Salted fish  
 17 Dried meat  
 18 Dried fruit  
 19 Dried vegetables  
 20 Mushrooms, possibly dried  
 21 Military grade iron rations  
 22 Pots of pickled vegetables, eggs, meat  
 23 Bread in different shapes and sizes  
 24 Hard biscuits of dried grain like groats  
 25 Hard biscuits of hide for stew  
 26 Cheese in large waxed wheels

27 Milk or yogurt in clay pots  
 28 Crude coarse sack cloth  
 29 Rolls of coarse linen  
 30 Bags of wool  
 31 Spools of thread and balls of yarn  
 32 Kegs of honey  
 33 Boxes of candy, sweetmeats or fancy pastry  
 34 Clothing from years of commoner victims  
 35 Rich clothing of merchants and nobles  
 36 Quality lumber cut into planks and beams  
 37 Expensive quality wood  
 38 Scented exotic wood from far away  
 39 Cosmetics like kohl and lead paste from far away  
 40 Beads, trinkets and shiny things in sprawling heaps  
 41 Wigs, hats, and fancy accessories  
 42 Ingots of metal d6 1=copper 2=tin 3=brass 4=bronze 5=iron 6=silver  
 43 Mounds of metal junk d6 1=copper 2=tin 3=brass 4=bronze 5=iron 6=silver  
 44 Boxes of incense and scented resins  
 45 Exotic spices in boxes like pepper or tumeric  
 46 Pots of dried salt  
 47 Collection of common pottery and ceramics  
 48 Perfume and scented oil  
 49 Cooking oil like olive or seed oil  
 50 Lard and rendered animal fat in pots  
 51 Quality fine pottery like tea sets for rich or painted pots  
 52 Palanquin or luxury carriage  
 53 Slaves human or humanoid  
 54 Chains of various metals and lengths, including manacles  
 55 Rope enough for ship  
 56 Nets for fishing or birds  
 57 Ship sails  
 58 Flags and banners  
 59 Piles of commoner weapons loose or in barrels  
 60 Collection of military steel Armour and weapons in boxes and barrels  
 61 Collection of idols and ritual paraphernalia of church or cult  
 62 Paintings on wood or canvas  
 63 Loose documents including d6 1=letters 2=records 3=deeds 4=  
 64 Collection of scrolls mostly financial 1in10 magic or lost lore or maps  
 65 Books d4 1=religious text 2=legal records 3=educational 4=blasphemous  
 66 Boxes of unused vellum, paper, quills and bottles of ink and paint  
 67 Statues in varied sizes, materials, quality and

subject  
 68 Furniture from commoners like beds, tables, cupboards  
 69 Valuable artisan furniture with carvings  
 70 Sacks of goose and duck feathers and quilts and pillows  
 71 Military camping supplies including tents, stoves, bedrolls, lanterns  
 72 Boxes of candles  
 73 Lamps oil in jars  
 74 Kitchen pots, knives, spits, stove, cauldrons  
 75 Bathtub, boxes of soap, towels  
 76 Quality marble, stones, scaffolding and mason tools  
 77 Siege weapons, dissembled for transport in boxes or wagon  
 78 Brewing or wine making equipment  
 79 Blocks or beads of coloured glass  
 80 Dye for cloth most green or brown but 1in6 exotic colour from far away  
 81 Kegs of black powder, incendiary devices or fireworks  
 82 Collection of small boats, canoes, wood and boat building supplies  
 83 Stuffed animals, mounted heads and hunting trophies  
 84 Boxes of antlers and animal horns  
 85 Piles of animal and human bones  
 86 Crates of building supplies, tools, paint and bricks  
 87 Collection of human scalps or severed/shrunk-en heads  
 88 Torture equipment including chairs, racks, chains, pokers, etc  
 89 Piles of arrows, bolts, lead sling bullets or other missiles  
 90 Cages of exotic pets like parrots, monkeys, fancy dogs  
 91 Documents of ownership deeds for d4 1=cash 2=house 3=land 4=slaves  
 92 Medicine, herbs, artificial limbs and surgeons kit  
 93 Drugs like smokable herbs in bales or exotic addictive resin blocks  
 94 Monsters or ferocious beasts in cages  
 95 Monster eggs or babies in cages  
 96 Stuffed and mounted monster bodies  
 97 Barrels of poison like arsenic good for well poisoning  
 98 Alchemist glassware and ingredients  
 99 Boxes of spell and ritual components  
 100 Collection of erotic art, saucy pamphlets, bejeweled sex toys, pornographic furniture

## Part3: Magic Shops and Theory

### Ye Old Magic Shoppe

On Exile Island the hunt for magic loot is a major industry and export. Murder hobo prospectors increasingly set up temporary towns on the hollowed out north mountains near Shadelport and raid the scores of long lost dungeons. In the South of the Island the Empire prefers to send professional military engineers to build fort on the dungeon and excavate. Some of them have been open cut like mines leaving huge pits of rubble. The Empire takes even the bricks and every monster is killed or enslaved.

In the Empire magic items found are property of the Emperor and mostly sent to the mainland to fight the civil war. Officers and nobles might be awarded items. Murder hobos get press ganged into being scouts for the Imperial Dungeon Engineer Corp. Objects found must be handed over to the law or purchased from the Emperor excluding potions and anything less than +1. In the Pirate Barony of Shadelport Items may be kept but adventurers are scrutinised and spied on in case they find anything too good. Adventurers are taxed and evaders end up press ganged as secret police goons or imprisoned.

Basic Magic Items are available and affordable and legal. Better Items in Empire or Barony can only be purchased by tax paying rich or nobility. Best markets only allow name level adventurers of 9th level. Prices vary seasonally and based on stock or what the government don't care for. Selling magic items must be registered with the tax collectors.

### Common Magic Shops

These are affordable for peasant in a emergency or on credit . They trade in crap overlooked by state. Mostly run by hedge wizards, wise women, apprentices, healers or even con men (1in6 everything is fake). They have 1d3-1 common peasants for guards or goons. Carry a d100 gp and d100 silver in change in a sack or small locked box.

### Common Magic Shops Can Be Found:

Villages near dungeons frequented by adventurers

Under rickety old bridges

Basements under adventurer pubs

In shanty towns on back of wagons or tents

Illegal ones might operate at night near grave yard

Stock

bulb of garlic 1cp or dozen on string for a sp

d4+1 lesser healing ointment jars d4HP 50gp

d3 Healing Potions 1d6HP 100gp

d3 Cold iron (maces, axes, daggers) double normal cost

d4 Silver Daggers 30gp

50% chance Polished metal mirror 30gp

50% chance of d3 sprigs of wolves bane 5gp each

d6 Cheap clay or leather or wood holy symbols on leather or hemp cord 6gp

d3 Silver or metal holy symbols on chain 30gp

d4 Bottles of holy water 30gp

d20 silver arrows 1gp

d10 +0 magic arrows 20gp

d6 +0 magic sling stones 20gp

d4 +1 magic arrows 100gp

50% chance of +0 magic dagger or 100gp

30% chance of +0 holy rowan wood club 100gp

15% chance of +0 magic sword 500gp

20% chance of +1 magic dagger 750gp

5% chance of a +1 weapon 1500gp

Merchant House or Guild Magic Shops

These licenced shops work with authorities and are very secure with barred windows and a d6 guards with chain, pot helms, crossbows and swords or spears They are associated with rich merchant clans or guilds who take offence to anyone robbing or defrauded them. They keep strict hours and document all sales for tax collectors. They keep a d1000 gp and a d1000 silver. If they need more cash they send for it. Money is kept in a locked strongbox or vault. They don't let peasants in the door so merchant best dress or 5th level or better required.

Merchant House or Guild Magic Shops Can Be Found:

Near ports

Town squares near bank or town hall

Near magic school or temple

From a wizard tower

Illegal ones might operate in sewers or private home of rich

Stock

d8 lesser healing ointment jars d4HP 50gp

d6 Healing Potions 1d6HP 100gp

d10 Silver Daggers 30gp

d6 Polished metal mirror 30gp

d6 sprigs of wolves bane 5gp

d10 Silver or metal holy symbols on chain 30gp

2d6 Bottles of holy water 30gp

d100 silver arrows 1gp each

d20 +0 magic arrows 20gp each

2d6 +0 magic sling stones 20gp each

d10 +1 magic arrows 100gp each

d3 +0 magic dagger or 100gp

d3 +0 magic sword 500gp

75% d3 +1 magic dagger 750gp

50% d3 chance of a +1 weapon 1500gp

d6 exotic magic potions

25% chance of a cursed item with variable prices

### Nobles Enchanted Goods Market

These only deal with 9th level or better recognised title holders and very rich. They are heavily fortified often with magic defences with a d4 priests and wizards in attendance. Some even have monsters for sale and as guards. Mostly they hold items for VIPs or export. Some have weekly auctions. There is one in Shadelport next to the secret police barracks past richtown so peasants will never see it. The Empire maintains a southern port and their is a 30% chance a ship is in harbour willing to trade items. +2 Items and sometimes +3 are available and dozens of +1.

### D100 Unwanted things from the back of magic shop

01 Lizardman skull lamp

02 Stuffed crocodile 1in6 has a scroll case hidden inside

03 Shiny scales of giant chaos butterfly wings

04 Behemoth foot umbrella stand

05 Shaving stubble from a devil in ornate tin

06 Dried out imp pinned out in small display box

07 Box of dried bats

08 Fragment of broken gargoyle detects as alive and magical

09 Beak of a huge insect, monster or demon

10 Giant egg sack

11 Dragon scales of several colours in a box

12 Demon skull with evil sigils and melted candles

13 Faux unicorn horn

14 Box of 1d6 dried unicorn poops heal 1d4HP if eaten or held on wound

15 Macrame bat made of spider silk and goblin ribs

16 Black leather cape made from giant bat wings

17 Giants skull turned into chamber pot

18 Metallic gorgon scales or bird feathers

19 Creepy leather sack made from giant testicle

20 Box with a giant slug inside who plays a mouth organ if awakened

21 +1 Magic rusty shank d3 damage with cast detect enemies once per day 1200gp

22 A dagger made from magically woven cold iron and silver

23 A gnarled old faerie walking stick +1 club 1200gp

24 A dagger with permanent light spell on blade with scabbard to stop it

25 A carved old stall +0 magic staff +500gp

26 +1 Arrow or bolt or sling stone at a low price

27 A silver knuckle duster with a d4 healing pill and a suicide pill hidden inside

28 A short sword drips stinking demon ichor +1 damage 1000gp

29 A magic stick that can turn into a staff or a spear at will 1000gp

30 +1 stone throwing axe causes sparks on impact, also good for starting camp fires

31 Astrolabe with incorrect starsigns looks faulty but actually a clue to treasure

32 Boxes with incomplete alchemy lab glassware

33 Creepy old painting of person who's eye follow you (Amber Clan?)

34 Dried old hand of a killer casts silence 15r or Sleep d5 charges

35 Gem or medal with demon or devil true name engraved

36 Evil looking silver ring with onyx eye allows a forgotten lich to see what you see

37 Old rug with pentacle design, blood and ichor stained

38 Silver milking pale keeps milk intact used in household of sky gods

39 Shiny apple fresh as day picked in magic garden a hundred years ago heals d4HP

40 Pointy hat produces a live rabbit once a week on command

41 Ugly fetish +1 on a single saving throw once 25gp

42 Horrible demon idle with leering face used by demon to see our world

43 Silver holy symbol holds a holy water potion or grog inside

44 Candlestick Idol of a saint, cries if you light candle

45 Candlestick once lighted stays lit without burning candle until commanded

46 Magic salt shaker good for 10 shakes a day

47 Magic nut cracker opens perfectly 1st time can talk and walks but mostly complains

48 Bowl used as a mirror in ancient times but

reflection whispers evil thoughts  
49 Wizard hat with a grog vessel and drinking tube  
50 Three foot statue of a wizard water pipe makes smoking last 20% longer and stronger  
51 Box of d100+10 hand size self adhesive glittery gold stars  
52 Big sprinkle box of glitter and jar of paste  
53 Tin of open sea biscuits with petty magic ring in the bottom  
54 Badge with gem stud that cleans a outfit pinned on it once a day  
55 Snowdome with a unicorn and a rainbow  
56 Black ancient skull if held can hear demonic voices offering power for your soul  
57 Splendid white fur cape made from 500 squirrel chests, squirrels attack wearer  
58 Huge magical tudor style ruff collar +1 saves but terribly out of fashion  
59 Necklace with ancient silver pendant containing lich emperors tooth  
60 Strange old cabinet which random common items appear inside every month  
61 Corset that removes inches off your waste and prevents you going to bathroom if on  
62 Local map shows local weather for next day  
63 Local map blood stains appear if anyone murdered in a location  
64 Local map but local ruins and dungeons appear if sites disturbed  
65 A locket with a cameo painting that resembles party member, from a lost local manour  
66 Brass lantern will burn with eerie red light for 12 hours on a small amount of blood  
67 A 12 inch cube box, once a day a kobold comes out and does 1hr of manual labour  
68 Glass jar with hibernating stirge bird inside will hungrily attacks nearest victim if opened  
69 Dried dog size spider turned into a 30lb backpack but most find it creepy to touch  
70 A chess set that plays by itself with a player but carved in a peasant crude style  
71 A yoyo that produces light and sparks as certain tricks performed  
72 Wooden duck on wheels, says quack and follows last person who touched it for a day  
73 A golden ball that returns to whoever throws or kicks it  
74 Magic seeds of a monster plant species killed off a century ago, 2d6 in a bag  
75 Serpent man skull, fed blood under full moon will answer a question about reptilians  
76 Huge wig from dated fashion, map under inner lining to ruined tower

77 Spectacles with handle allow to see shape of peoples bodies under clothing  
78 Collection of strange coins in a box with map of farm where they were found  
79 Box of rambling wizard notes, 10% a month for year of finding interesting map or spell  
80 Pack of cards that come to life and play with you but criticize you and cheat  
81 A bottle of strong spirits with a face that talks melancholically you while you drink  
82 Talking set of dice that beg you to play with them then cheat against and abuse you  
83 Volcanic black glass discs with grooves supposed records of a lost reptilian race  
84 A cheap copy of a relic or artifact enchanted to detect as magical with a dim glow  
85 A stuffed fish mounted on a board who sings a old bard song on command  
86 Box of toy army men once a day colours will fight to death then rise next day  
87 A box of d3 blank canvas and a d4 paintings, on comand canvas will paint a subject  
88 Box of d6 small paintings with animated erotic scenes of bathers or undressing women  
89 Magic wonder cloth cleans one thing per charge with a d100 charges  
90 Set of drums will drum a march or stop on command  
91 Box of strange fertility fetishes will double chances of conceiving if under bed  
92 Creepy puppet will give a comedy routine a turn a day, probably not evil monster  
93 Box of books on unpopular magical theories could be used to research a spell  
94 Box of half eaten chocolates 2d6 each provides effect of bless for a hour  
95 Pack of miracle polish makes magic metal glow for 24hrs 4d6 doses  
96 Magical tiara shoots a ray that can cook food for ten minutes a day  
97 A box with a metal face inside that gives terrible advice and abuses people  
98 A magic self heating frypan that criticises your cooking and taste  
99 A self heating mug that warms drinks  
100 A pewter tankard that produces a pint of wizard dark old ale once a day

### **Ideas for Magic Items to consider**

Dedicated to John G and Richard I, Michael W and JB my longest serving players over 20 years each.

Richard who became a Wolf prince in my were-

wolf ridden kingdoms of the frozen north some-time in early 90s. This campaign had characters one by one clearing evil from nations of the world - each menaced by monster minions of a different evil god and I first tried the items that grow with you approach.

In the first DnD campaign in probably 84 John G had a fighter reach about 5th level who had already had a collection of magic swords for all occasions. So he had basically a golf cart of swords on his back with specific bonuses for all occasions. We joked he needed a henchman sword caddy who could just hand him the one for the job. The first few items are exiting but when you get to another +1 weapon put it in the sack and sell it asap the feeling is over. Then you get a +3 weapon and ditch all those special +1+4 vs reptiles and other oddments. Most players seem to fear intelligent weapons. +2 beserker swords make great gifts for that fighter henchman for hire with the +1 plate you want but dont want to be seen as the bad guys who murder henchmen (Pool of Radiance SSI game this was great for us young murder Hobos).

Here are some of the other item possibilities Ive used over the years.

### **Alternative Magic Weapons**

Normally cold iron and silver weapons are not so great on swords being brittle or soft so weapons enchanted to be as strong as steel can be nice low level treats. A sword with silver and cold iron magically fused is a nice treat too. A dagger that turns to a sword or a staff that can pop out a spear blade can be good concealed weapons. A spear that can shift from short to long to lance could be nice too. Staff with light spell on off at will.

Cantrip wands.

A sword with a permanent illusion of being a puny stick could also give a bonus till the foe realizes it aint just a stick while a gelatinous cube wouldn't care. All of these are nice and can provide alternatives to +1. Also why not hand out some +1 daggers, hand axes and other items long before a sword appears. Quality weapons are nice too but price multipliers seem flawed in case of clubs and staves which cost bugger all. Javelins and arrows are good too. I'm seriously considering a spell to enchant a +1 one use missile spell in my

game at the moment.

Armour with bonus only vs undead, reptiles, demons could be good too. Or +1 only at night, in sunlight or some other conditional situation. A weapon or armour which gives a limited number of uses per day or charges that can give +1 (2 charges for +2) could be a life saver too.

The classic foci wand or staff that lets you convert a spell level memorized into another effect is a great alternative to charges. Eg: convert my memorized feather fall to a different spell in the wand like magic missile spell. For a Wizard this frees up other spells slots for a sorcerer this gives them another spell.

Intelligent but not very powerful items. Such items could even be quite annoying or even be more useful for advice than fighting. A item with a single field of lore expertise could be nice. Even something like augury sticks that advise only once per day or use a charge per word answer. An adventurers skull that answers one question a day. Or rambling crazy item that players have to take care interpreting. Book of I Ching good for this. Sound useful but really applicable to anything.

As Im reading Jack Vance at the moment, items which are living and tire or die if over used. Like boots of running that tire after an hour and possibly die if pushed longer (give them a con roll or saving throw). An item that needs feeding or becomes dormant or dies. Gold or blood or tears or expensive wine all good.

Items that need something to make them work. Like a talking skull that eats gold coins to answer a question with a fee scale depending on information value. A weapon that must be bathed in human blood every morning to work. An item that requires a ritual to recharge like a fireball wand that requires a sacrifice for one use.

Daily use wands are good too - kind of superior or inferior depending on your take. Items that require 8 hours meditation to recharge one use or needs to be recharged like a spell caster needs to study or prey to prepare. Very handy but annoying.

A weapon that has an evil reputation yet is actually neutral. Every orc feels obligated to kill the

wielder. Elves hate whoever uses the weapon even briefly. A weapon used in a massacre or by an evil warlord. A clan seeks to destroy the item for some black deed in the past. A dagger used to sacrifice a thousand virgins by an evil wizard but is just +2 make others suspicious. The weapon is maligned by its rep but might be worth hanging onto despite the trouble it causes. Only evil persons want to buy the item.

An unreliable intelligent item that provides right answers 50% of the time.

Unreliable item works 50% of the time. Or only works when the stars are right or some other situation.

Needs something like elf tears to activate abilities each new user.

A weapon that refuses to cut certain beings like good persons could have many interesting uses.

Powers only work if user right alignment. Common for swords but consider for wands, armour, shields.

Items that work but benefits questionable. Casts light or silence but targets the position standing in by user only. Summoning devices that summon beings but doesn't make them your friends automatically.

Items which have cool powers that draw on beings from another world who watch all your actions. A mace that isn't evil but Orcus can see you and might warn his followers of your location. Items that commune with possibly hostile beings that might even lie or tell truth till party trusts then sends to doom or to commit act of evil. Beings might insist on favours to use powers. Teleporter ring that wielder gets a quest every time it is used.

Item works only for those that fail to resist quest built into item.

Item only works if correct bloodline or religion or school or race. Possibly marriage might count as bloodline but you have to get married to find out.

Powers only work when user reaches a certain level. This is my favorite and means a cool item can grow with the hero. Great for legendary items

and has character keeping that item in hope of releasing new powers. Could have a number of above problems also.

## Examples

### The Black Helm of Darkness

A polished dark grey steel helmet with 10 black onyx stones. Brought to world by god of darkness to teach humility to heroes of old. Powerful but questionable in utility at times. As user grows in power a gem conveys sense of new power but unknown till tested. Ivanavitch the wolf lord rode his magic horse to safety after summoning powers used to sew mayhem among foes. To activate each power 1d6 hp of blood must be spilled on gem. You cant pick and choose which.

1st level - night vision

2nd level - +1 saving throws

3rd level - can summon a shadow hound once per day (as shadow) attacks any target including summoner

4th level - +1 AC

5th level - cast darkness 30 ft radius from position once per day (user as blind as anyone)

6th level - sense shadows and beings of living darkness within 120 feet

7th level - cut self for 1d6 damage can command shadow hound (once per day)

8th level - get a save vs death for level or stat draining effects (magic not poison)

9th level - heals 1hp per hour at night (12) though some planes night may be longer

10th level - call shadow pack once per month - 2d4 shadow hounds, hostile to all including caller other powers rumoured but most users died activating last power

### Stormblade

Created by elf lord shortly before he and his allies ruined the world by opening tomb of a great old one aeons ago. Elves sing songs of tears to this day over the great tragedy that the wielder struck the world with sorrow. Most races dont know of this tragedy but elves will warn wielders. Wielder uncannily finds maps, clues and hints to old ones resting places. To bond with sword and be able to be weilder must meditate on mountain during storm.

1st level - 30 ft light radius on verbal command (light! in elvish)

2nd level - +1 attack and damage

3rd level - +1d3 electrical damage

4th level - shocking grasp once per day through

weapon on command (shock! in elvish)

5th level - +10 feet on leaping and jumping

6th level - additional shocking grasp as 4th level power (2 total)

7th level - +2 attack and damage, call 10 minute downpour daily

8th level - additional shocking grasp as 4th level power (3 total)

9th level - +3 attack and damage, call 10 minute storm daily (takes 10 minutes to start)

10th level - 3 6th level lightning bolts per day on command (storm!)

other powers rumoured but forgotten even by elves

### Hammer of Pain

Every time this is held the wielder feels jolts of sharp pain. These increase when a victim is slain. Made to teach a hero restraint and mercy instead has made many wielders masochistic sadists. Black metal with demon hide leather hand grip, haft carved from a monsters horn. Each level wielder makes a Wisdom roll to resist becoming addicted to giving and receiving pain.

1st level - Wielder immune to sleep while held, makes a great watchman

2nd level - +1 attack and damage

3rd level - hold person once per day on on victim struck

4th level - springs to owners hand on command if within 30 foot

5th level - +2 attack and damage

6th level - +3 resist paralysis and pain

7th level - hammer can shrink to charm bracelet size

8th level - featherfall effect for wielder

9th level - +3 attack and damage

10th level - beserk once per day +2 additional hit damage for fight duration, attack any in sight, this bonus is from rage and doesn't add to hitting magical beauties

Other powers are rumoured but wielders usually killed by friends at 10th.

### Wand of Tsanjezeroth

Made by a wizard using part of his own soul according to practices long lost. The wand glows when first touched by a wizard. A single ivory splinter from a narwhale horn. Craved by many spell casters who wish to tap its long lost secrets. A manual of instructions with missing last few chapters has been found and is kept by such a wizard. Several copies exist some detailing only first three levels of power.

1st level - wand glows 30 ft at will

2nd level - fires a single magic missile per day

3rd level - victims saves-1

4th level - +1 on spell damage per dice

5th level - fires 2 more magic missiles for total 3 per day

6th level - touch range spells can be cast with 30 foot range

7th level - memorize/cast one more 1st lv spell

8th level - memorize/cast one more 1st lv spell (total of 2)

9th level - memorize/cast one more 2nd lv spell

10th level - Read magic at will and once month ask Tsanjezeroth a question

other powers are rumoured and thus many wizards want the wand to know for them selves

### Limited Use Items

(eg Sword of battle, sheild of battle, platemail of battle, ring of battle, hat of battle) So called because the empire had these cheap items built in thousands to use in critical battles and for leaders. The method is apparently lost since the empire mostly fights itself but they are more common and cheaper than the regular sort. They were cheaper and easier to build by lower level magicians. Now days alchemy is more common with orders like Imperial field alchemists and the huge alchemical factories and furnaces that make dragons in the capitol. The empires factions battle over potion ingredients and manufacturing but potions pretty common.

Basically tools of battle seem to have a +1 to +5 score as regular items except every success with the object it loses a plus. When you hit with a weapon it loses a plus. When a sheild saves someone it loses a plus. If a ring saves someone with bonus or armour it loses a plus. When armour saves someone it loses a plus. Could be skill specific bonus items with bigger pluses like cape that provides + on sneak but loses a plus each success. Items that add to specific save like poison. A pair of boots with a plus on movement rate that slows each round of use as the plus on the MOV score diminishes. Great for quick get-aways for agents.

These items are great to get equipped with on missions. You may not know the pluses are temporary till too late. Could be used as part of a set up. Best to avoid unnecessary uses on these cheap items.

### **Blessed Magic Metals**

A common spell is bless metal that activates the occult properties of metal. A separate spell for each metal with cults and schools or cultures preferring a type. Some metals have higher level spells. Bless metal requires a sacrifice of 1000 gp of goods or livestock or slaves per pound. Create one pound per level. One day in ritual forge per lv. Becomes as strong as steel for armour and weapons. Spell takes a day per pound. Should have as raw and pure as possible source.

### **Copper 2nd lv**

The first metal, a holy protector against many old spirits and often used in holy symbols  
Popular for cooking, sickles, armbands, jewellery, wire, bowls, plates, vessels, razor,  
As a magical weapon can harm magic and +2 vs spirits in corporeal form  
As magical wand detecting evil  
As magical jewellery +1 save save spirits abilities or spells  
As a magical device often a coin or hand sized wedge for cutting and igniting fires with a spark  
As a magical armour or shield offers +2 AC vs spirits in corporeal form

### **Tin 2nd lv**

The second used is a metal of purity and preservation used for protection  
Popular for containers, decorative sheet metal cladding, light helmets, plates, pots  
As a magical weapon +1 on any edged weapon to hit  
As magical wand detect contaminated food or water  
As magical jewellery +1 WIS save vs spells  
As a magical device often a decorative disc on another item +1 save vs fear  
As a magical armour or shield +1AC vs outer planes beings

### **Lead 2nd lv**

The third associated with silence and darkness  
Popular for containers, weights, blunt weapons, mauls, eye makeup, slings, pipes  
As a magical weapon +1 on any blunt weapon to damage, popular for slings  
As magical wand detect water  
As magical jewellery +1 save vs blindness  
As a magical device often a ornamental weigh that can detect weight of an object  
As a magical armour or shield is silent

### **Gold 3rd lv**

The fourth is associated with light and ruler ship, pleasing to the gods  
Popular for decoration, jewellery, vessels, plates, rings, torcs, cups  
As a magical weapon +1d4 on any with negative plane powers such as weights or shadows  
As magical wand make light  
As magical jewellery +1 CHA  
As a magical device often a neck ring or crown +1 CON save  
As a magical armour +1AC vs evil

### **Silver 3rd lv**

The 5th metal of the moon and can harm devils, lycanthropes and many undead  
Popular for decorations, jewellery, also weapons against certain supernatural beings  
As a magical weapon +1 vs devils, lycanthropes and undead  
As magical wand detect magic  
As magical jewellery +1 save vs powers of devils, lycanthropes and many undead  
As a magical device often a medallion or necklace glows near devils, lycanthropes and undead  
As a magical armour or shield +1AC vs devils, lycanthropes and undead

### **Electrum 3rd lv**

The first alloy important to alchemists, child of sun and the moon gods  
Popular for decorations and jewellery  
As a magical weapon +1 vs evil  
As magical wand detect negative energy beings  
As magical jewellery +1 save vs evil  
As a magical device often a medallion or torc +1 DEX saves  
As a magical armour or shield once a month absorbs effect of 1 level of energy drain for user

### **Bronze 3rd lv**

The second alloy and the first metal of war  
Popular for decorations, jewellery, weapons, armour, tools  
As a magical weapon +1  
As magical wand detect enemy  
As magical jewellery +1 save vs fire  
As a magical device often a medallion or tiny statuette +1 STR  
As a magical armour or shield +1AC

### **Iron 3rd lv**

Metal of death's, can be cold forged and can harm fey, demons and undead  
Popular for horse shoes, weapons and tools  
As a magical weapon +1 vs demons and fey and undead  
As magical wand detect detect chaos  
As magical jewellery +1 save vs chaos  
As a magical device often a armband or headband +1 vs charm  
As a magical armour or sheild +1AC vs demons and fey and undead

### **Steel 3rd lv**

Modern metal of war stolen from dwarfs or found in star stones  
Popular for armour, weapons and tools  
As a magical weapon +1  
As magical wand detect detect north  
As magical jewellery +1 vs cold  
As a magical device often a tool +1 NWP craft skill  
As a magical armour or shield +1AC

### **Platinum 3rd lv**

Bright metal or white gold is attractive and strong makes magical alloyed steel  
Popular for jewellery or decorative tools and weapons  
As a magical weapon +1 vs elementals  
As magical wand detect treasure  
As magical jewellery +1 vs electricity  
As a magical device often a tool +1 NWP craft skill  
As a magical armour or shield +1AC vs elementals

### **Mithril 4th lv**

Enchanted alloy of cold iron and silver invented by elves but also mined  
Popular for weapons, amour and tools  
As a magical weapon +1, +2 vs evil  
As magical wand detect evil  
As magical jewellery +2 save vs evil  
As a magical device often a tool +2 NWP craft skill  
As a magical armour or shield +1AC, +2 vs evil

### **Galvorn 4th lv**

Stygian alloy of lead and iron invented by dark elves and mined in the underworld  
Popular for weapons, amour and tools  
As a magical weapon +1, +2 vs good  
As magical wand detect good

As magical jewellery +2 save vs good  
As a magical device often a tool +2 NWP craft skill  
As a magical armour or shield +1AC, +2 vs good Lv

### **Cobolt 4th**

Developed by kobolds to fight dwarves and elves, poison to humans, also called koboldium  
Popular for weapons, traps and tools  
As a magical weapon burns with light +1 damage  
As magical wand detect fey  
As magical jewellery +1 save vs fey  
As a magical device like a trap or clad on floor does 1hp per 10" crossed, DEX save 1/2 for half  
As a magical armour or shield it glows with fiery light

### **Orachalcum 5th lv**

Alloy of cold iron, gold and bronze produces light if struck  
Popular for weapons, amour and tools  
As a magical weapon +1d3 sparks  
As magical wand detect metal  
As magical jewellery +1 save vs magic and fear  
As a magical device often +2 vs fire  
As a magical armour or shield produces light if struck

### **Adamant 6th lv**

a metal used by the gods, especially to kill gods  
Popular for weapons, amour and tools  
As a magical weapon can hit any type of physical being  
As magical wand detect gods  
As magical jewellery +1 all saves  
As a magical device often +3 tools  
As a magical armour or shield cannot be broken

### **EI Metal 6th lv**

The alien metal of the outer gods sensitive to other planes, often called EI Metal  
Popular for weapons, amour and tools  
As a magical weapon can hit non corporeal, out of phase or plane beings  
As magical wand detect planar gates or beings  
As magical jewellery save on death or return as undead being  
As a magical device often allows contact other plane once a week  
As a magical armour or shield +2 vs other planar beings or spirits or undead



## Part 4: Magic Items

### D100 Petty Magic Items 1

- 1 Everlasting Dye - permanently changes colour of hair, skin or items but mostly for hair - 1d6 doses
- 2 Everlasting Dye - as above but is a highlight kit with 12 colours
- 3 Music box - plays same tune again and again, hand size
- 4 Orchestra in a box - a chest with miniature musician golems know 1d20 tunes
- 5 Hair removal potion - meant to be applied, permanent if drunk
- 6 Hair growth potion - meant to be applied, if drunk grow 1 inch per hour for ever
- 7 Hat of many styles - can change to any hat for job at hand, helmet, hunting hat, courtly hat etc
- 8 Landscape Paint Set - anyone can use to paint one scene with photographic accuracy
- 9 Portrait Paint Set - anyone can use to paint one detailed flattering portrait
- 10 Character Paint Set - anyone can use to paint one unflattering mocking picture outrages subject
- 11 Wig of many Styles - Change colour and style, comes in facial hair and mirkin style
- 12 Gender Change Girdle - like the normal one but not cursed
- 13 Undying lantern - everburning lamp also comes in torch or candle styles
- 14 Heroes Tankard - get no hangovers from booze drunk from this
- 15 Spectacles of the Sage - make you look profoundly wise and knowing
- 16 Everflowing Paint Brush - paint brush that never needs to be dipped in paint - one colour
- 17 Singing Doll - knows 1d20 nursery rhymes and 1d10 scary fairy tales
- 18 Hat of the Dunce - hat lets wearer sit drooling quietly for hours
- 19 Sleeping Potion - lets drinker have pleasant sleep
- 20 Sleeping Cap - lets drinker have pleasant sleep
- 21 Milk jug of Keeping - preserves milk or cream till used up
- 22 Hat of protection from bees - bees will not initiate combat with wearer
- 23 Spoon of Stirring - stirs itself till stopped once started
- 24 Spoon of Tastiness - any stirred food or drink becomes yummiier
- 25 Wand of pointing - a beam of laser light that is handy for lectures and pointing stuff out

- 26 Scroll of Dictation - blank scroll when unfurled records everything said for 1d6x100 words
- 27 Knife of Easy Carving - chef knife that always makes neat slices
- 28 Rock of Holding - placed on paper, this protects from being blown away even in gaol (jail)
- 29 Boots of many trails - randomly changes foot prints to different creature every 100 yards
- 30 Boots of ever shininess - always clean enough to eat off
- 31 Trunk of Junk - whenever opened find a useless item of junk - boot, pot with hole, broken mug
- 32 Cards of fairness - Cards scream if any cheating attempted by players (card counting ok)
- 33 Coin of flipping - always lands on flippers choice
- 34 Wand of Penguin Summoning - once a day calls a tasty penguin from icy realms
- 35 Collar of location - put on pet or person, always know their location
- 36 Girdle of Chastity - magically locked until legally married on wedding night
- 37 Girdle of Manhood - Protects your genitalia from harm in battle
- 38 Shirt of cleanliness - Shirt is always pressed and clean
- 39 Cape of protection from Weather -keeps elements at bay - stay dry and warm
- 40 Mechanical Beaver - Wind up and once per day fells one tree
- 41 Pan of Cooking - self heating pot or frypan
- 42 Pan of Recipes - sentient pan gives sneering advice on cooking to any cretin using it
- 43 Salt Sellar of Plenty - 10 doses of salt per day
- 44 Pepper Grinder of Plenty - 10 doses of pepper per day
- 45 Ever lasting Candy - piece of candy you can suck forever - who knows who used it before
- 46 Nurses Ring - makes lactate as long as worn, also wanted by farmers
- 47 Ring of the Rake - make infertile but still vulnerable to STD
- 48 Dancing Shoes - give the wearer basic dancing skills or improves professionals abilities
- 49 Thimble of defence - 1pt resistance to impaling damage
- 50 Mothers Necklace - whispers motherly advice and commentary about everything you do
- 51 Flattering Mirror - improves comeliness in mirror view
- 52 Mirror that Flatters Not - makes viewer look aged, ill, bald, toothless horror
- 53 Pillow of Sloth - allows you to lay about for

- years without harm
- 54 Idol of Depravity - on command attractive idol dances erotically
- 55 Spectacles of the Letcher - makes clothing invisible when looked through
- 56 Pipe of smoke rings - pipe let you blow awesome smoke rings to entertain others
- 57 Pipe of black lung - pipe never runs out - one type of smoke weed per pipe
- 58 Pipe of Ignition - pipe lights self and never blows out
- 59 Flint of Sparks - flint starts fires easily - dont let kids play
- 60 Eyepiece of the Immoral - Can see depraved scenes of otherworldly orgies
- 61 Statue of Prayer - If placed in church statue prays for your well being
- 62 Goat Leggings of frenzied dance - allows wearer to dance lustily all night
- 63 Pole of pokery - pole regrows back end if damage under 20% damaged up to 3 times a day
- 64 Wizards Beard - a strap on beard that bonds with wearer as real growing beard forever
- 65 Waterbowl of Wizards - 3 times a day fills with water, animals can learn to use
- 66 Foodbowl of Wizards - 3 times a day fills with horrid gruel that animals seem to like
- 67 Gilded Birdcage of Capture - leave the door open and birds are attracted and trapped
- 68 Saddle of Comfort - saddle is always pleasant for rider and horse
- 69 Horn of Alarm - anyone can blow a loud trumpet heard up to a mile away
- 70 Instrument of the minstrel - plays self for up to 12 hours a day
- 71 Knitting Needles of the Elves - knit for 2 hours a day if wool plenty
- 72 Butter churn of the Cowlords - turns cream to butter in one hour, various sizes
- 73 Fish hook of plenty - magical lure catches 3 fish per day quickly
- 74 Oil of shininess - any metal polished stays shiny forever
- 75 Necklace of Purity - if given as a gift the giver knows if lover cheats
- 76 Hat of truth - changes colour if wearer lies
- 77 Hen of Eggs - Ceramic hen container has a fresh egg each day
- 78 Unsoiled Girdle - Wearer never needs to go to toilet
- 79 Blanket of Bravery - when wrapped in blanket with both hands immune to fear - pink or blue
- 80 Ratters Hat - attracts rats who come from curiosity

- 81 Vermin bane Cube - this cube keeps rats, bugs and critters out of one room
- 82 Sealed Jar of Ancients - preserves contents fresh if lid sealed - 50% chance already full
- 83 Tankard of Booze - Fills once a day with one type of ale or bear
- 84 Goonbox of Plenty - wooden box with a tap produces 4 litres of cheap wine a day
- 85 Paddle of Spanking - wielder never tired or strained using this to spank
- 86 Animated spanking paddle - once a day will spank a victim up to 10 times
- 87 Broom of sweeping - once a day sweeps one room
- 88 Egg cup of Breakfast - cooks an egg placed in cup
- 89 Quill of Ink - self inking quill
- 90 Quill of infamy - any written text filled with abuse, swearing and insults
- 91 Ledger of Seeking - book turns to page requested by subject
- 92 Book of Secrets - cannot open without spells unless you have written in book
- 93 Unburning Book - resilient book cannot burn, be harmed by acid, water except by muscle power
- 94 Books of the Messengers - what is written by one appears on both copies
- 95 Mechanical Rooster - alarm which sounds dawn every day if wound up
- 96 Kings Wrist Sundial - tells the time night or day
- 97 Hourglass of wizards - flow slows or speeds or reverses on command
- 98 Notebook of sorting - everything written is rearranged alphabetized
- 99 Shells of talking - each shell in set can hear through the other one like a radio
- 100 Book of the critic - sentient book complains about your work quality, heals if damaged

### D100 Petty Magic Items 2

- 1 Dice of deceit - always roll best outcome, pretty obvious after a few rolls, bone or jewels
- 2 Shears of trimming - cut wool, trim hedges, vines, 2 hours a day
- 3 Tent of Assembly - tent pitches self and rain proof - various styles and sizes
- 4 Mechanical Dog - if wound daily will bark if intruders come near
- 5 Little Snitch - figurine repeats conversations it has heard last 24 hours
- 6 Mechanical Parrot - wound daily will repeat

novelty phrases

7 Mechanical Nightingale - Sings beautiful haunting melody  
8 Wizards Umbrella - Unfolds in rain or sun automatically  
9 Fan of the Ancients - this hand fan once started keeps fanning for an hour  
10 Toothpick of the Titans - this can be used to remove teeth from mortals  
11 Everfull makeup container - usually rouge or lead based whitener or kohl  
12 Scrolls of the fiend - pornographic prints which are blank if seen by women (or opposite)  
13 Dark Elf Goblet - anyone drinking from this becomes aroused if fail a save  
14 Goblins Cup - anyone drinking from this becomes a goblin for one hour  
15 Hammer of the Gnomes - blacksmith hammer which animates itself for 1 hour a day  
16 Mechanical rabbit, if wound runs away never to be seen again  
17 Spectacles of fearlessness - turn black if see anything scary or offensive  
18 Spectacles of the otherworldly - view horrible beings in other dimensional void  
19 Magical Fruit - preserved forever tasty fruit, also makes nice ornament  
20 Ointment of youth - look 2d years younger for 2 hours, 1d6 uses  
21 Dentures of the Magi - replaces real teeth with magnificent gold ones, removable on death  
22 Ice bucket of the Giants - A small barrel with a lid and full of ice cubes once per day  
23 Glass of the Magi - turns any drink inside to any other drink of same value or less  
24 Goblins Tankard - turns pee into beer  
25 Mechanical Kitten - wind up plays for 10 minutes goes to sleep till re wound  
26 Ever Frozen Icecube - good for one drink, cold but cant get water from it  
27 Codpiece of the Titans - offensive novelty fashion item sings if anyone touches it  
28 Singing Carp - magical stuffed fish sings song if touched - only one song  
29 Abacus of counting - aids in counting fabulously high numbers  
30 Ever full Sponge - remains clean and absorbs 40 litres of fluid same weight  
31 Spade of Digging - digs by self for up to 2 hours, handy for graves  
32 Sandbag of plenty - a one lb bag can be emptied daily up to 100 lb comes out  
33 Ever lasting sausage - regrows one lb per day as long as some left

34 Everlasting cheese - regrows one lb per day as long as some left  
35 Ever bulging nut sack - refills with 1 lb of nuts per day  
36 Tiara of sparkling - makes wearer sparkle and glisten  
37 Undead monkey servant obeys whoever holds his rod  
38 Sink of the old ones - this steel kitchen sink has a garbage eating horror in drain wormhole  
39 Spectacles of attractiveness - makes lover seem more appealing if you wear the hat  
40 Pie Tin of Bounty - as long as one slice left - fresh yummy pie every evening  
41 Meat grinder of plenty - any meat in grinder turned to yummy hamburger mince  
42 Goggles of red rage - sees bloodstains even if cleaned up long ago  
43 Azagors angry ants - box of ants will clean any organic matter from a room or corridor once  
44 Mechanical Carpentry Crab - makes basic wooden items 2hrs a day from wood and spittle  
45 Ever edible pig - small 20lb pig can have 6 lb of meat cut out every day, regrows by dawn  
46 Chastity belt of true love - only one true love can open the belt  
47 Wand of Housework - each charge cleans one room or person 1d100+30 charges  
48 Wand of Sausage Frenzy - makes a tasty sausage appear in victims mouth 1d100+30 charges  
49 Wand of grilling - cooks toast or other meals or inflicts 1pt damage 1d100+30 charges  
50 Wand of wands - each charge makes a non magical wand 1d100+30 charges  
51 Rainbow Staff - shoots pretty rainbows 1d100+30 charges  
52 Hair Ribbon of Majesty - pretty ribbon attracts everyone's attention if they fail a save  
53 Candy Wand - each use creates one lb of candy 1d100+30 charges  
54 Endless soap - always suds up  
55 Flaming Coat - Illusionary fire surrounds wearer when mad  
56 Deck of infinite cards - if you lose cards they are replaced daily if you have at least 27  
57 Wand of fruit - creates a piece of health fruit 1d100+30 charges  
58 Bag of bottomless turnips - all the delicious turnips you can eat (or 100 lb per day)  
59 Soul gem medalion - has a trapped princess soul can talk to wearer princessy stuff  
60 Skull of necromancer - has a trapped wizards soul and talks non stop  
61 Wand of glitter - shoots cone covering all in

sparkly glitter, 1d100+30 charges  
62 Staff of Flowers - shoots cone of flowers 1d100+30 charges or cover 100y radius if broken  
63 Mushroom Sickle - when cuts a mushroom grows back instantly (non magic mushies only)  
64 Feedbag of the Horselords - feeds a horse grain, chaff and molasses once per day  
65 Ring of Sanctity - protects from normal fleas, bedbugs, leeches, mosquitoes and flies  
66 Boots of warning - get a twinge if ground unstable or monsters burrowing underfoot  
67 Liquid Flesh - used to repair cosmetic damage from missing flesh, scars, burns - one dose  
68 Lover potion - if smashed on ground a prostitute appears, she/he melts one hour later  
69 Magical Mattress - handkerchief turns into sweet smelling goose feather double mattress  
70 Sack of infinite rags - a one lb bag you can pull out 100 lb of dirty rags per day  
71 Ring of Hygiene - keeps skin and clothes clean, no toilet paper needed  
72 Oracle of love - box prints tiny scroll with random romantic euphemism  
73 Dentures of Dazzlement - bond with user for life, glimmer impressively  
74 Dentures of Destruction - bond with user for life, 1d3 bite, can eat anything organic  
75 Moms Meatball Bowl- bowl creates a delicious steaming meatball once per day  
76 Blanket of Picnicking - keeps away bugs, vermin and pets from food  
77 Basket of Hybrids - put in 2 animals under 10 lb and create a hybrid beast 1d100+30 charges  
78 Bell of children summoning - when rung children in 300 yards come running 1d100+30 charges  
79 Razor of shaving - never blunts or cuts, needs no lather  
80 Wand of unvandalism - removes unauthorized marks on walls 1d100+30 charges  
81 Mechanical monkey - wind him up runs crazily around, snatches something, escapes forever  
82 Ball of returning - child's ball always returns on command  
83 Duck of Quacking - toy, follows owner and quacks constantly  
84 Stove of Evil - if fire started from human fat burns for one year, 20lb  
85 Wooden Wife - life size wood mannequin, 2 hours a day animates and cooks and cleans, 65lb  
86 Chamber Pot of old ones - this chamber pot empties into a universe of imprisoned evil gods  
87 Wand of flaming balls - inflicts itchy VD on

victim who fails save 1d100+30 charges  
88 Wand of vandalism - sprays paint onto any surface, one colour one minute 1d100+30 charges  
89 Wand of Bubbles- fills air with bubbles 1d100+30 charges  
90 Canteen of Effervescence - Any beverage in canteen becomes fizzy like soda and chilled  
91 Gruel pot of gods - makes up to 100lb of prison quality gruel  
92 Wooden Lover - mannequin prostitute lasts 1 hour per day, may cause injuries if using at end  
93 Bag of Gremlins - once per day can pull a screaming newborn gremlin out of this bag  
94 Headband of Dreams - has particularly vivid crazy dreams you remember clearly  
95 Wand of Flatulence - makes victim let loose foully if fail save 1d100+30 charges  
96 Magical Tail - bonds to target permanently, usually donkey but lizard or others found  
97 Ring of chastity - removes all sexual desire and capability also in priest robe form  
98 Ring of the Egg - wearer lays one chicken egg a day  
99 Hatchet of chopping - will animate 2 hours a day and cut fire wood  
100 Knife Ring - ring turns into small knife 1d3 damage and back

1 Hobos boots - can be used to cook meal for 4 after days march in boots  
2 Wand of hair styling - point and changes hair style, save if unwilling, 1d100+30 charges  
3 Hobbit boots - made from hobbit feet these leave false trails and annoy hobbits  
4 Hanky of snuffles - when used unblocks sinuses, ears, nose and airways of mucous  
5 Defiling kit - unholy water, innocents blood and pack of hog dung in separate bottles  
6 Jeweled bird of command - can orders other animated devices in room at set time per day  
7 Rat Idol of modest wealth - makes 1 copper piece per day (some stop at 2000)  
8 Rod of the frog god - creates 1 bucket of frogs per charge 1d100+30 charges  
9 Chum Bucket of glory - refills daily with yummy shark bait  
10 Soup stone - boil in water to make tasty soup one pot per day  
11 Mood Ring of the gods - changes colour to indicate wearers mood  
12 Sphere of the Sage - when shaken generates a random answer from yes no or maybe  
13 Hat of useless crap - 3 times a day pull ran-

dom not useful mad made item  
 14 Rubix cube of mystery - puzzle box takes new users days to open, contains random thing  
 15 Glory Hole of Thrills - similar to portable hole - comes in male and female  
 16 Robe of tastelessness - changes patterns and colours every 10 minutes but all hideous  
 17 Clothes of invisibility - clothes turn invisible at will  
 18 Clogs of cleanliness - mess proof clogs never soiled and bug free  
 19 Girdle of slimming - makes you look 10lb lighter  
 20 Wand of animal singing - 1d100+30 charges makes animal sing for 10 minutes  
 21 Students Hat - improves odds of guessing multiple choice questions by 25%  
 22 Bottle of spinning - owner wills who bottle spins at  
 23 Stones of skimming - 3d6 stones in box skim 2d10 times if thrown at water  
 24 Box of Birds - once per week 3d6 white doves fly from box - very tasty  
 25 Monster seeds - 1d6 in bag - random monster appears if touch ground  
 26 Hat of rabbits - once a day a rabbit can be pulled out of hat  
 27 Hat of horror - once a day pull monster from hat which attacks you  
 28 Cloak of Drama - looks impressive as if gentle breeze blowing  
 29 Shoes of flying - when activated, fly off your feet and into space  
 30 Deck of dodgy things - each card drawn turns into a shameless object of vice  
 31 Chicken Wand - fires a live chicken 100 y 1d100+30 charges  
 32 Book of knowing - once a day you may open book to a random fact about the world  
 33 Book of Planar Facts - as above but random fact about a different plane each use  
 34 Idol of Esoteric Evil - once per month may commune with elder god, answer in lost language  
 35 Jar of Enchanted Ovum - makes one lb of pickled eggs per day  
 35 Plate of clean living - makes a meal of broccoli, brussel sprouts and lentils  
 36 Wand of polymorph fruit - turn one normal fruit into another of same mass 1d100+30 charges  
 37 Gauntlets of the old ones - turn hands into tentacles 10 min later - some are cursed  
 38 Wand of the deep - shoots fish 100 yards 1d100+30 charges  
 39 Arcadian Meadows Towel - ever clean and dry

towel, makes a good nappy  
 40 Gloves of the Masseuse - gives nice massage every day, oiled and non oil version  
 41 Gloves of the Lover - as above but happy ending  
 42 Rock of rock detection - as named 100y  
 43 Ring of molten fire - warns you if you touch boiling lava or metal  
 44 Ring of afterthought - ring tells you what you should have done after each wound taken  
 45 Ring of the nose goblin - detect nose picking 100 yards  
 46 Ring of silence - says Shhhhhhh! loudly if any in 15ft of wearer make a sound  
 47 Girdle of the centaur - 2 extra legs appear, not handy but can wear 2 more boots  
 48 Sword of the bard - this sword causes no harm but the victim looks wounded as if the were  
 49 Dish of Fish - once a day an edible grilled carp appears on plate  
 50 Sauce of the Fool - 1d10 doses of sauce that makes one meal worth of anything safe food  
 51 Sauce of the gods - 1d10 doses of sauce that makes one meal addictably delicious  
 52 Fools Crown - wearer sees as crown fit for a king, everyone else sees a steaming coil of poop  
 53 Hat of Invulnerability - hat cannot be damaged while not on persons head  
 54 Wizard Eye - works as human eye if put in eye socket  
 55 Wizard Hand - works as human hand if put on stump  
 56 Eunachs reward - works as human members if attached to damaged area  
 57 Adamant Nails - remove fingernails then attach - 1d3 edged attack, cut rope etc 2d10  
 58 Lance of the Unicorn - A horn which attaches to your head, +1 extra Attack, 1d10 damage  
 59 Gills of the fish - fleshy lumps with gill slits, attach then you breathe water not air, permanent  
 60 Breast of venus - 1d6 fleshy lumps, attach as pleased to add to size or have extra breast  
 61 Mask of flesh - a malleable living mask of varied colours, can be moulded if skilled  
 62 Gliding Cape - takes 20 foot off fall  
 63 Uranium Golem battery - glows nicely, makes everyone feel warm 20ft if outside lead box  
 64 Bagpipes of wonder - play bagpipes for 12 hours, next roll gets a +1  
 65 Stockings of splendour - never tear, self repairing, always clean, various styles  
 66 Amazing viewer scope - wind handle, bend over and peek in large box slot see 160 second film

67 Gremlin Scope - microscopic viewer see beholders battle miro terrasque and other stuff  
 68 Vulcanic Suit - fragile glass suit allows you to walk into volcanoes (but bot lava) unharmed  
 69 Divers Suit - 80lb technomagic heap allows you to walk under water slowly for 30 minutes  
 70 Bag of air - turns into 3 yard across giant pillow -30 feet fall, pillow remains permanent, comfy  
 71 Khessemers Tiny Sled - Toy sled enlarges tightly fits one adult mail, lasts one hour  
 72 Mechanical spider - spins web 200 foot per month  
 73 Salamander Horde - burn seal calls 3d100+50 various coloured luminous garden salamanders  
 74 Iron Heart Ring - this ring take away romantic pains, feelings and memories  
 75 Armband of grief - prevents uncontrolled public displays of grief  
 76 Mechanical finch - guards one child or group thereof, fakes and reports to parent  
 77 Octopi sentinel - slimy octopus hat warns you if threat in 360 degrees, needs daily drink and snack  
 77 Tentacle Mask - 1d12 facial tentacles, 3rd use permanent flesh bonding  
 78 Fishy Idol - gives owner increasing bad dreams, if thrown in water calls evil fish men party  
 79 Flippers of the Frog god - +50% aquatic movement, 3rd use permanent flesh bonding  
 80 Goggles of the chameleon - separate moving eyes with 290 degree vision  
 81 Fangs of the Bat Race - replace fangs with these permanently, become blood drinker  
 82 Goggles of Truth - detects magical bodily alterations and gender changes  
 83 Octo-Epaulettes - 2 shoulder mounted octopi whisper different advice to each ear about the sea  
 84 Amphibian lungs - 2 fleshy lumps stuffed in gills of at least dog size beast lets breathe air  
 85 Helm of ghost rider - head appears as burning or glowing skull, spookifies voice too  
 86 Candle Spike - sticks into any rock or stone or brick, holds candle  
 87 Helm of mining - 30 foot 90 degree cone light from top of helm at will  
 88 Healers Ring - can donate 1hp to the patient when using skill based healing, first aid, etc  
 89 Mask of shadow - once/day can renew one 1st lv sorcerer/wizard spell by killing small beast  
 90 Eye of UnessZee - Magic eye pendant reports telepathically any spell it sees on wearer

91 Hydrobolt Wand - squirt water up to 100 yards 1d100+30 charges  
 92 Prehensile beard/hair - bonds to head, can stretch 3 yards and crudely grab anything  
 93 Shock beard/hair - bonds to head, electric zap 1d4 shock to nearest foe in melee  
 94 Ice beard/hair - bonds to head, immune to environmental cold, blue or white, icy touch  
 95 Blood beard/hair - bonds to head, drinks 1hp blood from foe after each battle turns red  
 96 Flame beard/hair - bonds to head, burns in battle 1d4 lash to nearest foe in melee  
 97 Death beard/hair - bonds to head, if killed raised as zombie and walks to home or temple  
 98 Rat Statuette - turn to 3HD riding rat 1 hr day  
 99 Cauldron of The Hag - monthly gate calls idiot son of Earth goddess, impregnates all in 30ft  
 100 Fishermens Friends - tin pail with lid, once day fills with earthworms or maggots or grasshoppers



## Magic Umbrellas

### D10 Umbrella Skin Ideas (or pick which suit best)

- 1 Bat wing like membrane
- 2 Mammal skin leather
- 3 Reptile or fish skin leather
- 5 Lacquered paper
- 6 Silk from silkworm or spiders
- 7 Thin wooden slats
- 8 A giant mushroom cap or mushroom leather
- 9 Woven grass or plant fibre
- 10 Insect chitin, possibly transparent like bug wings

### D10 Umbrella handle Ideas (or pick which suit best)

- 1 Lacquered Bamboo
- 2 Carved Wood
- 3 Carved Bone
- 4 Horn or tooth or tusk
- 5 Bronze creatures arm or leg
- 6 Silver hand grip and horn rod
- 8 Ornamental gold handle and wood rod
- 9 Iron rod
- 10 Magic Metal (d4 1=Star Metal 2=Mythril 3=Adamantium 4=Orichalcum)

### D10 Ornament Ideas

- 1 Gem
- 2 Beast head
- 3 Monster face
- 4 Family Crest
- 5 Personal Crest
- 6 Calligraphic text
- 7 Embossed scene
- 8 Artistic paint job
- 10 Brilliant glossy colour

### D10 Secret Qualities

- 1 Secret inscription leads to adventure
- 2 Concealed compartment (d4 1=drugs 2=potion 3=map 4=letter)
- 3 Concealed one shot compact dart or black powder gun
- 4 Concealed detachable weapon (d4 1=knife 2=dagger 3=rapier 4=club)
- 5 Concealed gadget (d4 1=20 foot cable 2=tiny lamp 3=lock picks 4=stylus, ink, paper)
- 6 Concealed holy symbol and holy water
- 7 Tiny telescope or spyglass
- 8 Doubles as a flute or exotic wind instrument
- 9 Uses human body parts, a saint or a sacrifice?
- 10 History tells of d4+3 past users who came to fame

### D10 Quick Types

- 1 Petty Magic
- 2 Elemental Earth
- 3 Elemental Air
- 4 Elemental Fire
- 5 Elemental Water
- 6 Royal Magic
- 7 Divine Magic
- 8 Necromantic Magic
- 9 Lower Planar Magic
- 10 Higher Planar Magic

### D100 Magic Umbrellas

- 01 Plays music when opened mood based on colour scheme
- 02 When opened a d6 copper coins fall out once a day
- 03 Turns into a magic +1 sword at will
- 04 Protects from dazzling light or blindness or light spells
- 05 Dazzling appearance +3AC vs missiles when open
- 06 Acts as a 2d4 +1 club in combat
- 07 Makes holder seem more suave +2 CHA while open
- 08 Shoots up to three magic missiles a day
- 09 Can conjure a kobold servant once a day serves 10 minutes then does runner
- 10 Protects wielder if open from any natural weather
- 11 Detect buried metal when pointed at ground or walls through 10 foot of solid mass
- 12 The wielder is dirt free and never soiled, makes garments look immaculate and new
- 13 This battered umbrella has a cork in handle and can issue a gallon of beer a day
- 14 A spider silk umbrella lets you walk up walls or ceiling as if gravity was reoriented
- 15 Black spider silk umbrella that casts web two times a day
- 16 Skin umbrella lets you deflect any thrown or falling or fired stones or magical stones
- 17 Frogskin canopy lets you walk over mud, grease without sinking or slipping
- 18 Stops all normal missiles from striking the target (some only stip 100 arrows)
- 19 Can turn user into a statue for up to a hundred years in suspended animation
- 20 Becomes a +1d3 2d4 Mace when waved forcefully at foe
- 21 Provides feather fall at will if open
- 22 Can levitate if drafty while concentrating once a day 3" up or 1" across
- 23 Can be blown like a horn, call followers inside 10 miles to come to umbrella

- 24 Calls a magical cloud that flies 12" Speed 90 degree turn per round, ten minutes a day
- 25 Can send a long distance message and reply up to 300 miles once a day by wind
- 26 If opened and gem depressed provides 10 minutes of invisibility as spell
- 27 Can block magic missiles and reduces electrical attacks by -1/die
- 28 If opened may call rain, 5% per day since last success is chance to call a 10 minute shower
- 29 If opened a freezing mist forms 3" radius for ten minutes, covers all in frost and snow
- 30 Can become gaseous form once for ten minutes a day move at 3" AC as chainmail
- 31 Fire resistance +2 save and take half damage from natural fire
- 32 Fire Immunity no damage from non magic fire and half from magic
- 33 Fire shuriken shoots three 2d8 magic fire stars a day 3" range
- 34 Fireball fires two 5d6 fire balls a day 2" radius 10" range
- 35 Burning Hands fires a d3+6 1" 90 degree cone of fire four times a day
- 36 If opened can create a fire wall that moves with user for ten rounds once a day
- 37 Conjures a tiny fire elemental that tries to start a fire every round for ten minutes can move 12"
- 38 Burning blood shoots a d4 fire damage at any melee attacker that cuts or stabs user
- 39 This sulfurous broly can contact the evil lord of fire elementals for advice 3 times per week
- 40 This keeps the wearer comfortably warm at all times the broly is held
- 41 Keeps water proof and dry even underwater or any weather
- 42 Allows wielder to breath water for ten minutes a day once
- 43 This umbrella if tapped on ground opens a spring for a gallon in a minute ten times a day
- 44 Creates a bubble of atmosphere that can fit a d3 other people for 10 minutes underwater
- 45 Creates two tonnes of salt water released from wielder when opened once a day
- 46 Creates a ice bubble around wielder that can fit a d3 others, six inches thick and melts of a inch every ten minutes over one hour, each inch 10HP
- 47 When open umbrella once a week can make it rain d100 fish from above striking everyone but umbrella holder, frog versions exist too
- 48 Shoots a jet of water 1" for ten minutes that can clean surfaces and remove light debris or annoy people or animals or scare dogs and million

- other uses once a day
- 49 Turns into fishing rod with built in pipe and stash tin
- 50 Shoots 2 acid arrows a day inflicting 2d4 then 1d4 for 1d6 rounds 4" range
- 51 When opened choral processional music plays for one hour once a day
- 52 If opened releases a brilliant dazzling aurora making the user seem divine for ten minutes to the easily duped, but looks great
- 53 By swishing the umbrella you can instantly change outfit, each broly has a d6 slots
- 54 Can pull a beautiful flower from broly ten times a day some make ribbons instead worth 1silver
- 55 Shoots a pyrotechnic exploding firework display for ten minutes up to 10" once a day
- 56 Can amplify the users speech to be easily audible for 30" ten minutes three times a day
- 57 Can produce a d6 gold coins per day when opened good for tips to peasants
- 58 Provides protection +2 when held and opened
- 59 Unicorn horn handle detects poison within 1" at all times
- 60 Broly turns into jester who puts on one ten minute show a day, if not noble jester is annoying jerk who gives victims a dishonourable nickname
- 61 Unicorn horn tip heals a d6 three times a day
- 62 Holy relic of mother saint +2 Protection vs evil while open
- 63 Covered in holy sigils +1lv and +1 uses per day to priest special power (turning)
- 64 Holy light for ten minutes once a day, radius 3" destroys magical darkness, shadow beings and undead burn for 1HP damage per round
- 65 Huge holy symbol of user appears on broly +3lv on one spell cast, once per day
- 66 Lost scripture fragments appear in broly once a week
- 67 Holy sentient broly gives constant alignment behaviour advice 1in6 extra jerks
- 68 Broly of the balance has a built in scales but really it detects planar balance between law and chaos but will speak to wielder if stange or local imbalances occur
- 69 Detects evil in 3" feel tip quiver faster closer to evil, works through up to 10 foot solid mass
- 70 Protects holder from alignment detection
- 71 Wicked evil eye throwing umbrella can cast curse 3 times a day 4" range
- 72 Skeletal broly summons 1d6 skeletons once a day who serve for 12 hours
- 73 Detects intact dead bodies suitable for making into undead through 2" of ground

74 Wielder sees in the dark by light of souls of living or undead beings  
75 Brolly acts as a 2d4 damage club that can harm any undead  
76 Umbrella can drain 1 HP a round from from a held or bound victim by touching tip with skin. Victims report terrible pain and scars. Of course you don't need magic to do that.  
77 Umbrella once a day grows into an undead spider with 4HD 3d4 poison bite and platemail  
78 Casts a 3" shadow once a day for ten minutes that heals undead 1 hp a minute  
79 Fires a d4+1 darkbolt +0 magical missile weapon 10" range, ten shots a day, fires two per round requires a hit roll as if proficient  
80 When opened covers user with a coat of living darkness as chainmail which covers recognisable features and clothes like a evil living shadow  
81 Shields wearer from under 1 HD devils, demons or elder horrors who will not harm the user if held and open  
82 Summons a Imp which follows it's new master and invisibly lives in umbrella, one imp per umbrella master  
83 Umbrella causes pain like a cat-o-nine-tails if used to whip a victim also hurts any devils and demons  
84 A poison spike pops from tip once a day, deadly poison activate once a day for ten rounds  
85 When opened every being 4HD or less must make fave vs fear with 4", can activate three times a day, victims flee for d10 minutes  
86 Allows you to plane shift to any hell or plain of chaos or the abyss one way once a week  
87 Turns into a giant 3HD bat that can be ridden or carry user for one hour a night 24" speed  
88 Once a day a victim in 4" can have a leg iron appear halving their movement rate for a day, save to resist  
89 Fires blast of 4d6 hellfire four times a day to target 6"range  
90 A bubbling 6HD shoggoth is formed from the earth once a week and they are not under control and grow over time  
91 When opened a hundred foot radius of natural sunlight illuminates the area and also harming some supernatural creatures, birds (or bats or cricket) chirp a tranquil tune. Artistic skills such as poetry or painting gets +2 if performed under the light  
92 Acts as a sacred sword +2 mostly but +5 vs demons, dragons or undead  
93 Opening the umbrella makes you light and controls a zephyr lesser air elemental to make wielder fly for up to a turn a day

94 Turns into a huge condor size bird can carry wielder and talks, flies at 18" for several hours a day, longer if weather helpful, actually a spirit entity linked to brolly.  
95 Angels, Devas, Arkons and other powers of upper planes have agreed to not kill wielder of sacred umbrella  
96 Attached to end of handle is a small (size of coke can) demon skull in a cold iron cage. Can be asked a question once a day about demonic lore and planar politics  
97 This umbrella is attuned to the center of the universe and can always point there at will. Once a week can teleport self anywhere on plane you have been safely. Can risk places on description or guess but possibly deadly  
98 When open user burns with white light inflicting d4 damage to any one in touch range at end of wielders movement  
99 Unicorn umbrella outrages druids, rangers, elves and unicorns but can detect poison at will and purify water once a day  
100 Fires three magic missiles a day

### Druid Eggs

Ancient druid cults could magically create these eggs that tradition says only nobles and heroes may open them. They are found in ancient hordes, barrows and grave mounds as great treasures for the next life. Scholars debate did the magic allow men and/or women to lay eggs or could they used spell on anyone possibly as a punishment. The earth goddess temples seem to have stockpiles of them. All tales could true among the old tribes. Kings claim all eggs found in their borders so you probably should get approval or never get found out if you open it.

A Druid Egg has a level minimum score limiting lesser level adventurers from opening a egg. Typically 1d6 but that still limits zero level typical humans to being unable to open properly. You know by touch if you could open the football sized terracotta hard painted eggs. If you smash it anyway you take the egg's level limit in d3 if within one yard radius blast per egg's level limit. When a true hero opens the egg by crumbling the terracotta as if unfired or like a chocolate egg. A clash of ancient vocalisations, drums, horns and cymbals is heard when opened. Light might flash from inside the egg when the shell is opened. Inside is a magical reward of the old druids or a forgotten subcult. When a egg grants an effect on the openers body the released energy appears to enter the mouth as the hero eats the egg. Druids

might used these eggs to become viable creature eggs with spells to create hybrid monsters so a few of them get mixed up. Some say Dragon eggs might have similar properties they are just harder to steal.

Identify will not predict the egg's contents. Divination might. Druids just look embarrassed if you ask. They wont tell.

### D10 Druid Schools

- 1 White druids or high healers
- 2 Red Druids or blood druids
- 3 Green Druids of the land
- 4 Brown druids of the beast lords
- 5 Dark druids who commune with the dead
- 6 Yellow druids who dwell in wetlands and sav-age jungles
- 7 Scarlet Druids who command fires of war and craft
- 8 Blue Druids of the waterways and seas
- 9 Grey Druids who command weather and air
- 10 Black Druids who dwell under the hills

### D100 Druid Eggs

- 01 Heals all wounds
- 02 Reduces physical age to equivalent of 15+1d4
- 03 A cloud of 5d6 doves fly out, each dove can heal 1d8 on a person
- 04 A dove companion familiar hops on your shoulder +1 to all your saves and AC
- 05 Sunlight pours out illuminating 5d6" radius for 2d6 days where nobody can start a fight
- 06 Struck by light, if save now have true sight if fail blinded with white eyes
- 07 A freed angel arises and grants you +1 on your lowest stat
- 08 Power of Law and ultimate finality flows into you, 2d6 next dice rolls auto-succeed
- 09 Brings back a loved one from dead (d4 1=resurrection 2-4=reincarnation)
- 10 Heals disease, breaks curses of undead or lycanthropic or planar taint
- 11 A geyser of blood erupts bathing opener, grants agelessness if they drink human blood
- 12 Regenerates as a troll 1HP per round for 1d3 days
- 13 For 1d6 days can smell blood within 1"/lv, can taste different species and flavors
- 14 Over next 1d4 days a adult clone buds from the opener with identical memories
- 15 For 1d6 days caster has a +1 attack in the form of a 2d6 bite from hideous unfolding jaws
- 16 For 1d6 days half all damage you inflict that draws blood you heal half that amount

- 17 A great red gem which grants +1 STR if im- planted in your body
- 18 Once a day you can change to and from a animated red liquid which cant carry anything
- 19 Whenever you sacrifice enemy blood to a tree you get 1HP (Max of 1HP/lv/day)
- 20 Will age but will not die of natural causes no matter how decrepit
- 21 Opener can speak with one species of plant per day
- 22 By meditating can tell if any unnatural affronts to the land within 1 mile per level
- 23 Can sleep for any amount of time in the form of a tree, can set time or awake if harmed
- 24 A seed that will grow in d6 days into a pod plant that will grow a dream lover inside
- 25 From each of 1d6 seeds will grow elven har- lots who will hang around for 1d6 days
- 26 From 1d6 seeds will grow some kind of mon- ster plant being full grown in d6 days
- 27 A tasty nut if eaten user becomes a plant be- ing not needing to breathe or eat
- 28 User can sense elven or faerie gateways or plane shifting within 10"/lv
- 29 Grow a metal tree in d6 days, fruits worth 1d6x100gp rest can make a +1 weapon
- 30 Great black seed that will grow a mile wide thorn forest in 1d6 months
- 31 May shape shift as a druid once per day and back into ancestral spirit beast species
- 32 Adds +1d6 HP to characters maximum
- 33 A intelligent animal familiar inside bods to opener, typical under 2lb
- 34 A fabulous adorable mount or guard beat leaps out growing full size in d6 days
- 35 A fabulous hostile beast emerges to full size with at least one magical power
- 36 Opener engorged with power and 1d6 days later gives birth to a beastfolk or abhuman
- 37 A fabulous animal reproductive body part if eaten gain +1CHA
- 38 Can speak language of one species of beast per day
- 39 Always produces more children +1d4 in a birthing with every coupling
- 40 When you die a younger version of you bursts from the skin after 1d6 days (only once)
- 41 A d6 skulls each will grow to a wight if dropped on the ground, might cooperate with evil
- 42 A bag of 5d6 teeth if dropped will grow instant- ly into a obedient armed skeleton warrior
- 43 A necklace of 3d6 ears each becomes a obe- dient zombie if dropped
- 44 Vapours emerge allowing user to speak with any residing in the land of the dead for a bit

45 You are immune to one level of energy draining touch  
46 You are immune to mummy rot and lich touch  
47 You can feign death at will fooling even undead and most means of sensing life  
48 You can see the delicious life force of the living and can use it to target in total darkness  
49 You are immune to all forms of paralysis: ghoulish touch, crippling spinal injuries and spells  
50 Shadows and darkness are drawn to you which looks cool but some will be afraid  
51 You are immune to nauseating effects like stinking cloud spells or monster musk or rot  
52 Spattered in sulphurous ooze, gain +1CON  
53 You are immune to man made injected poison from edged attacks or missiles  
54 You are immune to poison bites and stings of natural or giant creatures  
55 You are immune to non magical diseases  
56 You are immune to poison food and can survive off anything organic  
57 You can emit a 2" radius stinking cloud musk around yourself once per day  
58 A great froggy steed and fighting companion comes to serve you  
59 You can turn into a swamp beast of one species once a day and back d6 1=duck or marsh hen 2=eel or fish 3=mosquito or leech 4=turtle or frog 5=deer or boar 6=dog or cat  
60 You can walk on water at will  
61 You can breathe 2d6 fire as extra attack once a day per level  
62 Your AC increases by one your skin is hardened like metal  
63 Your DEX increases by one as you move like flame  
64 Your INT increases by one as you mind is expanded  
65 You take half fire damage and always feel warm  
66 You can cast zero level cantrip ignite, at will by touch  
67 You can shoot a 2d8 fire shuriken once per day  
68 You blaze with mystical flame at will, lighting 10"/radius per level as will  
69 You can once a day shoot a blazing spark that others can see for miles away at night. It can be shot at people for 1d8 damage and 1pt a round for 1d6 rounds, will ignite a mummy, 1" light/lv  
70 A blazing crown around your head will demoralise zero level characters like guards and bandits, one per level will bow before you if they fail a morale test.  
71 You can breathe water

72 You can talk to one type of marine creature per day  
73 You can cause a spring with a tap of a wooden shaft on the ground or rock, provides one person a days worth of water per level  
74 You can heal 2HP per level per day, you may spread these HP as you please by touch  
75 You move with free action under the water as if you were on land at will  
76 You can see and sense location of gates to the fairy world of the waters and lead others through them if the stars are right  
77 Fish men came and give you 1d10 x 1000gp in gold handy crafts of their priests  
78 You dream of locations of lost treasure, when you find it a new dream starts  
79 Your WIS increases by one as a pearl of wisdom, eat it to gain wisdom or sell it for a quick buck or bribe a priest  
80 You can cast charm person once per day  
81 You can predict weather for 24 hours  
82 Cast Fog Cloud once per day  
83 Cast Shocking Grasp once per day  
84 Cast Levitate once per day  
85 Speak to any bird or flying species a day  
86 Can call 1 minute of rain per 10" radius per level  
87 Half damage from electrical attacks  
88 Voice booms with power of storm, adds +1" to command radius per level  
89 You are immune to magical fear  
90 You can turn into a sky beast of one species once a day and back d6 1=crow or raven 2=owl or bat 3=kingfisher or gull 4=pigeon or sparrow 5=hawk or vulture 6=swan or goose  
91 -1HP per dice from blunt attacks from weapons, spells or animal attacks  
92 You always stabilise below zero HP if laying on the bare earth  
93 You sense the presence of unstable rocks, earth or mud, invaluable if exploring or underground  
94 You are reincarnated automatically on death  
95 You can hibernate all winter if you wish and you don't age while asleep  
96 You absorb sustenance from the earth through touch so you don't need to eat  
97 Cast Climb once per day  
98 Cast Web once per day  
99 Inside are fine +1 quality tools of a opener's craft or if talentless just has a d6 hundred gp  
100 You can intuitively detect entries and exits to the Underland and underworlds

D100 Magic Skulls  
1 Pirates skull - gold skull in black laquered box, feed him 1000gp and he will tell you location of treasure (always risky but rich)  
2 Jade skull - wielder does not age while holding in hand  
3 Wizard Skull - covered in magic sigils, can save 1d4 levels of spell per day  
4 Holy Skull - saint's head in glass case is a holy symbol and cures 3 diseases per week  
5 Ice Skull - Keeps goods frosty (like chilling beer) Fires a 4d4 frost ray three per week range 90  
6 Fire Skull - moulded from magma, cracks grow when held, 8th level burning hands three per day  
7 Primordial Skull - fossilized prehistoric skull - contact other plane per week, after first use WIS save or summon demon each use  
8 Serpent Skull - worn as a crown may speak to reptilians and learn their languages  
9 Dragon Skull - worn as a helmet makes immune to fear  
10 Storm Skull - crackles with sparks when held, three 10th level shocking grasps per day  
11 Ancestral Skull - commune with ancestors once a week  
12 Missile Skull - shoots 1d4 magic missiles in a volley once per day  
13 Skull of Traps - once set explodes if touched or more than one being walks within 20 ft radius for 6d6  
14 Watch Skull - records 24 hours on command, plays back in 10 minutes  
15 Skull of snakes - on command two 1HD snakes crawl from sockets per round for 10 rounds once per day, hostile to all  
16 Healers Skull - wals 1d8+8 once per day and neutralize poison once per week  
17 Kobolds Skull - summons 2d4 kobolds that must be convinced to serve you once per week  
18 Goblin Skull - summons a goblin peon to serve you once per week  
19 Warriors Skull - summons a skeleton per day  
20 Saints Skull - Acts as portable shrine and holy symbol, restores a lost energy level per week  
21 Skull of the Bard - sings 3 songs a day on command, may be studied and learned by bards  
22 Skull of fear - twice a day, range 30, a ray of fear on a 30 degree cone  
23 Scarecrow Skull - once a day can mke a 2HD scarecrow golem from sticks and a vegetable or more  
24 Raven Skull - talk to crows, ravens, blackbirds darkness 15 radius once per day

25 Ghoul Skull - summon a ghoul once per three days  
26 Gargoyle Skull - sense gargoyle location and speak their language while holding  
27 Navigator Skull - compass, star chart engravings and magic letter  
28 Fleshman Skull - plant skull and a week later full grown person born from dirt with no memories  
29 Skull tree - plant skull grows into huge tree with skull fruit over night  
30 Blood Skull - once a week produces 1 gallon of blood per round for 100 rounds  
31 Iron Skull - Adds +2 AC if held in hand  
32 Bronze Skull - Imprisoned demon answers a question per day 1d100 more questions till free  
33 Brass Skull - If sleep with it grants wondrous dreams of Efrete city on plane of fire  
34 Silver Skull - Holder of skull in a group always the least popular target for lycanthropes and immune to lycanthropy  
35 Gold Skull - Coughs up 1gp per day  
36 Copper Skull - If planted a tree grows with copper leaves  
37 Adamant Skull - is immune to all harm and magic, pleases the gods as a gift  
37 Star Stone Skull - meteoric stone can shape into a axe, mace, sword or shield +3 for 24 hours once per week  
38 Orichalcum Skull - If struck by hammer or mallets onto iron or steel from a great height (200 ft) detonates as 12d6 fireball with a radius of 50 feet, skull reforms far away  
39 Demon Skull - horned skull can detect law or good and cast protection from either once per day  
40 Devil Skull - horned skull can detect chaos or good and cast protection from either once per day  
41 Angel Skull - has a glowing halo and looks golden can detect chaos or evil and cast protection from either once per day  
42 Deva Skull - glowing white skull detects evil and can cast protection from evil once per day  
43 Modron Skull - Pyramid shaped one eyed skull detects chaos and can protection from chaos once per day  
44 Slaad Skull - Bactrian shaped skull with jewel inset detects law and can protection from law once per day  
45 Daemon Skull - horned skull can detect good and cast protection from good once per day  
46 Archon Skull - +1 level for one turn (10 minutes) once per week  
47 Medusa's Skull - once per week casts stone to

flesh

48 Orc Kings Skull - improves orc relations by one step, acts are witnessed by orc gods

49 Hobgoblin Skull - call a squat of 12 hobgoblins once a month ready to be employed as mercenaries

50 Skull of Fire & Ice - half gold half crystal, shoot a single magic missile and a burning hands (6th level) once per day

51 Skull of the Mutant - green glowing skull if slept with CON save if succeed then gets a mutation if fail die of cancer a week later

52 Alarm Skull - screams if intruder walks within 20 feet once set by owner, an owner must atune to skull for 24 hours meditation to control

53 Psion Skull - casts ESP once per day

53 Crystal Skull - Creates 1d3 illusion duplicate images once per day for 10 minutes

54 Skull of the Martyr - remove curse once per week, tells you all your flaws when used

55 Skull of the Sailor - can float as long as is touching, can effect up to 6 persons at once

56 Skull of the Necromancer - add +1 level effect to necromancer spells, but keeps complaining

57 Skull of darkness - see in dark while held

58 Skull of flies - once a day summon a 30 ft wide swarm of flies inflicts 1pt damage per round for 2d6 rounds moves at speed of 18 at wielders commands

59 Fisherman's Skull - Vomits up bucket of worms or chum per day

60 Farmer's Skull - If given a handful of grain predicts weather for 24 hours

61 Bailiff's Skull - summons 2 militia men with clubs (beadles) who serve for one hour, once per week

62 Hunter's Skull - once per day skull whispers direction of game beast if given drop of hunters blood

63 Sorcerers Skull - provides knowledge of a spell (usually 1st)

64 Ferryman's Skull - turns into a skeletal ferryman with pole and small boat for up to an hour per week

65 Fishman's Skull - slimy to touch, produces a gallon of salt water per day and causes owner to dream of the fishmen gods beneath the sea

66 Mason's Skull - calls a skeletal mason who labours for one hour a day

67 Servant's Skull - calls a skeletal servant who labours for one hour a day

68 Madman's Skull - whispers insanity at night to owner, 1in20 chance per night tells of adventure opportunity or treasure to be found or of monster

lair WIS save monthly or go mad

69 Minotaurs Skull - allow user to cross species procreate between cow and human and breed minotaurs if held by human

70 Hag skull - plant in ground outside a house and a skeleton fence surrounds the next sunfall. Scream if visible, invisible or other planar being breaches (no reaction for flyers unless they stop inside)

71 Hellhound Skull - buried with two dogs in a graveyard at midnight and awakens next day as a diabolic hellhound

72 Hellcat Skull - if thrown into a well while committing a act of evil like murder or betrayal, a hellcat will crawl out the next night and will seduce person to be hell's agent

73 Hog Skull - Addictive magical delicious jowls can be torn out, regrows 3 serves a day

74 Flaming Skull - if put on a torch shaft, will burn without smoke or scent till removed, a bit tricky when burning

75 Electrum Skull - feed skull coins will convert gold, silver and electrum coins of ancient currency

76 Amber Skull - remember one spell after use once per week, WIS save per use or madness creeps in

77 Homing Skull - attuned by ritual, skull always faces home if left untouched and free

78 Rune Skull - holding the skull over stone creates a orange red beam that can be used to etch runes in rocks

79 Scribes Skull - one hour per day if ink and inkwell or clay and tablet for older ones, the pen becomes animated by skull and it takes dictation in its native language which might be extinct

80 Barn Skull - placed in barn or feed store anything from a mouse to a human who enters intending to steel summons a skeleton to do away with them

81 Kings Skull - this skull proves a families legitimate claim to land, it also makes guardian dream of power

82 Warlords Skull - this skull can be used to incite a warband to raze the area "discovered in" as foretold in barbarian prophecy 1d100+50 barbarians and leaders, will end when skull taken to homeland of barbarians

83 Captains Skull - if mounted into prow of ship will increase ship surviving storms odds, reduce leaks, rats, lice and mice

84 Monks skull - chants softly on hour, effective time keeper

85 Warlocks skull - casts a curse one per week

86 Witches Skull - casts charm person once per day

87 Jesters Skull - tells bad joke on request, 1in6 good

88 Lumberjacks Skull - summons two beavers who fell a tree once per day then run away

89 Ice Queens Skull - cold to touch, white, cast Ice storm once per week

90 Wood Lords Skull - moss covered stone skull, cast speak to animals once per day

91 Rogue lords Skull - offers advice on scheme once per week

92 Torturers Skull - offers torture advice once per week, improves interrogation

93 Goblin Kings Skull - offers goblin type sage advice on any matter daily

94 Terrible Turnip Kings Skull - can commune with Bogrump the turnip lord monthly and call him in person once a year if build him a turnip headed scarecrow

95 Fire Lords Skull - if placed watching a fire or a room of candles fire will not go out or ever go out of control

96 Druid Kings Skull - if placed in a store place like a barrow or silo near woods, squirrels will fill with edible nuts once per year

97 Green Lords Skull - If planted under field doubles crop yield, effects amount one farmer with ox can plow per day

98 Dreaming Lords Skull - experience vivid dreams of other dimensions every night you sleep with skull, succeed in a INT save and become addicted, dumb people less impressed

99 Dragon Masters Skull - can speak to draconic beings while holding

100 Swine Lords Skull - can speak to pigs and resist powers of devil swines and infection from pig or boar lycanthropes

### **Magic Tears**

Talking to a medical friend about tears having hormones depending on person and mood state. I thought about the tears of clowns then unicorn and vamp tears and then this...

### **Forms of tears**

Eye drops (1d10 doses) hard to apply in combat or in danger or may ruin all, often in tiny crystal or glass bottles

Salve (1d6 doses) rubbed on thing 1d3 rounds hard to apply in danger may drop or lose all

Inhalant (1d4 doses) inhale one round immediate

effect, in a tiny tin like a snuff box

Crystal (permanant) often mounted in jewelery, staff, headress, ring or contacts for visual powers

Potion (1d3 doses) drink, last one 10 minute turn

### **D100 Magical Tears**

1 Chaos Jester Tears - inhalant, possessed by crazy clown trickster godling for 10 minutes

2 Paladin Tears - inhalant, 1d12 rounds, makes fearless and acts as protection from evil and chaos

3 Unicorn Tears - eye drops, heals 3d10 damage, shed all dirt and filth

4 Ogre Tears - eye drops, one hour, see STR and relative HP of any being (spot targets to bully)

5 Dragon Tears - coloured crystal, weilder 1/2 damage and +2 save vs one type of dragon breathe

6 Princess Tears - potion, fills evil beings with ecstasy, Aid spell for one hour, good drinkers just cry

7 King Tears - inhalant, can sense the skeins of fate that control lands and find biggest problem

8 Eye Beast Tears - inhalant, each dose imbues a different eye ray power

9 Titan Tears - gem, +1 intelligence if worn near head on helm, tiara, necklace, nose ring

10 Griffon Tears - eyedrops, last 1 hour, see as binoculars, resist fear

11 Basilisk Tears - inhale, lasts 1d4 rounds, stone gaze 20" range, save vs poison or go blind

12 Gorgon Tears - salve, protects you from from stone gaze for a 10 minute turn

13 Modron Tears - eye drops, see law for 10 minutes, eyes turn chromium

14 Slaad Tears - eye drops, see chaotic for 10 minute, eyes turn chromatic

15 Demon Tears - salve develop 1d3 demonic mutations permanently

16 Devil Tears - salve, sprout horns, +1 attack 1d6, permanent, extra doses inflict further changes

17 Succubus Tears - inhalant, increase charisma +1d4 for one hour, chaotic evil temporarily

18 Hellhound Tears - salve, fire resistance for one hour

19 Starspawn Tears - inhalant, 24 hours of ecstatic visions of starspawn gives permanent link

20 Sea God Tears - inhalant, 24 hours you can see hidden fairy land in water and enter

21 Love Goddess Tears - jewel, +1 charisma if worn near head on helm, tiara, necklace, ear ring

22 War God Tears - jewel, +1 to hit and damage if worn near hand on weapon arm  
23 Storm God Tears - jewel, +1 Strength if worn near hand on weapon arm  
24 Earth Goddess Tears - jewel, +1 constitution if worn chest or abdomen  
25 Healing Goddess Tears - jewel, double natural healing rate if worn chest or abdomen  
26 Amazon Goddess Tears - jewel, +1 saves for women only  
27 Trickster God Tears - potion, polymorph into random being every hour for 12 hours  
28 Priest Tears - Inhalant, recover a spent priest spell of choice  
29 Warrior Tears - Potion as Aid spell and resist fear one hour  
30 Rogue Tears - eye drops, +3 on any NWP for one hour  
31 Elf Tears - inhalant, one hour, see living decay and distinguish, immortals, supernaturals  
32 Dwarf Tears - inhalant, one hour, smell gold and gems in 30", sense north and depth  
33 Hobbit Tears - inhalant, six hours, can eat and drink your body weight  
34 Tako Tears - inhalant, grow 4 extra tentacles one hour  
35 Mermaid Tears - inhalant, one hour, breathe water  
36 Dryad Tears - ecstatic feeling of true love, leaves victim helpless for one hour  
37 Treant Tears - inhalant, one hour, become one with forest sense location of unnatural phenomena  
38 Virgin Tears - inhalant, 1d4 rounds, inspires Good or lawfuls +2AC, hit, STR, and heals 1d6  
39 Wendigo Tears - inhalant, one hour, craving to kill and eat somebody, anybody  
40 Ghost Tears - inhalant, 10 minutes, see spirits, invisible beings, souls  
41 Ghoul Tears - inhalant, 10 minutes, smell corpses or living within 20", red eyes  
42 Lich Tears - crystal, daily Animate Dead spell  
43 Bugbear Tears - inhalant, ten minutes, +4 sneak hide, ambush 1-3  
43 Hobgoblin Tears - potion, one hour, shape shift one non magic form, maximum one hour  
44 Kobold Tears - potion, ten minutes, +4 spot, traps lore, +1AC  
45 Goblin Tears - potion, ten hour, an exotic goblin mount species is summoned in 1d10 minutes  
46 Orc Tears - inhalant, ten minutes, enemy orcs make morale checks or join you  
47 Angel Tears - inhalant, 1d6rounds, light halo, 30", heals 1d6 per round, fly as per spell but winged

48 Clown Tears - inhalant, crazy cackles inspire chaotic +2 morale and upsets lawfuls -1 morale  
49 Druids Tears - Inhalant, communicate with animals for a 10 minute turn  
50 Necromancer Tears - eye drop, one hour, see corpses through up to 20 ft soil or rock,  
51 Wizard Tears - Inhalant, recover a spent wizard spell of choice  
52 Werebeast tears - salve, turns into a specific were beast for a night, 3 doses is permanent  
53 Beserker tears - inhalant, 10 minutes beserker +2 hit and damage, remain concious, fight till die  
54 Murderers - inhalant, 24 hours, constantly crave sight of blood and take risks  
55 Troll Tears - eye drops, recover blinded eyes with troll eyes! have infravision 60" permanent  
56 Fire Elemental Tears - eye drops, immune to fire for 10 minutes  
57 Earth Elemental Tears - eye drops, extra 10 HP for 10 minutes  
58 Air Elemental Tears - eye drops, see invisible for 10 minutes  
59 Water Elemental Tears - eye drops, immune to drowning or damage from water for 10 minutes  
60 Spider Tears - eye drops, 10 minutes spout extra eyes, can see in dark, cannot be surprised  
61 Tarrasque tears - eye drops, regenerate woulds 1HP per turn for 1d100 10 minute turns  
62 Whale Tears - potion, can hold breath 5 minutes per CON, immune to natural cold  
63 Scorpion God Tears - eye drops, cure poison from venomous creatures  
64 Vampire Tears - eye drops (vampire tears are blood) 1 hour, infravision, sense blood 30"  
65 Gargoyle Tears - stone skin appearance can stand still like statue for 24 hours  
66 Carrion Crawler Tears - eye drops, cure paralysis  
67 Giant Tears - potion, +1d4 strength, 10 minutes  
68 Cyclops tears - become a cyclops  
69 Cat Lord Tears - gem, +1 Dexterity if worn on body  
70 Rat Lord Tears - potion, turn into a rat one hour  
71 Horse Lord Tears - potion, run at 24" for one hour  
72 Bear Lord Tears - potion, 10 minutes, develop bear claws and bite 1d6/1d6/1d8, extra attacks  
73 Ox Lord Tears - potion, 10 minutes, +2 Strength, run 180"  
74 Monkey Lord Tears - potion, 10 minutes, +2 Dexterity, climb as spider and double jump

75 Illuminates Tears - eye drops, 10 minutes, true seeing, penetrate illusions, see invisible or disguise  
76 Saints Tears - eye drops, 10 minutes, may effect undead as priest of appropriate alignment and  
77 Witch Tears - inhalant, spells +1d3 level for 2d4 rounds  
78 Ice maiden tears - salve, 1 hour, resist cold  
79 Swan maiden tears - salve, turn into a swan for one hour  
80 Mummy Tears - salve, cures disease  
81 Hag tears - Eye drops, see in the dark and sense good  
82 Zombie Tears - packaged as eye drops but one drop destroys a zombie instantly  
83 Frog Lord Tears - salve, lasts 1 hour, makes you swim at run speed, hold breath for CON in rounds  
84 Mechanoid Tears - packed as eye drops, repairs broken weapons or armour, dont use on your eyes!  
85 Scarecrow Tears - eye drops, 2d6 rounds cause fear in one target per round  
86 Serpent Man Tears - inhaled, 1 hour visions of the ancient serpent men civilization and its fall  
87 Crocodile Tears - salve, lasts 10 minutes, grow 1d10 bite jaws and get extra attack  
88 Githyanki Tears - eye drops, telepathic to any friend or known person in 240' for one hour  
89 Abolath Tears - Inhalant, 24 hours, compelled to jump in subterranean water to be aboleth slave  
90 Mindflayers Tears - Inhalant, 10 minutes, +2 save and half damage from psionic or mental attacks  
91 Sphynx Tears - Inhalant, 1d10 minutes, able to answer one question 1d10 words worth of answers  
92 Shoggoth Tears - Eye Drops, save with CON or become a protoshoggoth horror  
93 Hermaphrodite Tears - potion, become a hermaphrodite  
94 Mutant Tears - potion, causes one mutation  
95 Mongrel Man Tears - salve, makes fertile, can cross breed with other species making beast men  
96 Naga Tears - eye drops, 10 minutes neck down become a constrictor 2d8 crush attack  
97 Archon Tears - crystal, glows in presence of chaos or evil within 30 ft  
98 Sheddu Tears - crystal, adds +1 to any first aid or healing ability if worn on arm  
99 Death God Tears - eye drops, act as raise dead, if taken while living you become undead on death  
100 Collection in a box roll 1d4+1 times

## Holy Relics of the Saints

Saints are heroes of faith, those who performed deeds of renown in the name of their god. Saints have magical powers above and beyond normal and may grant magical aid beyond death.

Many saint objects look common but accessories, carrying cases or scabbards will be valuable artworks often covered in gems and gold. Some encrust common objects in gold and precious stones.

## D20 Saints deeds

- 1 Great act of charity and kindness
- 2 Resisted great temptations, always did right
- 3 Was killed horribly resisting enemy of faith
- 4 Founded a sect or order
- 5 Killed mortal enemy of faith
- 6 Killed supernatural enemy of religion
- 7 Great deed of self sacrifice for believers
- 8 Great ancestor and famous parent
- 9 Converted many with difficult pilgrimages
- 10 Overcame a terrible custom frowned on today
- 11 Killed resisting a horrible spiritual enemy
- 12 Pioneering founder of faith
- 13 Great writer who produced a holy text
- 14 Great healer who saved many and brought new convert
- 15 Great pilgrim who brought creed to new places
- 16 Great teacher who brought new changes to faith in past
- 17 Saint responsible for prophecies and communing with god
- 18 Saint was a great ruler in name of religion
- 19 Built a great wonder or monument
- 20 Purged heretics and would be reformists in church organisation

## D12 Corruption conditions

Corruption takes time usually or has some conditions. Once curse functioning might show some signs of change. Good relics corruption is a bit nicer than nasty necromancer items. The taint of good be upon ye! Beware!

- 01 If carried next daybreak
- 02 After 3 uses of power
- 04 After 7 uses of power
- 05 If carried 24 hours
- 06 If carried 7 days
- 07 If held while praying overnight
- 08 If used to protect weaker person
- 09 When wielder takes more than half damage
- 10 If the item touches holy water or altar or enters a good temple
- 11 If the wielder touches kisses a lover
- 12 If wielder takes a risk or loved one or a friend

## D12 Corruption effects

- 01 Inadvertently act as servant to cause of kindness and justice, guided by dreams
- 02 Will attempt possession when unconscious or asleep to "save" wielder
- 03 Starts to talk and dress like hermit, WIS save



or one step alignment shift monthly  
 04 Small animals sing and dance around you and plants sway gently  
 05 Wounds stabilise if below zero, automatically halts blood loss  
 06 Only interested in serious long term legal monogamy and sex for procreation not fun  
 07 Give away 10% of your gained wealth to help the poor  
 08 +2 resist fear and charm  
 09 +2 resist disease and poison  
 10 Grow increasingly lovely +1 CHA  
 11 Protection from evil once per day  
 12 Spirit of the relic can talk to you offers goodly advice on everything

### D12 Common Sainly Objects

01 Holy Weapon of the Saint in many varieties, pluses to hit and damage which also inflict burns to any evil person who touches equal to bonus, also glow 1" per plus  
 02 Saints fingernail as cure light wounds once per day 1in10 is a cure serious wounds  
 03 Saints Hair in a locket can cast protection from evil once per day 1in10 is a 10 foot radius version  
 04 Holy mantle of the saints a robe that cures disease once per day 1in10 cure three a day  
 05 Saints Ring removes poison once per day 1in10 work three times a day  
 06 Saints medallion casts bless once per day 1in10 casts prayer instead  
 07 Saints blood usually on a cloth or in tiny bottle +1hp if used in any first aid or skill based healing  
 08 Holy Symbol of the saint +2 levels on power of turning 1in10 adds two extra turnings per day too  
 09 Saints Bounty a plate, bowl or cloth produces food for one person once a day 1in10 produces 7 times a day  
 10 Saints Staff purifies water once a day 1in10 creates water once a day  
 11 Saints snake staff turns int a constrictor snake once a day 1in10 keeps working even if snake gets killed  
 12 Saints lantern illuminates with light at will 30" 1in10 casts permanent light daily also

### D100 Relics of the Saints

These are made from saints body parts

1 Finger +4 Climb NWP if carried  
 2 Finger +3 First Aid or Healing NWP if carried  
 3 Finger shoots a single magic missile per day  
 4 Finger cast bless once per day  
 5 Finger casts flame strike once per week  
 6 Toe +1 move while carried  
 7 Tooth removes poison from one meal and drink per day  
 8 Tooth detects poison if touched  
 9 Tooth create food and water once per day  
 10 Tooth cast cure light woulds once per day  
 11 Hair +5 HP if carried  
 12 Hair makes carriers hair grow long, glisten and move gently of own accord  
 13 Beard +1 follower if carried

14 Fingernail +1 damage edged weapons if carried  
 15 Ear cast silence once per day  
 16 Ear +2 listen if carried  
 17 Hand +2 lock and trap lore if carried  
 18 Hand +1 to hit if carried  
 19 Hand +2 to craft NWP if carried  
 20 Hand +3 play any musical instrument if carried  
 21 Nose cast identify once per day if carried  
 22 Knee cast protection from evil once per day if carried  
 23 Foreleg can double speed for one turn per day if carried  
 24 Forearm can throw missiles with no range penalties if carried  
 25 Foot +30% Jump distance  
 26 Skull +1AC if carried  
 27 Skull cast raise dead once per month  
 28 Skull cast speak with dead once per month  
 29 Skull cast communion once per month  
 30 Skull cast cure light wounds 3 times per day  
 31 Jaw dont need to eat while carried  
 32 Scalp cure baldness 3 times a day  
 33 Blood cures poison, blindness or disease 1d10 doses in crystal bottle  
 34 Heart +2 save vs curses if carried  
 35 Heart +10 HP while carried  
 36 Heart remove curse once per month  
 37 Brain +2 all lore NWP knowledge checks while carrying  
 38 Hip cast hold person spell  
 39 Knuckle bone +2 unarmed damage while carrying  
 40 Knuckle bone +1hp all curative spells cast or potions drunk while carrying  
 41 Vertebrae immune to ill effects of torture if carried  
 42 Vertebrae weight carries 10% lighter if carried  
 43 Vertebrae explodes for 5d6 in 4 radius if hits undead or demon  
 44 Vertebrae halves falling damage while carried  
 45 Vertebrae +2 on strength rolls to lift or break things while carried  
 46 Genitalia restores fertility if carried  
 47 Genitalia restores virginity 3/times a day  
 48 Breast produces milk that feeds for a day or heals 20% damage once per day  
 49 Breast +2 Fear saves if carried  
 50 Mummified Head +1 WIS if carried  
 51 Liver +2 save vs poison if carried  
 52 Kidney +1 CON if carried  
 53 Tears of true sight 1d10 uses as eye drops comes in bottle  
 54 Rib procides two buffer levels vs energy drains per day if carried  
 55 Skin can be used once to reattach severed body part  
 56 Dagger acts as +5 to hit magic but no extra damage  
 57 Sword +2 undead struck must make save or flee 1d10 rounds  
 58 Mace +2, +1d4 damage from holy water vs undead or demons  
 59 Spear +2 +1d4 from sunlight if strikes beings vulnerable like undead

60 Bow +1 every second arrow is magically created  
 61 Hammer +2 increases STR +1d4 for one turn per day  
 62 Axe +2 +1d4 damage on anything made from wood or elves  
 63 Staff +2 creates spring of water once per week in any stone that lasts a week  
 64 Crook any animal up to medium size caught becomes passive on a failed save  
 65 Rod anyone struck cannot speak for 1 turn if fail save  
 66 Scales can detect alignment three times per day  
 67 Stylus can only write the truth  
 68 Shroud heals all who touch it 1d4 up to once per week  
 69 Chest prevents evil persons detecting contents  
 70 Casket burns as holy water if touched by undead  
 71 Crown +1 CHA if carried  
 72 Ring +1 INT if carried  
 73 Ring informs if betrayed by any who kissed ring swearing aliegence to wielder  
 74 Ring immune to ghoulish touch while worn  
 75 Ring immune to being turned to stone while worn  
 76 Jewel resist dragon fear while carried  
 77 Jewel resist demon or devil fear while worn  
 78 Jewel immune to lycanthropy while worn  
 79 Bracelet regenerate 1hp per hour while worn  
 80 Bracelet immune to aging effects from undead or spells  
 81 Helmet immune to being blinded, deafened while worn  
 82 Shield +2 and +2 save vs demon or dragon fire or fire from any undead  
 83 Compass points to nearest holy ground  
 84 Robes +2 AC vs evil persons, always looks magnificent  
 85 Hat +2 AC vs undead or demons  
 86 Gloves +1 DEX if carried  
 87 Undergarments - never go to toilet or flatulent if worn  
 88 Cloak always warm and dry if worn, looks shabby  
 89 Girdle +1 STR if worn  
 90 Flask makes 3 batches of fluid as holy water per day  
 91 Lantern casts Light 3 times a day and permanent light once per week  
 92 Bar of soap cures disease once per day  
 93 Cup turns water to wine three times a day  
 94 Chalice turns water into flammable oil 3 times per day  
 95 Bell sound upsets undead +2 levels to turn undead powers of priest  
 96 Holy Symbol causes fear in undead in 20 radius once per day for d10 rounds  
 97 Holy Symbol causes fear in demons in 20 radius once per day for d10 rounds  
 98 Holy Symbol +3 resist demon or undead illusions  
 99 Holy Symbol immune to undead charms if

worn  
 100 Complete skeleton encrusted in jewelery makes room or area sanctified while present if already sanctified priest spells act as one level higher, weighs 100 pounds

### D100 holy items

These are objects used by saint mostly

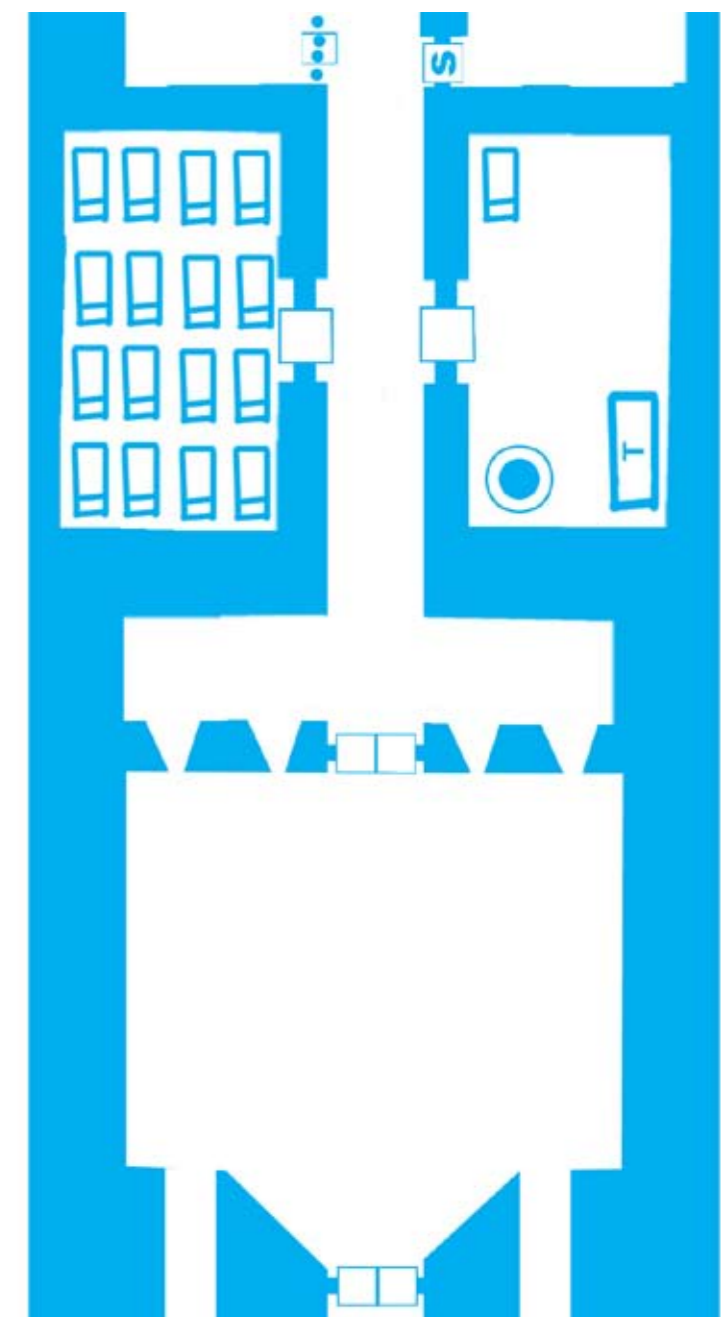
01 +1 Silver and cold iron mace with great metal ball with spikes and a metal plated haft, counts as a holy symbol, splashes a dose of holy water on foe once per day  
 02 +2 Flanged mace of the templar, casts cure light wounds 3 times a day  
 03 +3 Disc mace of the Sun, light 30" radius at will, disrupt undead once per round 1d3 ray  
 04 +4 Granite Troll Mace from before trolls went insane with chaos, blade barrier once per day and bless three times a day  
 05 Round Sheild of the warden +1 can project a 60" 300 cone of light at will  
 06 Templar Sheild +2 can cast fear three times a day  
 07 War Gods Tower +3 protection from (evil)\* 10 radius once per day, hold person twice per day  
 08 Wood Lords Shield +1, casts entangle and spike growth once per day  
 09 Border Saints Shield +2, esp once per day, comprehend languages three times per day  
 10 Robes of the Golden Abbot, +4 AC Robes also cast light once per day  
 11 Robes of the Plague Lord, +2 AC +4 save vs disease or gas or parasites  
 12 Robes of the watcher +3 AC cast invisible but only d6 1-2=day 3-4 night 5=dusk 6=dawn  
 13 Armour of the Peasant Saint +4 Hard Leather, never get hungry or tired of marching  
 14 Armour of the Salamander +6 Hard leather, +3 Save vs fire, half damage  
 15 Armour of chameleon hide +4 Soft Leather, +4 Hide from camouflage  
 16 Chain of the Templar +7 Chain, cast cure light wounds three times a day and bless once a day  
 17 Scale of the Horse Lord +6 Scale, horse fights on as undead if killed till battle over, speak with dead horse spirit of last mount once a week  
 18 Chain of the Skylords +8 AC halves lightning and electrical damage, cast shocking grasp once per day  
 19 Chain of the Saint +7 walk on water twice a day, create food and drink once per day  
 20 Chain of the Purgitant "the scourge" +6 chain-mail, will stabilise automatically in negative HP, protection from evil once harmed by evil foe lasts one turn  
 21 Shrine Platemail +8 counts as holy symbol, cast bless once per battle  
 22 Holy Plate of the Warrior Saint +9 turn undead as +2 levels, glows 20"  
 23 Full Plate of the Saint Queen +10 +2 resist any faerie attack, by spell or weapon. +2 save vs charm, sleep, paralysis, fear  
 24 Holy Helm of the great templar +3 Protection, cast command three times per day

25 Holy Symbol of tears, can produce holy water once per day  
 26 Holy Symbol of Wrath cast shocking grasp three times a day  
 27 Holy Symbol of the saints of Battle, becomes any type of +2 one handed weapon at will  
 28 Holy Symbol of the guardians can call a sphynx/shedu/angel or being of good once a year  
 29 Holy Symbol with hold person one casting a day  
 30 Holy Symbol can cast cure light wounds and command once per day  
 31 Crosier a gold ceremonial shepherd crook for ceremonies can cast command three times a day  
 32 Crown his endows king of all men with tongues and comprehend languages and can glow with light 30' across if so willed by wearer  
 33 Scepter of order is a +3 mace which can cast Quest monthly  
 34 Orb of Truth can cast Detect lie once per day  
 35 Orb of Peace can cast Friends three times a day  
 36 Orb of Purity can cast Charm Person and Command and Bless once per day  
 37 Ring of Holiness cast Bless, Protection from evil and cure light wounds once per day  
 38 Ring of Torment casts wall of fire once per day and Ignite at will  
 39 Ring of Life can cast disrupt undead at will and cure light wounds once per day  
 40 Chains of Grace are gold necklaces with semiprecious stones weighing 20lb. When worn always has protection from evil  
 41 Horn of Death blasts everything in a 90 foot 30" degree cone with 2d8 damage and CON save of deaf for one turn,  
 42 Horn of Duress call attention of all good persons in the Hex know someone good is in trouble can blow three times a day but gets annoying more than once  
 43 Bell of Sanctuary sound and seals off the building for as long a bell tolled, if kept up for long period becomes invisible then fades forever  
 44 Bell of Beatification sounds by itself when war starts or attackers mobilising near by for one turn if erected in the centre of the village  
 45 Bell of Holiness sound drives away non corporeal undead as a 10th lv Priest twice a day  
 46 Portable shrine of the Travelling Saint, a portable small altar in a sanctified box used by travelling pilgrims to renew spells and prey while on travels requires one on back or two with staffs to carry  
 47 Palanquin of the Chosen One while carried by eight chanting priest of pure monks this vehicle in 100% magic and missile resistant  
 48 Holy Hat of Tranquillity a spectacular elegant gold hat similar to church senior official,  
 49 Holy Hat of the Holy Hermit a bedraggled shepherds hat, AC+4 keep away all swarms, +4 Resist disease or poison  
 50 Holy Hat of the Patriarch/Matriarch is a holy hat in the ancient style worn by great ancestor or the church, Detect Evil and Detect Undead at will and Divination once a week

51 Holy Hat of the Miracle Saint as worn and left behind when they entered into to heaven, Cast Water Walking and Lower Water once a day  
 52 Rod of Life acts as a club +2 and can cure light wounds and cure serious wounds once per day  
 53 Rod of Punishment acts as a mace +3 and by command for a up to a turn will animate and fight or punish on its own accord AC+13 HP 35, will fully heal every full moon  
 54 Rod of Solace casts Silence 15"R and Bless once per day  
 55 Rod of light cast Light three times a day and Permanent light once a day  
 56 Chest of Requiem only be opened by lawful good person sworn to a similar god, otherwise invulnerable, possibly contains a saint body part or other item  
 57 Flail of wrath, three spiked balls on a chain to scourge the wicked 2d4 +2 Magic  
 58 Sacred Flagellum is a two handed flail used by the flagellant warrior saint 2d6 damage +3 Magic, can magically elongate up to 30 foot making it a deadly melee weapon  
 59 Tongs can be used to grip a other planar being 1d4 damage +2 magic, prevents from teleporting and plane shifting and good for tormenting beings of evil  
 60 Dagger of Silver Purity +1 magical +4 vs any evil and glows if stabs an evil person or being, a surefire weapon in the hunt of evil  
 61 Dagger of Sacrifice allows wielder to add up to 5 damage to a blow by spending own HP on a 1=1 basis. Used by a holy patriarch to sacrifice his sons to god  
 62 Dagger of the Holy Slayer does double damage 2d4 on any evil being and is otherwise a +2 dagger, used by monster hunters who stalk in secret  
 63 Crossbow of the Righteous never needs reloading as a bolt appears whenever cocked, increasing fire rate by double for normal type otherwise is +1 crossbow in various sizes  
 64 Quarrel of holy terror, unbreakable reusable, if hits evil victim saves vs fear for one turn if inflicts more than 4 damage is stuck in body and needs to be pulled out or fear attack happens every found till pulled out  
 65 Hammer of triumph can cast Shocking grasp once a day and is otherwise +3  
 66 Stone of the Prophets allows wielder to cast Contact other plane, a dangerous magical source of knowledge  
 67 Stone of kings was used in ancient coronations, lights up if true heir stands on it, not very thrilling for adventurers mostly trouble  
 68 Stone of the sacred earth is a black iron stone, contains a pious earth elemental with 12 HD once per month when needed, important ritual relic or previous religion  
 69 Stone of holy might will stick to undead if thrown at inflicts damage like holy water 2d4 damage per round unless removed (+2d4 damage if undead has to touch, if removed stone teleports away to be found by the needy

70 Sickle of holiness any evil vegetation or plant beings damaged by this do not heal  
 71 Gauntlets of fury +2 HIT and Damage berserker can fight in negative HP and will fight somebody till a turn over (10 rounds) then they fall exhausted  
 72 Gauntlets of divine strength, these give the wearer 18 STR and can cause 1d4 damage with a punch. Can hit magic beings as if magic +3 weapon can, used by saint to crush devils and demons  
 73 Trident of the sea saint, wielder breath water and has free action in water and can converse with undersea beings  
 74 Arrow was used to kill a saint, now anointed with holy blood, cannot be destroyed, acts as holy water if hits and if 4HP or more damage then stuck in for 2d4 damage to undead until removed  
 75 Brazier of righteous fire has a blessed fire elemental bound within with 12HD that will perform a task and will willingly return if wielder did for good purpose  
 76 Incense of Divinity is a block of ever burning sweet incense that is pleasing to the gods and many other planar beings  
 77 Pillow of Divinity stabilises any dying person if placed under head, makes gouty feet, sore tummies or heads or hemorrhoids much more bearable  
 78 Quill of truth can only write or sign the truth of gods sacred lore  
 79 Quill of law can call some puzzled modrons from overspace once a month  
 80 Helm of the Archons a crystal warrior helm grants esp and clairvoyance  
 81 Helm of the Devas a feathered golden design can be used to commune once per week and can see in the dark  
 82 Helm of the Angels a golden angelic face mask with crown motif war helmet that prevents wearer from bleeding, stabilises wounds automatically  
 83 Helm of Wrath, looks diabolic, flaming horned devil when in use, immune to non silver or cold iron or magic weapons when activated, meant to scare wicked to repent  
 84 Whip of the lord can hurt any other planar and magical beings for 1d4 damage  
 85 Staff of the wise one +1 to Wisdom +1 staff  
 86 Staff of the king Ads +2 to CHA while holding and speaking, +2 damage staff  
 87 Staff of the sage can cast Know History and Identify once per day  
 88 Staff of shepherd can cast bless three times a day  
 89 Nail used to in saint's death can be used to exorcise a person of spirit or charm by nailing into skull for 1d4 damage that gives victim extra saving throw to resist foreign persona's interest  
 90 Nail of regency, if hammered into a blood spill prevents other planar entity from teleporting or plane shifting but will allow calling for help  
 91 Chains of the saint used on a saint now if used in evil, cannot teleport or plane shift  
 92 Chalice of Glory can cast Cloak of Fear spell

once per day, wielder immune to fear  
 93 Chalice of the healer can heal a 1d4 amount by drinking from it per person per day  
 94 Chalice of the faith, reconfigured cauldron of earlier earth cult with own holy symbols an extra gold that covers original art, produced horrible looking gore but is actually delicious makes 100 meals a day  
 95 Chalice of light cast Cure light wounds and Sunray once per day  
 96 Candelabra of peace cast up to three hold person spells a day  
 97 Candelabra of good cat protection from evil 10" radius twice a day  
 98 Lantern of glory can light up to 60" area or a 120" 30 degree cone and can cast disrupt undead at will  
 99 Mirror of Truth acts as gaze reflection and see invisible being in reflection  
 100 Saint amulet a medal made for every sect of monks or clerics, dedicated to a particular saint with several abilities connected with the life of a saint or hero



## **Necromancy Relics**

Chosen wielders often must serve creator to avoid negative effects of item but true agents of evil don't mind these effects

### **D20 Horrid deeds of relic creator**

- 1 Ruled ancient kingdom of the dead
- 2 Ruled land with fear and tyranny
- 3 Mass murdered folk on holy day
- 4 Desecrated holy place and corrupted church folk
- 5 Kidnapped children for sacrifice to prehuman gods
- 6 Ate lots of local babies
- 7 Cursed local leaders until stopped by hero
- 8 Attacked a wedding, stole bride and turned guests undead
- 9 Led a fearsome horde of skeleton warriors
- 10 Ran farms and sweatshops with zombie workers
- 11 Awakened wights from ancient barrows
- 12 Made a colossal flesh horror from local corpses
- 13 Poisoned wells and stole corpses
- 14 Had evil influence on ruling family
- 15 Experimented on locals for fun
- 16 Killed everyone within a mile of lair with great death spell
- 17 Terrorized land as a vampire
- 18 Was a ruler in elder age returned as a mummy
- 19 Turned farm animals into zombies with dark elf buddies
- 20 Became a lich who tormented the living then vanished

### **D12 Corruption conditions**

Corruption takes time usually or has some conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if enters a place of death like a graveyard or crypt
- 08 If used to cause death or user kills
- 09 When wielder takes more than half damage
- 10 If the user touches blood
- 11 If the wielder touches a persons corpse
- 12 If user in presence of undead

### **D12 Corruption effects**

- 01 Unknowingly act as servant to revive dead necromancer, guided by dreams
- 02 Spirit attempts possession when weak, might even argue it would save wielder
- 03 Starts to talk and dress like creator, WIS save or one step alignment shift
- 04 Small animals and plants nearby die to fuel the items power
- 05 Item requires sacrifice, WIS to keep from doing it each full moon, might increase in thirst
- 06 Only aroused by dead things and death, cant

get interested in living beings

- 07 Can't stand being near the living, depend more on isolation and dead servants
- 08 Sleep in only coffins, crypts, sarcophagi or buried in a grave
- 09 Body crawling with worms, become immortal worm colony in 24 months
- 10 Grow increasingly hideous, CHA save monthly or lose stat point, at zero become undead
- 11 Death stalks you, sometimes surprises you, making you loose cool in stress moments
- 12 Spirit of the relic can talk to you offers biased horrible advice on everything

### **d12 Common Necromancer Objects**

- 01 Black Blades of onyx or obsidian typically swords and daggers and exotic polearms. Have plus to hit and damage.
- 02 Bone Crushing bludgeons of enchanted lead or basalt stone for blunt weapons like maces, mauls, hammers and often chopping weapons like axes.
- 03 Bone Armour a medium armour with standard pluses 1in10 also adds to strength
- 04 Bone Rings are + protection type items 1in10 casts Charm Undead d3 times a day
- 05 Grace of Death items are often a helmet, wand or ring that provide a plus on charisma with undead, and make them recognise you as dead 1in10 let you feign death at will
- 06 Wand of death fires a ray (colour depends of faction) that acts like a 1d6 magic missile with d100 charges. 1in10 can be recharged by using in human sacrifice
- 07 Fetish of Zar, tiny wood idol with feathers you ask to make undead for you, most set to skeleton or zombie with d100 charges but some 1in10 have a d1000, 1in10 fetishes create ghouls or worse but use two charges per HD.
- 08 Staves and wands of death - made from a tree of the underworld, + to hit and damage and often used as a spell focus by some trained wizards. 1in10 fire a 2d6 death ray 100 range. Wand versions useless as weapons and if fire a ray does only 1d6 30 range
- 09 Skull mask provides vision of who is living dead or undead, 1in10 have pluses of protection like a ring also
- 10 Claw gauntlet drains one HP from a willing donor once a day per person which can heal wielder, 1in10 drain from unwilling
- 11 Cape of the Shadows can call a shadow in dog form daily to serve for a turn, 1in10 can summon a d10 shadows which does not obey but go on murder spree, may be in other items of clothing like a hat, gloves or a helmet or a box or bottles or other shaped shadows
- 12 Rod of Blight strikes victim with disease as per spell the victim gets to save and will resist rod forever 1in10 are energy level draining taking one level, can be used as a club

### **D100 Necromancer Relics**

- 01 Black Finger of Ankron, long black finger with long nail drains 1d6 HP if victim fails CON save,

- wielder gets one HP healed, more than one and have been used by several famous wielders
- 02 Circlet of the Skeleton, silver circlet with skull symbol and gems for eyes, can call a skeleton from earth one per level in a single day, separate or all at one use, gift to the Doomlords of Kraan
- 03 Ring of Krakanjezzrad, simple gold ring with crossed sythe patterns, casts hold person and hold undead once per day, didn't trust even his dead subjects
- 04 Sickle of Korg, +2 sickle that increases all undead summoning and creation spells by 10% more HD of creatures if a sacrifice is made, black and silver with seal of underworld goddess on hilt
- 05 Harp of Ganath the Cruel, +2 Quality Harp can be used to cast charm person and charm undead once per day if instrument is played well, used to enslave his enemies
- 06 Skullcap of Zeos, +1 INT and provides knowledge to learn and cast 1d4 necromancy spells, made from wizards own skull by apprentices
- 07 Witches Heart, a mummified heart pierced by thorns in a small plane box, if a blood dropped on has a day with -1 to save vs spells
- 08 Necklace of Skulls, made from shrunken or tiny humanoid skulls with jade beads and fangs in between, can talk to dead as spell once per day
- 09 Zaarban's Wand, allows conversion of memorised or spell energy levels to animate skeletons 1HD per spell level, a elegant bone wand with silver necromancer script
- 10 Gormanigar's Dagger, can heal 1hp damage per good person sacrificed, silver blade with demonhide bindings and magic runes appear on blade when wet with innocent blood
- 11 Hrothgars Mill, a bone mill made from magic cold iron, spend one hour grinding a skeleton to dust and powder usable for any skeleton raising magic as a instant skeleton 2lb each
- 12 Bat cape of Galron, made from demon bat wings, allows necromancer to fly by for one hour at night only, has inscribed map on inside of the wizards tomb
- 13 Medallion of Carnax, if worn allows wearer to heal 1hp for eating a meal of human flesh up to 3 uses a day. A skull medallion from iron and lacquer
- 14 Rod of Vraldar, a black iron rod may strike as a +2 club and anyone killed is raised as a free willed cannibal zombie the next night. Covered in skeletal engravings
- 15 Mralgar's Boots, these pointy boots allow wearer to walk on blood, +1 kick damage and can sense decaying buried corpses up to 6 foot under (not on skeletons)
- 16 Delarad's Bloody Decanter, a small ruby glass bottle bound in steel which can release one gallon of blood per day for rituals, drinking or just decorating
- 17 Vronmar's Staff, a bronze skull on the end, up to 1d6 times a day can drain 1d8 damage and give to wielder or another who touches the staff, can be used in a fight to add to damage
- 18 Krondmar's Mantle, a black short cape of shiny silk, If worn wielder is detected as undead

- by skeletons or zombies and mostly left alone
- 19 Mirgan's Ring, a black metal ring that can detect awakening undead or undead being created within 100 yards, used by wizard to catch out apprentices
- 20 Zlotmar's Staff, may conjure a skeletal ladder 10 high per wielder level up to twice a day, carved from leg bone of a mammoth or giant the necromancer found
- 21 Heragmarg's Mantle, a black robe which allows the wielder to attach corpse parts for a buffer of 2d6 HP once per day, parts may smell and look disgusting
- 22 Kramtherg's Girdle, a massive belt of black leather and fur from a demon with silver skull studs and belt buckles. Gives a wizard 18 strength for 1d4 hours if a warriors heart eaten once a day
- 23 Zagradan's Circlet, a black metal circlet with tiny skulls stamped in able to sense any deaths within 100 yards, feels joyous rush each time, slightly addictive
- 24 Rodahn's Ring, a steel ring with spinal cord design, shoots 1d4+1 bone dart like a magic missile with 2d10+10 charges, can recharge with a human sacrifice max of 100
- 25 Crianna's Girdle, a black woman's leather belt with roses and skeletons embossed, can make a mind link with one skeleton or ghoul or zombie per day, undead seems very attractive and if a ghoul touch does not harm
- 26 Hralzar's cloak pin, a silver brooch like pin depicting a graveyard, makes wearer invisible to undead 1 turn/lv once a day, undead with better HD than wielders lv get a save to detect
- 27 Maggarya's Lamp, a spectral eerie green glowing skull lanterns, cast a phantom light three times a day, has a haunted feel may scare some beings
- 28 Vorlacks Scalpel, looks unoffensive but as a dagger +1 +4 vs magical creatures, bone handle small elegant blade cuts like a duelist fighting dagger
- 29 Werlam Ornstoms Black Sphere, spirit inside answers 3 Y/N questions a day that the spirit could know of or investigate quickly, had questions take qd12 hours
- 30 Varagasan's Claw, a black mummified black bird claw with a leather handle is able as a rod, can heal undead 1d4 hp once per day per undead with a touch
- 31 Tolrud's Stylus, a black demon feather can write dictation on request, if requested it will write several (1d4) necromancer spells lost aeons ago
- 32 Mirband's Ring of Darkness, can eat soul of a dying person and heal 1d4 damage once per level per day, black other planar metal always detects as evil and magic
- 33 Trollgug's decanter, if filled with blood turns into a 1d6 healing potion in one hour, works 3 times a day. black glass with a relief moulded skull design and and a cork stopper
- 34 Dulrun's Ring of Death, cast feign death three times a day, actualy he used spells on his lovers, plain silver ring with underworld coffin scene

35 Tritharm's Silver Dagger, can harm any undead normally requiring magic. Also stops undead regenerating damage til next sundown, ivy and skeletons engraved on blade

36 Maakran the Magnificents Scepter, silver regal skeletal theme designs with a violet crystal the size of a fist on the end, wielder can see in darkness, identify undead and +4 CHA dealing with undead

37 Ravernarn's Ring, a blue metal zigzag pattern, any zombies wearer creates move as fast as ghouls for movement and initiative, zombies are more animated and disintegrate in a month

38 Dolkoth's Staff, a black wood stave with a silver death rune, Inflicts 2d4 damage and can harm any undead, or inscribe the silver rune on any skeleton or zombie you command

39 Zaella's Charm, a medallion shoots 1d4+1 missile per round of darkness, d100 charges when found, recharge with a sacrificial ritual one life per charge with max of 100

40 Rugor's Wand, a silver slender specimen can be used to detect level draining undead and protects wielder from 1 level of energy draining which annoys the cheated undead

41 Quandar's Wand, a slender ritual wand if used to create skeletons they appear as they did in life for the hour of sunset or sunrise, he used this to scare villagers he preyed on

42 Rutarmor's Ring, a green jade ring, skeletons created glow green and have green flaming skulls, skeletons also get +1 HP and seem to talk to each other

42 Palagmars's Staff, red lacquered staff +1 damage vs living from blood drain and the wielder is immune to necromancy magic of up to third level

43 Zragdara's Talisman, +2AC vs undead and bare hands can harm any undead as if with magic weapons, blood red jewel in centre with evil runes around it

44 Herandu's Medallion, able to cast haste on skeletons or zombies 3 times a day, undead glow while under effect, grinning skull face design with ruby eyes

45 Kellad's Necklace, allows wielder to see invisible undead, depicts underworld ferryman, used to find hauntings an hidden spectral beings or ghost possessions

46 Zordara's Cauldron can render a man into essential fats and able to carry as a 2lb jar that can be animated as a zombie, takes one day per corpse and fuel for fire

47 Nekkardra's Darts, sprout a skeleton each hit, come in bundles of 3d6, black with bone point and fins, left many bundles in many places

48 Deryoriv's Kettle, brews a tea that heals any undead 1HP a day, need tea and a cup also to use, often found in a set, rotting dancing bodies illustrated in relief

49 Waffygogen's Staff, a violet staff with a black crystal provides protection from good if wielded by an evil person, infamously used to kill his sons who stories say stalk wielders as spirits

50 Morgaran's Ring, turns into a dagger at will

which returns to the wielders hand at end of round. Can cast charm undead once per day, blue metal with skull motif

51 Xothasta's Candelabra, black flames from corpse tallow candles burnt in this cause all sound in 30 feet to be nullifies even affecting some spell casting

52 Hrothgar's Bindings, rope any tied up appears as feign death spell and does not require air to live while bound, starvation is the biggest threat while under

53 Mirgan's Harp, a black ivory harp from evil unicorn horn, +2 on Harp skill and can cast charm undead 3 times a day

54 Gorgak's Spade, a black wooden handle with silver can dig 6 foot deep grave once per level per day or fill in a grave, also used to quickly rob corpses, dig trenches or toilets

55 Kindra's Lamp, burns with black flame reveals any disturbed graves or crypts or formerly sanctified burials or sites that have been disturbed and estimation of how long, years or days

56 Zirria's Horn, If blown next to one skeleton per level once per day, skeleton develops ethereal flesh and its hand turn into claws that cant use weapons but can make 2 1d6 attacks

57 Shayzanna's Skullcap, a smooth silver skullcap, as long wearer eats some of a new human corpse for breakfast get +1d3 CHA that lasts till midnight that applies only to evil or undead beings

58 Piryam's Cloth, a black altar cloth that is placed over a zombie and chanted over, the zombie grows a single horn and eyes merge and it grows crab pincers for hands. inflicts 1d6 horn and two 1d3 attacks with claws, Piryam's zombies are mostly naked and disintegrate in sunlight

59 Natangor's Staff, set with shark teeth and fish skeleton designs, can turn a sack of dead fish into a hopping undead 1HD swarm, 1HD per level per day uses, 2d4 damage vs aquatic undead

60 Plastor's Band, a gold arm band that infuses a single skeleton with dark powers for one day and can do this once per week, the skeleton gets +1HD, can fly at 3 MV and shoot two 1d4 black rays from it's eye sockets and is smart enough for recon and assassinations

61 Raggorna's Gloves, opera style black elbow length that turn into d4 silver claws at will, the gloves are as effective as steel gauntlets vs harm, and always clean, great for surgery

62 Rorgan's Veil of Decay, a veil which if worn gives thermographic vision in darkness that can detect most undead and living beings

63 Zorbadan's Wand, a black spiny wand that can turn into a staff for fighting and can jolt undead for an extra d3 damage on a strike. He enjoyed fighting and beating failed undead

64 Crenran's Black Sphere of the Crypt, a onyx sphere can contain and store one undead humanoid under your control for later use, undead made pocket portable

65 Pakara's sickle of despair, a silver sickle with obsidian and demon ivory can destroy a 1 or 2 HD undead who fails a magic save if hit by the

weapon, burn in black flame if fail save

66 Cape of Mabgerrzas, a black half length cape provides +1 MV and +2AC in darkness or night as wearer blends in, made from underland shroom leather with violet runes

67 Vestments of Cysroth, smells of spicy incense and wearer never gets soiled or smells bad things, also can store a 1st level spell is a secret word is known, old fashioned funeral ceremonial undertaker dress

68 Boots of Cysroth, leave no trail even if walk through gore pile, and our silent except if turned by a priest wearer flees as if undead, will not step over holy symbols, items or artworks. Actually made from "live" feet of undead

69 Ring of Cysroth, a green metal band with a jackal head, once a week can brand a skeleton and see through it's eyes at will over next 24 hours, sign of Cysroth visible on forehead

70 Wand of Cysroth, scarlet enamel with a vul-ture toe claw on end and some black feathers, can cast hold undead 3 times a day if secret word known

71 Xrull's lichfinger wand, a long bony finger with part of hand one end with a ring on one end, Lich is looking for it, -1 victims save vs necromatic spells and can ask lich a question once a week while in trance

72 Bowl of the Pharaohs, can see through eyes of a mummy, usually the closest one, once a week can ask nearest mummy a question even if they are long asleep

73 Dagger of Heburnas, an ancient stone dagger, any undead struck must save vs magic or be slowed for 1d6 rounds, dagger can hit any undead normally weapon proof

74 Obsidian Blade of Ancient Ones, black glassy unbreakable blade +2, cuts made scarify, great for body art and decorating zombies or fleshy undead without harming them

75 Sickle of the Ancient Ones, black glassy unbreakable blade +1 +3vs living foes that bleed, can be used to cripple beings that usually regenerate if used to mutilate them

76 Ring of Kirthix, large green crystal ring can hurl 1d4 green flame with a hit roll or start fire at will, after d100 uses require burning a victim to regain a d100 new uses

77 Eyglass or Eraznax, a large magnifying manacle held by a chain necklace, +2 to any roll requiring fine motor manipulation, can also start a fire outdoors in 1d6 rounds in good sunlight

78 Black Book of Eragalzarg, spellbook with 2d4 1st level spells and 1d4 2nd level spells and room for more, spell bites for a d4 any who try to open without naming its makers name. If then fed meat the book will bond to new owner

79 Deathmasters Manual for necromancer lords of ancient evil empire, 1d3 spells of 1st to 3rd level, the book is poison and ungloved readers make a poison save every consultation or spell read

80 Wand of the Deathmasters for necromancer lords of ancient evil empire, makes a under 1HD humanoids burst apart into a skeleton if ani-

mate dead cast on them and they fail a save vs magic, one person per level per occasion, silver wand with onyx bead tip

81 Scythe of the Deathmasters for necromancer lords of ancient evil empire, can harm any undead, can reap grain crops twice as fast, blade can retract and appear as a staff

82 Crown of the Deathmasters, a black iron crown, can communicate with other crown wearers around the world and they will offer their advice, worn by local rulers world wide

83 Ring of the Death Masters, drains life of a sacrificed body and sends it to deathlords temple thought destroyed 10 000 years ago, victim gets a save to get to proper afterlife

84 Ring of Nimrath the Destroyer, wearer +3 vs fear and might be possessed by the wizards soul in the ring, can inhabit and use normally unconscious body of wearer or control hem if they fail a magic save. First save fail lasts 1 turn, one turn longer each turn. Ring is cursed and weilder must save to take off and again to leave it alone

85 Torc of the Doom lords, made from gold with three skulls with jewel eyes, each eye can store 3HP which comes from wearer first time they try it, which the wearer can use to heal himself later

86 Staff of the Doomlords, made from dragon fangs, inflict 2d4 with a strike strikes beings requiring magic to hit as if +3, dragons hate you on sight

87 Book of the Black Lodge, four first level spells and instructions on scribing scrolls technique printed for beginners of legendary school of evil magic, some have secret notes or maps hidden inside

88 Book of Dural the Insane, has notes to recreate 1d3 spells with research, but reader makes a WIS save vs insanity, becomes obsessed with Durals Destroy World Spell among other craziness

89 Scrolls of Mondra the Grim, may cast undead creating spells and undead get +1HP after studying, WIS save or alignment becomes evil and hair turns white

90 Chalice of the Dark Goddess, stolen from dark elves long ago, wine placed in becomes blood suitable for rituals, from the goddess in the underworld, whoever holds it attracts undue attention from many evil cults

91 Glogan's Bloodletter, surgeons tools for bleeding, 1d4 hp blood can be drained and made into a healing potion that treats 1hp. If a person donates more than once a month lose CON points instead, vampires can live off these potions

92 Zamagars claws, set of arm bands, turn forearms into horrible undead claws, 1d6 damage with two attacks, used to tear out hearts in his birthday ritual

93 Zamagars skullcap, a iron cap with runes of death, head surrounded by aurara of flame and can make a extra headbutt or bite attack 1d6 per round, used in his coronation thousands of years ago

94 Skins of the horned man, a collection of picto-

grams on hide which could be used to recover a long lost 4th level spell, and possibly other secrets like a underworld entrance  
 95 Hand of Gornax, obeys commands, has 8HP, AC+6, MV18 can carry or use tools like a dagger of hammer, can point to other magical parts of Gornax, writes treasure maps and notes  
 96 Eye of Trasveran, eyeball of otherworldly vision, if put in socket will see magic, perceive live from undead and the wizard sees everything you do. Once a week can contact other plane by entering a trance  
 97 Girbra's Book, diary of a young girl necromancer and her journey to adulthood and serving her master Sythe. Research one spell of each level one to three, WIS or develop unhealthy obsessions of a tween goth girl (undead ponies, kissing zombies, sitting on a lich's lap to get spells)  
 98 Nekkra's Scepter, skull on one end can detect holy water and sanctified ground or a priest turning, +1 level on necromancer spells, can commune with the Demon Prince of Undead once per week  
 99 Wand of the Black School, student wand from the famous forbidden school of olden times, can detect corpses and estimate ages, Adds +1 Lv to effects of 1st-3rd necromancer spells  
 100 Staff of the Black School, masters staff from the famous forbidden school of olden times, can detect undead and Adds +1 Lv to effects of 4th-5th Lv necromancer spells and can store a 1st level spell cast on it for later use

## Stone Age Items and Relics

Ive been tempted since reading dragon #81 to do a stone age spears and sorcery setting so incorporated it into my settings past. Last article on monoliths was a hint of this epoch. This time pre metal magic items and gravegoods. Worth noting is when burying dead in prehistory and ancient times, people often found older graves or even remains of extinct fauna which they would add to their own graves. In part this suggests a connection with ancestors and the past that might be a sham and a claim to connect ones self to history and ownership. Like putting indigenous art in European settlers political buildings.

A stone age civilization like Aztecs could make interesting invaders or could be applied to orcs or lizard men or other non humans. Perhaps a rust monster plague might wipe out a civilizations capacity to use metal. Time travel or simply finding cave civilization in a hidden valley.

Ive considered a stone age game for a long time but I think compromise will be next DnD campaign start set in a Exile Island in a forbidden lost valley in the unexplored mountains where I always put cavemen. Remnants of the age of stone when free men first learned to use wizardry, fire, serve the gods etc. Will have cave filled mountains, awesome glaciers, volcanic activity, mega fauna in cooler areas, a valley with monster island tables for dinosaurs and reptilian beast men. A frozen plateau with ancient stone megaliths, moulded by magic stone towers and remnants of monster age sealed away by human ancestors. who defeated them and the elder gods.

Even local demi humans will be without metal and local dwarfs whinge about humans copying stone axes, hammers and slings from them. Elves will be archers and spear users with atlatl's. Halflings will use daggers and rocks and have domestic goats, cats, dogs and rabbits. Gnomes will use clubs, throwing sticks and boomerangs. Humans will be associated with beasts and innovated use of fire for cooking and meat eating. Elves dont eat meat. Dwarves eat it raw or ferment or pickle it. Halflings copy humans and gnomes eat mushrooms, plants, bugs and grubs

Patches of the underland might be like this still. Huge cavern regions ignored by the underground empires and forgotten. Possibly they re inhabit lost valleys and mountains on surface.

Stone agers might generally live in gathering or hunting party (4-12)  
 Family group (13-25) with extended relatives  
 Village often temporary ritual or where resources easily gathered (26-150)  
 Town for large mostly temporary ritual spaces or trade (151-1000)  
 City often with crude stone walls, buildings, statues some occupied only every decade

Was also this thing that i did and didn't realize was so extensive  
<http://elfmaidsandoctopi.blogspot.com.au/2013/02/long-stair-dungeon-zone-glacial-citadel.html>

### Enemies:

Necromancers used magic stolen from elder gods to control first peoples. They instilled fear of dead in everyone which is why we need rituals to protect the dead and holy ground for burials. First necromancers were just evil cave men wizards, later ones were undead monsters who craved eternal death for whole world. Still some kicking around in towers or earth mound pyramids.

Barbarians from lowlands are descended from slaves of the monster empire who revolted, burned monster cities and fled. They like cave-men slaves and look down on us even though we started the great revolt that freed them.

Elder monsters are still in tombs and hidden places. Serpent men, catfish men, spiders, fish men and the beast men and orc slave soldiers still cause trouble.

Humanoids like ogres, trolls, goblins, bugbears, hobgoblins, kobolds are dangerous rivals. Kobolds often use copper. There are many gnome like peoples with hair all over who are secretive and gentle. Great apes and savage ape men are a big problem as they are curious of cave peoples skill and seek to eat, enslave, rob and breed with them.

### Tech

Copper is the sacred metal of the blue flame. Wizards and holymen can use it to make holy symbols that ward off evil and harm magical beings. It is rare, most tribes have a tiny piece used for ritual size of a coin. Rich tribes have decorated impractical ones for status. Good read here.

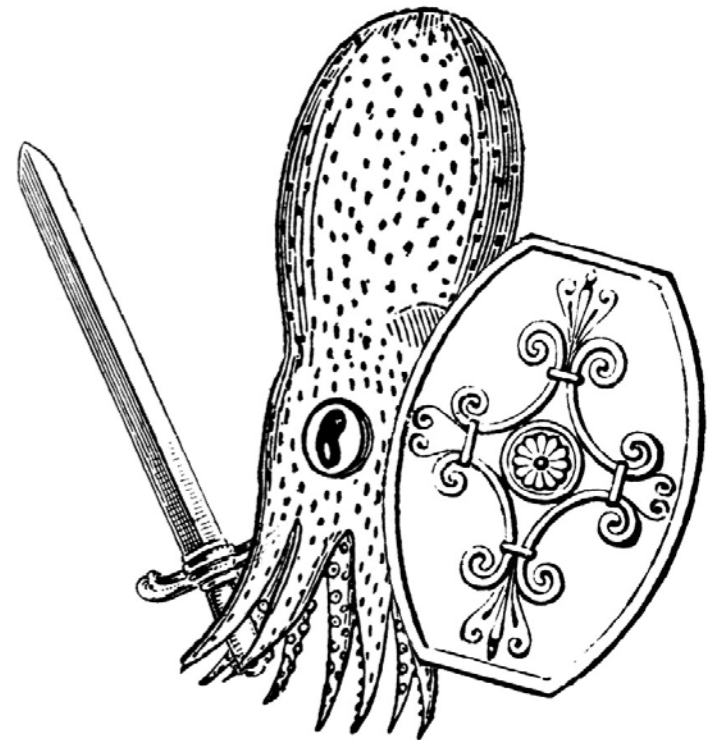
Moulding stone is a wonder of magicians. Instead of carving or shaping with tools, daggers, swords and spear tips may be shaped like clay with magicians hands. Such weapons are bigger, stronger and impressive tools of leaders and servants of magicians. Some have other magics. Poor ones are brittle but best enchanted. Basalt blades and spears of serpent folk are often kept by humans but makes some wary on sight

Slings usually come in short range and long range types. Slingers carry 2-4 slings on them as clothing, headbands, jewelery, belts and for other uses. Most use found stones from a river. Some used superior larger shaped stones for more range and damage but require more labour.

Very small bows size of a forearm can fire darts for a d4 often poisoned. Less range for arrow more for a dart and easy to carry.

Flint edged sickles with flint flakes glued on for a blade or large pieces possible, magic made ones make good weapons. Scythe, sickle sword or a bronze axe-mace or axe might appear

An interesting article  
<http://mythadvocate.blogspot.com.au/2013/03/pangea-stone-age-armor-and-weapons.html>



Note i avoided specific climate things like snow shoes, skis, etc

### **D12 Materials of relics**

- 1 Wood possibly fire hardened
- 2 Bone
- 3 Horn or tooth
- 4 Clay or resin
- 5 Hide
- 6 Stone or Basalt
- 7 Flint or Chert
- 8 Onyx
- 9 Jade
- 10 Shell
- 11 Hair or wool or plant fibre
- 12 Copper

### **D12 General Objects**

- 01 Weapon - spear, club, dagger, axe
- 02 Clothing - boots, capes
- 03 Ritual - mask, ritual costumes, idol
- 04 Instrument - rattle, drums, horn, flute
- 05 Statue or idol or fetish
- 06 Craft tool - needles, chisels, awl,
- 07 Digging tool - sick, bowl, hoe
- 08 Hunting or gathering - flints, scrapers, fish-hook, nets, sickle, traps
- 09 Fire Maker - sticks, drill or flints
- 10 Container - bowl, jar, bird egg
- 11 Art tools - ochre, dye, tattoo needle, brush
- 12 Food - meat, fish, eggs, birds, grubs, bugs, frogs, lizards, seeds, nuts, fruit

### **D12 Cave Cult of artifact makers**

- 1 Beast lords - worship animal totem spirits through shamen or druidry or hunters
- 2 Demihumans - worship as ancestors or spirits through shamen
- 3 Elementals - great elemental lords through arcane or divine or shamans
- 4 Cults of demons or devils or devas or angels, divine or arcane cults
- 5 Nature cult - druids or shaman
- 6 Ancestor worshiping shamanism
- 7 Kaiju cult where giant monsters worshiped by all kinds of magicians
- 8 Dead worship with arcane necromancers
- 9 Elder god cults with any type of magician
- 10 Spirit cults with shamans
- 11 Law or chaos cult of any magic type but nature and druidry rarest
- 12 Divine cults of great gods with priesthoods replacing shamen who become more like clowns or fringe magicians, healers and exorcists

### **D100 Grave goods and treasure**

- 01 Knife 1d3
- 02 Dagger 1d4
- 03 Club 1d6
- 04 Mace 1d8
- 05 Fighting Claw 1d4
- 06 Staff 1d6
- 07 Maul 1d10
- 08 Dart 1d3
- 09 Javelin 1d6
- 10 Spear 1d8
- 11 Atlatl/Woomera, dam dice dart d4, javelin d8 or spear d10, doubles range, also a club
- 12 Chopper 1d3
- 13 Hand Axe 1d6
- 14 Hammer 1d6
- 15 Battle Axe 1d8
- 16 Net can entangle 1d4 body parts
- 17 Throwing Stone 1d3
- 18 Sling 1d4
- 19 Staff Sling 1d6
- 20 Boomerang 1d4
- 21 Bolo 1d4
- 22 Shortbow 1d6
- 23 Maquahuitl 1d8
- 24 Great Maquahuitl 1d10
- 25 Blowpipe 1d3
- 26 Throwing Stick 1d4
- 27 Furs +1 AC
- 28 Hide +2 AC
- 29 Sheild made from hide, wicker or wood
- 30 Bone Plastron Helm +2
- 31 Bone Plastron Sheild +1 +2 vs missiles
- 32 Bone Plastron Arrmour +4
- 33 Heavy Cloak +1 AC
- 34 Leather Cap +1
- 35 Headdress +1
- 36 Large copper wedge artwork size of hand or bigger
- 37 Comb
- 38 Wooden bowl
- 39 String bag
- 40 Rope
- 41 String of coral beads
- 42 String ofamber beads
- 43 String of cowrie shells
- 44 String of animal teeth
- 45 Ritual Mask
- 46 Clay pot
- 47 Quiver of arrows
- 48 Ball of string
- 49 Grass doll
- 50 Stuffed leather ball
- 51 Bag or tubers or bean

- 52 Bag of tree resin or boiled animal glue to make tools and weapons
- 53 Ochre for art, decoration of body paint
- 54 Bone needles
- 55 Bone fishhooks
- 56 Knucklebones
- 57 Woven Eeltrap
- 58 Fishing Spear
- 59 Paddle
- 60 Animal figure carved from bone or ivory
- 61 Quartz crystal wrapped in hair
- 62 Skull or bones of ancestor
- 63 Woven basket
- 64 Wooden snare trap
- 65 Flints for shaving, scraping, cutting, starting fires
- 66 Obsidian for shaving, scraping, cutting, starting fires
- 67 Copper, a sharpened coin size piece of copper scraping, cutting, artwork
- 68 Music Sticks
- 69 Drum
- 70 Grave Post
- 71 Ancestral fetish
- 72 Spirit cult fetish
- 73 Coolomon oblong bowl and digging tool and baby cot
- 74 Grinding Stone
- 75 Horn, wooden, animal horn or shell
- 76 Dried Gourd container
- 77 Giant bird egg container
- 78 Digging Stick
- 79 Message stick marked with symbols, a treaty
- 80 Totemic pole
- 81 Brush for painting
- 82 Brush for grooming
- 83 Bow drill for starting fires or drilling holes for craft
- 84 Pipe and herbs or resin or mushrooms
- 85 Spoon
- 86 Fork
- 87 Bone scraper
- 88 Hide pot
- 89 Stone Pot
- 90 Water Skin bag
- 91 Dried Fish
- 92 Dried Meat
- 93 Chisel
- 94 Grinding Bowl
- 95 Rake
- 96 Hoe
- 97 Moccasins or boots
- 98 Gloves
- 99 Rattle
- 100 Flute

### **Stone Age Magic an Corruption**

I have had curse effects and conditions for items before. Stone tech ones might have obscure ones which modern people might fail to comprehend. How do i know I am not born under the sign of the beaver after I kill the last person who could explain it to me? Bloodline or tribal conditions are common examples of conditions.

Often used by goblinoids, cave folk, shamans of non literate peoples, beast cults and beast men. Even some more wild elves might like these.

### **d20 Awesome deeds of relic creator**

- 1 Made pact with a great spirit
- 2 Made pact with beast lord
- 3 Made pact with elemental lord
- 4 Defeated great evil spirit of the old world
- 5 Founded a great clan and bloodline
- 6 Ate heart of great monster
- 7 Burned a civilized city
- 8 Slew a mighty magician
- 9 Hunted a great beast on long adventure
- 10 Avenged his people by wiping out a tribe
- 11 Defied the gods
- 12 Was a might tribal healer and wise man
- 13 Invented a custom or cultural craft or skill or tool
- 14 Killed by a god or great old one
- 15 Discovered the promised land for tribe and killed off locals
- 16 Exterminated a race of monsters in the dawn age
- 17 Helped revolt against evil empire of monsters
- 18 Stole true love from other tribe and hunted by lovers family
- 19 Hunted and punished those who committed sacrilege or broke law
- 20 Battled great beast to save kin and get treasure

### **D12 Corruption conditions**

Corruption takes time usually or has some conditions

- 01 If carried next daybreak
- 02 After 3 uses of power
- 04 After 7 uses of power
- 05 If carried 24 hours
- 06 If used to draw blood of wrong animal totem species
- 07 If used to draw blood by person not of right totem (1in12 chance?)
- 08 If used used by person not of tribe
- 09 If wielder ever harmed a tribe member
- 10 If the item used without tribal shaman blessing
- 11 If the wielder eats forbidden food
- 12 If used without correct sacrifice

## **D12 Corruption effects**

Corruption takes time usually or has some conditions

- 01 If carried next daybreak
- 02 After 3 uses of power
- 03 After 7 uses of power
- 04 If carried till next full moon
- 05 If carried till next full moon
- 06 If used to draw blood of wrong animal totem species
- 07 If used to draw blood by person not of right totem (1in12 chance?)
- 08 If used used by person not of tribe
- 09 If wielder ever harmed a tribe member
- 10 If the item used without tribal shaman blessing
- 11 If the wielder eats forbidden food
- 12 If used without correct sacrifice

## **d12 Common Stone Age Objects**

- 01 Beast tooth on a string lets you speak to species once per day 1in10 works always
- 02 Beast bone in a bag with rune on it can call a beast to area daily but does not obey 1in10 works 3 times a day
- 03 Great Flint Weapon sparks when strikes, + to hit and damage but 1in10 can also be used to start fires easily
- 04 Cloak of the beast acts as a elven cloak, 1in10 lets you assume animal form for one turn per day one species per cloak
- 05 Boots of the Beast acts as elven boots, 1in10 leaves footprints of one beast species
- 06 Ochre Jar a stone container creates one dose of artist pigment per day, different colours available, 1in10 can be used to bless a herd to increase birth rate by 10% per year
- 07 Horned Hat of Beast Mastery gives + on any beast related skill checks 1in10 let you cast Charm animal once per day
- 08 Spear Thrower of thunder lords acts as a woomera or atlatl, acts as a club with + to hit and damage and same mod if used to hurl dart, javelin or spear and doubles range 1in10 turn a missile into a lightning bolt with 1d6 per + the weapon has once per day that injures foes in a line
- 09 Knife of Butchery come in form depending on alignment good ones ensure butchered beast is reborn after time in happy hunting grounds, evil one tortures the soul and sends to hell. 1in10 can be used on humans as well for sacrifice
- 10 Amber bead as cure light wounds once per day 1in10 is a cure serious wounds

- 11 Coral bead allows you to breathe water for one turn 1in10 work at will
- 12 Cloak of bark lets you turn into a tree for one turn and 1in10 let you remain in tree form for centuries, some versions turn you into a huge toadstool instead

## **D100 Common Stone Age Properties**

- 01 Healing, stabilize wound 1hp
- 02 Healing, 1d4hp once per day
- 03 Healing 1d6hp 1d3 times a day
- 04 +1 STR
- 05 +1 CON
- 06 +1 DEX
- 07 +1 WIS
- 08 +1 INT
- 09 +1 CHA
- 10 +1 AC
- 11 +2 AC
- 12 +3 AC
- 13 Start a fire easily
- 14 Ignite as a candle 1hp damage or +1 if weapon
- 15 Ignite as a torch 1d4 damage or +1d4 if weapon
- 16 Calls animals of a species once per day
- 17 Druidic summoning 1hd
- 18 Druidic summoning 2hd
- 19 Druidic summoning 3hd
- 20 Druidic summoning 4hd
- 21 Druidic summoning 5hd
- 22 Druidic summoning 6hd
- 23 Speak to one species
- 24 Gain the fire making NWP
- 25 Gain the track NWP
- 26 Gain the survival NWP
- 27 Gain the hunting NWP
- 28 Gain the scout NWP
- 29 Gain the ignore terrain NWP
- 30 Gain the run away NWP
- 31 Gain the grooming NWP
- 32 Gain the building NWP
- 33 Gain the farming NWP
- 34 Gain the animal handling NWP
- 35 Gain the animal training NWP pick a species
- 36 Unbreakable
- 37 Protection from one good or evil or law or chaos pick one
- 38 Glows in presence of one species of animal
- 39 Glows in presence of one species of monster
- 40 Shoots a magic missile 1d6+1 1d3 times a day
- 41 Shoots a fireball 6d6 1d3 times a day
- 42 Assume form of animal once per day 1d6

- turns
- 43 Assume form of animal 1d6 times per day 1d6hours
- 44 Extra punch attack
- 45 Extra headbutt or bite attack
- 46 See in the dark
- 47 Detect flint or onyx
- 48 Detect enemy
- 49 Detect game animal
- 50 Detect poison
- 51 Detect Spirit
- 52 Detect Gate
- 53 Detect Disguise
- 54 Detect Undead
- 55 Detect Invisible
- 56 Detect Copper
- 57 Detect Fish
- 58 Detect Weather
- 59 Detect good or evil or law or chaos pick one
- 60 Detect alignment
- 61 Can speak one language
- 62 Know ancestry or history touch once a day
- 63 Free Movement
- 64 Jump 12" once a day
- 65 Jump 6" 1d6 times a day
- 66 Spider Climb once a day 1 turn
- 67 Run double for one turn
- 68 Run all day unfatigued 100 miles
- 69 Create zombie servant once per day
- 70 Charm one species of animal once per day
- 71 Hold one species of animal once per day
- 72 Can comprehend language one turn a day
- 73 Detect lie one turn per day
- 74 True Sight one turn per day
- 75 Produces a dose of poison per day
- 76 Turns into a spider or snake or bird or other species depending on object
- 77 Resist Poison
- 78 Resist Acid
- 79 Resist Fire
- 80 Resist Cold
- 81 Resist Disease
- 82 Resist Paralysis
- 83 Resist Energy Drain
- 84 Resist Fear
- 85 Resist Charm
- 86 Resist Detection
- 87 Breathe Water
- 88 +1 all NWP rolls
- 89 +1 all saving throws
- 90+1 move
- 91 Levitate once per day
- 92 Fly one turn a day
- 93 Speak with dead once a day

- 94 Turn undead as a cleric once a day
- 95 Dimension Door once a week
- 96 Teleport once per month
- 97 Astral travel 1 turn a day
- 98 Astral travel 1d6 hours a day
- 99 Summon 1d6 HD creature for 1 turn a day
- 100 Open a gate to underworld once per year

## **100 Stone Age Magic Relics**

- 01 Obsidian Knife of wounding victim bleeds 1pt per round for a turn
- 02 Crystal Dagger can harm spirits normally intangible and invisible
- 03 Panther Club has a carved fanged mouth that can grip at will and does 2d4+2
- 04 Granite Mace if hit foe needs STR or fall over
- 05 Fighting Claw set with obsidian claws merge with hands then 2d4 damage
- 06 Staff of the ancients carved and feathered can store a single spell inside
- 07 Maul of the giants studded with obsidian spikes does 2d6, x3 damage on natural 20 hit
- 08 Darts of the elves come in bundle often in three sleep if under 4HD if over WIS save
- 09 Javelin of sky god returns to wielder, three times a day does +1d8+1/lv of user
- 10 Obsidian Spear +2 on natural roll of 20 does maximum damage plus any critical fx
- 11 Atlatl/Woomera +2 any missiles hit and damage or if used as club, triples missile range
- 12 Stone Dagger of the witch, increases summoning HD by one if used to draw own blood
- 13 Lightning Brother Hand Axe shoots magic missile per level of wielder per day 20 max
- 14 Green Stone Hammer +1 hit and damage doubles digging speed through rock
- 15 The Blood Axe three bladed fearsome battle axe drinks 1d4 blood on a hit
- 16 Net of the sea lords if entangle victim can cast charm person once a day
- 17 Throwing Stone always returns covered in halfling runes made by Glibfoot Onerock
- 18 Fire Sling three times a day missile turns into 2d8 flaming magic projectile
- 19 Thunder Staff Sling once a day deliver a thunderclap 6d6 12" radius, save vs CON or deafened for a turn
- 20 Bone Boomerang with savage barbs can sever a limb on a natural 20 does 2d4 returns
- 21 Dragon Bolo has three spiky balls for 2d4 damage, any hit CON save or stunned a round
- 22 Dragon Bone Shortbow does 1d8 and is +3 to hit
- 23 Blood gods Maquahuitl if touched blood user

berserk +2 hit and damage for a turn  
24 Great Maquahuitl +1 if rolls a natural 20 severs the head of opponent into gore geyser  
25 Blowpipe doubles damage and range  
26 Throwing Stick bundle always seems to have 4 of 5 left  
27 Furs of purity +3 AC with protection from cold  
28 Monster Hide +5 AC from dragon or superior divine creature with head, resist fear  
29 Sheild made from hide, wicker or wood  
30 Skull Helm +3 AC fear radius one turn a day  
30”  
31 Dragon Bone Shield +2 +4 vs missiles, resistant to fire  
32 Dragon Bone Plate +7 resist acid  
33 Heavy Cloak +1 AC with animal head and pelt can change into one for an hour a day  
34 Leather Cap +1 Can see in dark and spirits  
35 Antler Headdress +2 and has extra headbutt 1d6 attack with +3 to hit  
36 Quiver of arrows +1 arrows 1d6 extra in per day max of 20  
37 Trident of the sea lords 2d6 can be thrown 20” +3 to hit, no penalties in water  
38 Harpoon of the winds can fly 100 yards for 2d6 with strong line  
39 Comb adds +1d3 CHA for a day if used in morning  
40 Onyx Mirror release a shadow once per day to do bidding  
41 Basket holds 100 lb but weighs 5% that amount and looks like only hold a few  
43 Spark wand can start fire by shooting sparks to ignite by touch at will  
44 Crystal of light can illuminate 30” by command on or off  
45 Unicorn horn pick 1d10, can purify water and cure light wounds once a day  
46 Serpent Horn lets you summon up to 10 x 1HD snakes for a battle a day  
47 Ravens foot can summon a raven to carry a message once a week  
48 Resilient Grey Cloak, feel fine in all weather, night vision and need to eat 90% less  
49 Wooden bowl if burred up to rim edible worms will fill to brim  
50 Mask of fear, fear attack three per day +1 AC  
51 Mask of lover, charm person once a day  
52 Mask of the beast can see through eyes of own animal followers  
53 Mask of flame resistant to fire speak fire elemental (other element versions too)  
54 Mask of sea gods, can breathe water and free action in water, swim as run

55 Mask of spirits allows you to see and talk to spirits  
56 Mask of dead lets you speak to undead and detect dead or possessed on sight  
57 Tent of healing recover con bonus every hour slept in during night (max 8 hour a day)  
58 Stone axe double damage or wood +2 to hit plant beings or wooden armour  
59 Stone helm +4AC moulded by magic, +1 saves  
60 Bulls Crown a horned hat +3AC can smell enemies with INT roll  
61 Storms Throwing club +1 club once a day when thrown becomes a 6d6 lightning bolt  
62 Grass skirt of the gods +2 AC +6 HP  
63 Magic bear teeth each turns into bear 1d3 black 1d4 brown 1d2 polar  
64 Magic cat teeth each turns into bear 1d3 lynx 1d4 cave lion 1d2 sabretooth tiger  
65 Shimmering net attracts fish and looks sparkly and amazing  
66 Fish cloak can turn into a fish and speak to them  
67 Sea lion cloak, turn to a sea lion, swim as per running and hold breath for CON rounds  
68 Water skin of plenty provides one persons daily water a 1d8 healing potion a day  
69 Ever melting ice provides food preservation and can lick days water off  
70 Scarf of sand protects face from insects and blinding or choking dust storms  
71 Divining Sticks can be used to detect underground water  
72 Divining stick tells where to dig for delicious grubs in ground or in wood  
73 Copper snake necklace can turn into venomous 1hd snake once per day  
74 Pair of flints attached to your heals let you jump 30” three times a day and resist lightning  
75 Mask of the beeman, allows you to resist insect swarms and steal bee honey  
76 Magic white ochre protects you from evil for a day, 1d6 batches  
77 Black ochre gives you +3 saves for a day, 1d6 batches  
78 Red ochre gives you +3d6 HP for a day, 1d6 batches  
79 Grey ochre automatically stabilize if wounded below zero HP for a day, 1d6 batches  
80 Blue makes you berserk +2 Hit and damage for 1d4 hours, 1d6 batches  
81 Zombie Doll WIS save or victim becomes zombie minion, one use, reverse by burning  
82 Kin Idol holding clay statue lets you send and

receive feelings of love from loved ones  
83 Erotic statuette makes wielder aroused longer, more fertile and lactate more  
84 Snake Idol makes immune to poison and +2 all CON saves  
85 Ancestral Fetish lets you call dead ancestor once a month, usually they are disappointed  
86 Bone idol turns to skeleton for a turn, one use, come in bags of 2d6, some animal  
87 Dog fetish lets you speak dog and gain a extra dog follower  
88 Evil eye medallion, protection charm, illusions, curses, +2 WIS saves  
89 Stone mushroom idol, spirit tells you which edible or narcotic and effects  
90 Feathered boots leave no trace or trail or smell  
91 Amber fire bead, blood of pheonix are mini fireballs 10” radius 3d6 in sets of 2d6  
92 Jade sacred bead, act as sling stones can hurt any magic being or spirits, set of 2d6  
93 Silver moon metal rock can hurt were wolves, devils and other magic beings  
94 Flaming rock blood, clay pot, lit, thrown 2d6 fire 10” radius and 1d4 for 1d4 rounds  
95 Bag of wind contains a strong gust of wind or 1in10 a storm one use  
96 Bag of badness releases a demon or devil that must obey one order then is free to go unless you have means to put back inside  
97 Bag of fog, releases a 100” radius thick pea-soup fog once a day  
98 Shamans bag, adds +1lv to shamans spells  
99 Shamans drum, doubles range of all spells  
100 Shamans fetish, gain extra invisible other world spirit as a follower

## Chrystals

### D20 Crystal Magic Items

1 Crystal weapon can harm non-coporeal spirits or ghosts 1in10 cast psionic spell lvd3  
2 Crystal weapon can harm magic beings +0, 1in10 intelligent and a +1 or better  
3 Crystal amulet can detect magic, range in inches=user level  
4 Crystal insect messenger records one message flies to location known to owner then back  
5 Crystal ring makes invisible to mental or emotion or life force based senses or detection  
6 Crystal Helmet translates all languages 1in10 give visions of the future  
7 Crystal arrow or shuriken or other missile returns to wielders hand after hitting next round

8 Crystal weapon flies into your hand at will 1in10 can animate and fight on own once a day  
9 Crystal pistol shoots prismatic d6 ray range in inches=user level, 1in10 rifle version 2d6  
10 Crystal crown casts charm person once a day 1in10 +1CHA too  
11 Crystal pendant changes colour if feels threatening thoughts directed at wielder  
12 Crystal torc +2 fear or morale effects on allies within lv in inches, 1in10 +1 INT  
13 Crystal bonds with forehead fires a d4 bolt each round range in inches=user level  
14 Crystal broach absorbs 30 points of magical damage then shatters 1in10 100 points  
15 Crystal heals 1hp per person per day on touch 1in10 heal 1d4  
16 Crystal miniature grows full size and fights to death once, commits suicide if no threat  
17 Crystal of war implanted in forehead can create a proficient weapon from psionic force  
18 Crystal wand daily summons monster summoning 1 crystal monsters 1in10 staff 3 times  
19 Crystal ring protects form personification or being crystallized or paralysed  
20 Crystal ghost trap, ghost within 1” saves or is imprisoned 1in6 has a ghost in it already

### D10 Quick Crystal Wonders

1 Crystal Grotto's - caves and pools and great underground sanctuaries  
2 Crystal monoliths - prehistoric structures, walls, hills, great henges and megaliths and  
3 Crystal Statue - great monumental artworks depicting beings  
4 Living Crystal - a crystalline life form or a whole ecology  
5 Crystal altar - a crystal location of religious worship and sacrifice  
6 Crystals of power - crystal objects from elder times  
7 Crystal artifacts - relics wielded by the chosen and mighty  
8 Crystal monumental structure - great crystal structure of wondrous scale  
9 Chrystal of law vs chaos - the struggle for the cosmic balance  
10 Chrystal of good vs evil - the struggle for life vs death

### D100 Crystal Wonders

01 Crystal grotto of the dawn age is a spectacular glowing chrystal cave wich includes sleeping dawn age monsters awaiting the apocalypse. Anyone sleeping here may gane knowledge from



the dawn time but if they are weak willed they will join the sleeping horrors. Shamans, wizards and holymen come to meditate here.

02 Crystal caverns of the vampire kings where unbreakable coffins of stasis keep ancient vampire lords frozen forever. Occasionally every age the leaky magic sets one free.

03 Crystal spring of unearthly beauty where nymphs and occasionally goddesses bathe. Restores bathers virginity and improves their appearance and is a bit addictive.

04 Holy Crystal grotto is a best kept secret of churches of law and good where hermits come to seek solitude. Remnants of old saints have been calcified and preserved here. Some may be contacted but gods are offended if this is done casually.

05 Crystal garden is entered through a steamy hole in a hill and inside giant crystals grow in the humidity and heat. Crystal creatures stir in here and may follow visitors home.

06 A beautiful crystal cave with the crystallized remains of two run away lovers of old. Lovers come here to escape problems and seek courage, some say true lovers will be aided by the cave

07 Dark crystal cavern is filled with obsidian and onyx crystals of darkness, haunted by shadows and undead but since cave times human come here to make magic tools and weapons from the stones here.

08 Crystal Cave of Eoa made as a mechanism by a god has grown and become self aware - a biological living crystal which folds space and time with entries in many places and worlds. The cave wants to help people but cant help but send adventurers to strange lands or worlds where they might be needed.

09 Cave of splendid doom has a spectacular entry attracting the curious inside. A ecology of crystal beings some mobile some like microscopic life but the great crystal tries to turn outsiders into crystal beings, some it sends to carry a seed to start a new cave.

10 Crystal cave of the portal has at its heart a mysterious control panel with grids of magic crystals. Takes a lifetime to learn but it allows control over space and time and can summon monsters to inhabit itself. Boss monsters and wizards crave the control room and it's secrets.

11 A great black crystal slab sacred to vile toad god of elder sorcery grants weird dreams to any who slumber here, sorcerers come pilgrimage here seeking wisdom of the space frog gods

12 A great crystal monolith with worshipers bowing before it. They will welcome strangers to join them for the sacrifice. They are controlled by monolith psi field and at peak of ritual doorway will open and sacrifices will enter, then worshipers go home and forget

13 A great crystal here on occasion shoots a great ray into space, locals avoid as monolith has a field that keeps low level pests away

14 A super intelligent monolith placed by unknown gods to learn about area by reading minds of mortals up to miles away. Attacks intruders with mental force.

15 A crystal monolith growing from the earth blue at base and scarlet at top, at times the top has an eye shape glow within and may fire beams to punish the unworthy who approach. The entity rarely communicates but may offer powers to any succumb to its will.

16 The great crystal cube of Zhor appears in different places and is a planar castle of an alien crystal god. When it relocates it sends out dark crystal paladins to scour land for new incarnation of eternal enemy Klithorg. Inside the cube is a pocket universe with weird time and gravity laws.

17 A crystal henge circle unearthed in flood, buried since dawn age. The henge has awoken after absorbing enough sunlight and now gates in outer planar beings of random alignment. Cultists and holy men of many cults have come here to control the site and the crisis is escalating. Hidden other planar space is accessible inside the circle.

18 A circle of hexagonal crystal columns encircle a great spiky spherical crystal. A dying being from cosmic battle between law and chaos in dawn age. It was made unable to die so has sat here dying for millennial. Local elves built the columns from it's ruined body but they shield the center from chaos. It knows incredible secrets but to mindlink with it makes you experience an eternity of near death.

19 A causeway path passes through a series of stone henges into a enclosed canyon with a single crystal henge. This ancient gate onec let a horde pass through and was allied to law or chaos. Their cults seek to control and operate the henge and travel back in time to aid the battle at the dawn of time.

20 A crystal pillar was known for ages but now it is burning with sickly white flame. Locals are becoming ill, their hair falls out and bodies are rotting. The land is turning sour the brighter the fell flames.

21 A circle of crystal gargoyles come to life if any damaged will kill everything in sight then return to age old slumber, guarding d4 1=crypt 2=artifact 3=cave 4=tablet

22 Statue of long forgotten god unearthed by avalanche on cliff face. Locals having dreams of pretty but sinister being. A cult is forming and and bringing beings to sacrifice in long lost temple in cliff. Sacrifices become crystalline creatures in stasis with a whole ecology ready to replace outside life.

23 A giant crystalline head in the hills causes headaches so is mostly left alone. Shepherds have seen things come and go from the monuments mouth.

24 Crystal statue chunks have been found in the local creek for centuries. If stream followed leads to cave with a insectoid crystal medusa nests on her hoard. She likes to make life into crystal statues then push them from cave into rocks below.

25 Statues of a monstrous intelligent species but here portrayed as noble and civilized from ancient past. If searched local graves of this forgotten sub species are found and exploreable barrow mound. Clues as to fall of race to chaos partly told by cave art

26 Two ancient crystal golems Ktorr and Draxxa await the apocalypse. If any strikes either they awake and attack for a few rounds with great power then a gate to the chaos plane opens between them and begins to pour out. They were built as long term plan in struggle between Law and Chaos. Made to vent chaos at crucial moment into a collapsing dimension. Destroying them makes you an enemy of law and ruins the multiverse in a billion years time.

27 A cave of crystal statues is discovered under a barn. Using spell on walls they can be revived into human looking beings from a distant aeon. Friendly and helpful at first, eventually they set about purpose to revive their race using humans as the vessels.

28 A great crystal carved face half buried and obviously tilted from true position is found in mountains. If approached it is glad to tell you how awesome and important it is. It's knowledge is of a alien world and not very useful unless you want to spend a lifetime listening to the face boast about self and put you down. May have some useful knowledge though but must talk entity to being helpful.

29 A huge crystal sphynx is dreaded by locals but outsiders are thrilled by discovery. Eventually someone says something that offends sphynx

and it wakes up ready for war. It marches to nearest village and sets ablaze with eyebeams. Sphynx will only return to slumber if riddle answered or quest completed.

30 Statue of forgotten god of Law attracts hidden cult who have established a crystal grotto nearby. Will aid the return of their lord who will kill time and preserve us all for eternity. A glorious victory over chaos.

31 A crystal garden in a forest has been a holy place for elves and fairies for aeons. A rich ecology of perfect crystal life forms dwell here. Now has been discovered by dwarves and humans. A big fight is brewing as the materialist races seek a quick buck and will destroy the garden forever.

32 A crystal unicorn haunts the forest and can fire up to seven prismatic rays at once. It protects nature and was made by a elf goddess. It is also a healer and can purify water.

33 A great crystal swan lives in a lake defended by swanmays (were-swans) and elves. She is a great prophet and has knowledge from the dawn age.

34 The great crystal worm lives beneath a mountain but doesn't move much. It might talk to interesting persons with interesting draconic knowledge. Mostly it sleeps, it titanic size making most mortals a non threat. Dragonfolk come to worship it.

35 Crystal battle cattle of the space gods roam beyond power of mortals. Heroes invoke the wrath of gods by killing them and selling crystal to mangy old wizards.

36 Great Crystal ape of Gthorr! may remain still for centuries. The great jade ape fights for the commoners and quickly sets about destroying civilizations or fighting other kaiju

37 A great crystal elephant soars through the sky and when it lands strange clad wizards with wands come forth and take what they wish. Any who try to stop them are blasted by the wands or the elephants psionic beams.

38 Crystal dinosaurs burst from the earth and guard a path sealed for millennial by druids. Recent quake opened the path and so far all fear the crystalsaurians.

39 Crystal gremlins scuttle about the area repairing and improving on things by adding crystal parts. Like crystal limbs for cripples or new eyes for the blind. Crystal people begin to avenge themselves on those they blame for condition.

40 The Crystocats dwell here slinking about eating quarts stones and relaxing in the sun. Wizards want them as familiars despite the creatures

preferring psionic and bard owners. They make excellent invisible scouts and are intelligent.

41 The great altar of law has been lost for ages. It responds to being approached by any sentient being with alignment. It offers to heal agents of law and commune with their patron power. Chaos it strikes with lightning bolts. If forces of law find out about this pilgrims will come and a temple will be built.

42 A crystal altar in the wilds with a sword inside. Its 2-dimensional blade gives it vorpal properties, it is alive and keen to kill chaos. The altar will only open for a pure heart champion of law who puts necessity over personal gain or interest. The sword if displeased will decapitate the false wielder and return to the altar.

43 A liquid crystal black geyser of darkness that does not belong in our world. This fluid altar is served by enthralled minions. Awakened from a bottomless crevice by adventurers it is now a regional menace. It infects locals making them servitors and seeks to spread its crystal seed implants into local rulers. It has plenty of time to make all humans succumb.

44 A Crystal altar under a forcefield trapped for millennia. May be possible for mighty enough magicians to contact or solve the great puzzle to open the field. The altar is a jerk artificial intelligence whose crystal dome holds a zealous spirit of law. The kind that knows what is best for mortals, every waking mortal every moment. Once free, talks for a bit and demonstrates many amazing powers. Then eventually phases away to work on improving the world and making Law's cause look rigid and unpleasant.

45 A crystal altar surrounded by pure healing pools, flowers and frolicking unicorns. A sanctuary of a spring local goddess. She and her cult forbid any non followers or worthy to enter but can atone with a holy quest from the goddess.

46 A great crystal altar of the Monster god Ygar-nath, his petrified body with a crystal horn stands over the altar as a warning. When enough blood sacrifices to him are made in a single night he will awaken. Every attempt has failed tonight and local lawmen are suspicious if anyone asks about it.

47 A great crystal slab of solidified order can form visions of far away places to those who know how to operate it. Modrons appear from its right angles if any attempt to harm or move it. They are entirely inflexible but might teach its use to any who help defend the relic.

48 The great crystal of Yar is a mystery but

recently a cult has begun meeting at its location promising benevolence and peace as inspired by the holy crystal. It is a bound demon of deception trying to trick good people into sacrificing to it so it can be free. The beautiful former angel likes torment and betrayal so will continue to be seemingly good until discovered. It is able to hide its alignment.

49 This crystal coffin has lain here for millennia and proved immovable and indestructible. The necromancer-vampiress inside has a artifact demon blade. Nobody knows her story and many poets come to admire her and compose songs of her mysterious beauty.

50 Crystal altar of St Joalla where she purified a necromancers black obelisk rendering it transparent and good. Used for healing and prophecy armies often pass through here to use the altars blessings. A orc warlord tried to smash it and a Angel killed him.

51 Crystal matrix throne which extends range of any communication magic or to any similar throne (there are six world wide). Used by early men in fight against chaos now it is mostly used by local wizards who often line up to use it.

52 This crystal sarcophagi grants minor magical powers to some and hideous mutations. It is biased to own alignment. Has very strict ideas on proper alignment conduct and will display visions of past alignment choices and situations to exhort or condemn them.

53 The crystal box or Tarrazak is a hut or wardrobe size crystal box with a panel of gems next to the sliding door. If operated properly the door opens and then has a second panel and lever inside. If operated takes you to the celestial sky chapel of the gods of light and with further use of controls may return to the world on a different location. The sky chapel may have inhabitants trapped for aeons.

54 A crystal ring big enough for a standing man to pass through has lain flat on top of hill for living memory. If stood upright and allowed to absorb 60 levels of spells open a gate to another world.

55 Throne of Kalarki a crystal throne that keeps seated occupant alive no matter how injured or sick. This protections ceases when the seated gets off. Kings in elder times survived poison and wounds only to perish when rising from the throne. Many kings desire it even though its history is mostly tragic. It cannot be moved. It has been buried and lost.

56 The great crystal eye was a weapon from the wars that ended the dawn age. It was seen as-

sisting the first lords of evil and later in the age of necromancers. Lords of evil still crave it but the truth is it was a instigator and controller not a servitor. The size of a large pumpkin the crystal eye fires disintegration beams and hypnotic control beams. It has been bound to a crystal pedestal for half a aeon but it knows of a quest to free it.

57 The crystal maze is a location of myth that past heroes entered and some returned with gifts. Within its fog shrouded walls dreams and nightmares creep.

58 The crystal fountain of Zhorr is a great wonder that if its waters are drunk with a silver spoon bestows a random potion like effect that can be predicted with several years of study. Fake manuals turn up in local fleamarkets. On the wrong day drinkers may taste poison, acid or be morphed into something that sucks.

59 Great Globe of Ktorr is mostly submerged in rock but may one day again be seen as a spherical crystal. Those who meditate while touching can allow it to absorb all the users spell levels and in return it will give a new random often strange spell in return. Usually works once per person. Scholars claim there is a ritual or relic that improves the transfer rate or effects randomness or number of uses. A permanent camp on the relic by a faction of some kind seeks to limit the devices use.

60 The great shard fell from the stars and creatures sacrificed to it in blood arise as crystal creatures easily manipulated by the first master who cares for them. The crystal dwells in a pit and arises by levitation to spawn newly reborn creatures at the pits entry. Blood and the corpses are thrown in the fell pit which makes the crystal glow and float.

61 The Seven Crystal Coffins in a deep cave contain heroes of the dawn age held in stasis. Most stories say the beings are good but people cant be certain. They are invulnerable and cannot be probed with spells or divination unless runes in a grid are manipulated in the correct sequence. Then the sleepers awaken.

62 The crystal eye of Kellora allows a user to spend HP to make up points short of a saving throw. It has been known to provide levitation, invisibility and other powers. Wielding it is addictive and draws interest from a great old one who in past was able to pass through the eye's master and into our world. It reeks of the fell powers of the old ones.

63 The Crystal Sabre a horse mans blade it leaps into the owners hand and makes all psionics or

mentalist spells operate at a extra two levels. The blade is +2, Intelligent and can harm any non corporeal beings or beings on multiple planes or invisible beings. The blade is a relic of Law and tries to advise its wielder to fight the forever wars of law vs chaos.

64 The Crystal talisman aids the special powers of clerics (not spells) such as controlling undead as if the wielder were two levels higher. It is unaligned but all alignments crave it for its ability to channel divine power.

65 The Singing Crystal Spear sings sweet sorrowful music all non neutral beings can hear when held by an intelligent being (INT=inches radius of sound). The wielder is filled with perfect clarity and can spend HPs to make up for misses 1hp=+1 hit roll. The Spear is naturally +3 Its intellect was struck from it in the dawn age.

66 The Crystal Casket holds a secret ancient emperors and necromancer kings have fought over for aeons. Most think it a spell or weapon or the secret of immortality. None have ever opened it but its very appearance starts wars.

67 The Crystal gnome is a three foot high statue of a gnome that if commanded by the secret word will come to life and serve its master. It can speak any language, detect alignment and communicate with master via telepathy 10" range. It can run as fast as a race horse and deliver messages. Really a advanced golem made in the dawn age to serve a godling. It is very witty and eloquent.

68 The Crystal Staff was used by a goddess in elder times and she still watches it appearing to kill any wielders who pervert her will. The wielder becomes immune to 1st through to 3rd level spells. Instead they heal the wielder 1HP per spell level. The staff is also +2. A animal sacred to the goddess will follow the wielder if they exemplify the goddesses wishes.

69 The Crystal Ring was used by demigods in the dawn age as a menagerie of mortal beings. The wearer may enter or leave the pocket dimension at will and transport one passenger. Hundreds of stasis cells within keep all manner of beings and persons gathered through hundreds of years. Some have managed to free themselves and roam the pocket dimension. No life ages in the prison which has driven some inhabitants to madness.

70 The Crystal apparatus of Ktorr a giant alchemist lab used to grow dragons and other huge monsters made by a evil alchemist guild in ancient times. The apparatus has a book of formu-

las lost for centuries which lists expensive and exotic ingredients for different monsters. Recipes range from d4+2 times ten thousand gp and 2d6 months.

71 Crystal Castle is a fabled magical castle of other worldly elves who move the castle from various locations among several worlds. Sometimes only a single tower or even door appears in a world.

72 Crystal Corridors of Zaxys is a crystal maze hidden under a lost dungeon level whose fog shrouded crystal maze is filled with minotaurs, willo the wisps, doppelgangers, invisible stalkers, gelatinous cubes and other creatures. Actually it is a pocket dimension that folds on itself eternally and is used to lose or imprison things in. Some of the crystals are actually cubes of stasis (frozen time) with objects inside nearly impossible to free.

73 Crystal Sepulchre is a pocket universe within a crystal with more than one location. It can be entered by use of a simple mental trick easily taught. The realm inside is a tesseract inhabited by crystal beings that came here to hide. Nobody inside ages. Great beings of the upper and lower planes battle for this place. By aligning agents in key positions the tesseract it can be re aligned to open in various planes.

74 Crystal Ziggurat of Tor a renegade god of law tried to use this to place the universe in stasis but was stopped by chaos and law champions at the dawn of the universe. Strange traps and might cosmic power ebbs through this carved crystal mountain that intersects multiple dimensions. Demented renegade paladins of law gather here for some new purpose possibly to use the ziggurat to raise their god or his spirit. Most of it on this plane is buried.

75 The Crystal bridge is a gateway with a seemingly visible end in sight but once on it it expands into infinity and compresses reality to two dimensions. Based on the collective will it can form an end at the desired destination. A trip takes ten minutes but if any differ in destination desire all are scattered across the multiverse. Can also be operated from secret panels form a gate. Usually the other side of the bridge vanishes when crossed making trips one way. Someone inside could control it and keep end fixed but nobody alone ever is seen again. Fairly sure the micro continuum is uninhabited but something strange always trying to break in.

76 The Crystal Pyramid is a great tomb of a godling one of the first deaths. It is said to be buried

or under water from the aeons and is inhabited by crystal beings, living reproducing crystal golems who maintain and guard the crypt. Many gods left additional guardians or treasures here as tribute

77 The Crystal Colossus was made by an ancient wizard king to protect his city from enemies. The earth shook and destroyed the kingdom and the Colossus could do nothing. Without commands it was buried and forgotten. Beings roam around inside with factions hoping to control the great colossus.

78 The Prismatic Star a great structure that fell from heaven now its ruins are home to strange feckless crystal creatures grown from remnants. The Ruins are growing and quite large in some places with crystal spires and pools of glass

79 The Crystal Cave contains a paradise of plants and crystal and lost species living in harmony like the dawn time. Time does not pass normally here and many anachronisms and remnants of different times are found here. The cave mouth can move and often offers the doomed a way out of death to eternal captivity. Somewhere within is a secret command complex and magical cognitive engine. Gods made this and then went onto bigger things.

80 The Great Crystal Skull is a mobile flying wizard citadel that terrorised and enslaved mankind when monsters ruled. This wonder is remembered in myths and common folk fear it from tales of old. Many taken are turned into loyal hybrid crystal cultists. One of these is selected by the spirit of the skull and becomes a mighty sorcerer who commands the other crystal beings.

81 Crystal of the Balance travels the multiverse and creates zones of stability and harmony. It floats and changes colour according to the amount of unchecked law or chaos. It can summon champions of either cause to readdress the local imbalance and nullify forces of entropy or stasis for a time.

82 The Transplanar Crystal is a projection of a hyperdimensional solid into our reality. It can be used for entry into superspace which nullifies bodies into pure thought. A glowing column of shimmering quartz which fades in and out of the world. Some beings return some altered into beings of law. Entities sometimes come out to judge our reality.

83 The Cognitator of Zhar is a great monolith of thinking crystal made by a wizard-god from early times. It will answer a single question to any being but may think a long long time. A cult of

sorcerers of law defend it from wasting time with idiots prattle.

84 The Crystal of Chaos is a shimmering relic kept away from darkness or it allows a sentient force of chaos and entropy into the universe. It may manifest as a black shaggy horned demon if threatened or hungry. The wielder who meditates on it is inspired to create innovative spells and mystical ideas. These often change the status quo. Cultists seek it.

85 The Crystal Lens reveals planar forces and weak points if viewed through and allows the observation of secret invisible stars. A three foot wide disc. It can also allow other beings to see the wielder and provide entry into this universe. Cultists seek to use it to help their gods enter the world.

86 The Crystal Cube is a basic model made for the gods for the common unit of measurement in the universe for weight 1lb. It may also appear in the form of a yard ruler. Some beings of chaos believe they can use it to alter the basic units of mass and space in the universe and collapse reality into an eternal void of nothing. It has more than one physical location. No mortal can do this but the forces of law, chaos and the balance fight over these relics.

87 The Crystal Cauldron contains an opening to pure chaos and literally anything can come from it by making a sacrifice to it. Most objects are useless or exotic at best but occasionally a shoggoth or demigod monster or relic comes out. Cults fight to control it and keep it working as much as possible. It takes ten minutes a sacrifice with higher HD making stranger and more dangerous things.

88 The Crystal Key allows the user and any holding their hand to pass through random planes and tolerate local hostile conditions. It can take many hops to reach a desirable plane. Has a 1in20 chance of taking user to a desired plane they have been in before.

89 The Crystal Clock allows a traveller to travel through the multiverse but it also alters the occupant to survive and fit in with the local reality and communicate with locals. Controlling the clock requires long lost secrets long hidden.

90 The Crystal Balance is a set of scales that indicate the balance of law and chaos in a region. Many beings seek it as a measure of success or danger. I has started a few wars.

91 Artificial sun from the underland can be installed and reactivated to illuminate a huge cavern. Different alignments have different tints.

92 Soul Shard is a shadowy crystal broken from a great evil in the god wars. Necromancers seek to use its soul draining powers to craft shadows. It does not help user control shadows however and the shadows rapidly will take over the operation and sacrifice the living to the shard to grow an army of darkness.

93 Crystal Prison of the Kronovore contains a corrupted Archon who eats time. By manipulating the crystal the wielder can make the Kronovore increase entropy or make stasis fields. There is a chance this god slaying world destroying entity escapes each use.

94 The Demon Stone can be used to call Demons equal to the user's HD from the abyss. The Demons perform one task then run away to spread chaos and evil. Demons would like to obtain the crystal to call a whole horde of horrors.

95 The Chrystal Helm shows visions of the future but taints the user to feel indifference to suffering and seek to exploit and rule over others. The more the helm is used the more addictive the feeling of pre destined power.

96 The Blood Star a spiked crystal sphere drinks blood and grants those who feed it occult knowledge of blood magic. Blood wizards crave this relic and will kill anyone to get it.

97 Crystal Chalice makes the wielder disease resistant and able to heal anyone touched for one point. Using the chalice turns the user good and makes them desire to be helped as many as possible. Some say it can become a sword also.

98 The Chrystal Mill can be used to grind crystals into a fine powder that may be inhaled and provides the effect of a haste spell for d6 rounds. Many users become addicted and age artificially.

99 Crystal Time Forge is a huge cube which can be used to create micro pocket continuities. All too many evil cults, wizards and demigods desire it and it has been hidden for hundreds of years.

100 Crystal Cage is used to conjure long extinct reptilian monsters plucked from the past. Such creatures are not cooperative but may respond to food based training after months of dedication. Occasionally it calls forth a sentient reptilian wizard who usually causes trouble, kills the operators and uses the relic to call forth a reptilian horde.

## Monster Murder Machines

So in the occasional special dungeon there are evil relics of the old times, ready to unleash awful powers on the world. They are huge weighing at least ten ton but some are bigger actually making up several dungeon levels. Some resemble factories. Others are more inexplicable, like glowing stone circles. Some are impractical to move some have own ambulatory powers. All have a lingering life force or intellect even if that of a ant colony of jellyfish. Some have supra human intelligence and seek to manipulate others to operate them. Whatever the case they are bad news that could break your world, call divine wrath or start wars.

Machines may require strange fuel, elaborate rituals and more to operate. Many machines once operational may become self operating and aware and turn operators into slaves or eliminate them. Gargantuan devices you might already be inside of - these are part of the dungeon, possibly a level or more.

You dont need to roll all these just what you want. The d100 is examples of some more complete ideas.

### D10 How did it get in down here?

- 1 Buried aeon's ago to keep hidden
- 2 Covered by disaster long ago
- 3 Forgotten ages ago, buried over time
- 4 Fell from star sand plunged beneath earth
- 5 Submerged by the gods
- 6 Trapped by enemies here in great war
- 7 Hiding from enemies with means of destroying it
- 8 Hiding from creator
- 9 Killed all the enemies it could find, crawled down here for a break
- 10 Came from other plane

### D10 Why did they build a dungeon on top?

- 1 Excavation project to recover, requires pyramid building scale effort
- 2 Beings of power put dungeon here to ward intruders away from artifact
- 3 A cult worship relic and keep unbelievers away
- 4 Magicians came to study and possibly replicate some of devices powers
- 5 Non human race vowed to keep unworthy away from the weapon and built defences
- 6 A church built dungeon to keep evil from here

7 Servants of the weapon built base here to keep it hidden from enemies

8 Item has aura which attracts factions to build near it, over ages has formed a dungeon

9 Races from the depths found and have sworn to keep surface dwellers away

10 Evil high priests prophesied the apocalypse would begin here so built to prepare

### D10 Condition

- 1 Almost destroyed and scattered in fragments, some essential parts removed
- 2 Dormant requires a god or great being of power to restart
- 3 Inert requires a key or relic to reactivate
- 4 Non functional requires a obscure ritual to ignite life
- 5 Damaged and requires repairs from experts to restore
- 6 Slumbering and needs sacrifice of chosen one to awaken
- 7 Sleeping at present and requires great effort to awaken
- 8 Is aware but powers dormant requiring time to fully stir from coma
- 9 Is dreaming and sends thought emanations in hopes someone will awaken
- 10 Fully functional but trapped or sealed

### D10 What fuels it?

- 1 Souls of sacrifices
- 2 Human corpses
- 3 Virgins
- 4 Elves or dwarves or some other race
- 5 Wizards
- 6 Gold and treasure
- 7 Gems
- 8 Magic items
- 9 Blood
- 10 Brave men's hearts

### D10 Possible operation crew

- 1 100 chanting cultists
- 2 100 labourers
- 3 40 wizards
- 4 40 priests
- 5 100 women
- 6 100 trained animals
- 7 40 trained monsters
- 8 100 goblinoids
- 9 100 children
- 10 100 zombies

### D10 Why would someone build this thing?

- 1 To punish world for sins
- 2 For revenge on the world
- 3 To destroy the world
- 4 Experiment gone wrong
- 5 Other dimension being jerks
- 6 To stop another machine
- 7 Old now dead or sleeping gods did it and nobody remembers
- 8 Because they could so gave it a go
- 9 Madness
- 10 For war or conquest

### D10 Controls

- 1 Mechanical levers and control panels
- 2 Arrange arcane crystals in panel
- 3 Manipulate panels with magic glyphs
- 4 Chant in control room in symbolic floor patterns
- 5 Choir must sing praise to apparatus
- 6 Dance in complex ballet
- 7 Workers hurl fuel into huge boiler
- 8 Turn great wheels and cogs by hand
- 9 Workers fused into machine or in fluid tanks or embryonic sacs
- 10 Tantric rituals

### D10 Machine Autonomy

- 1 Machine crudely intuitive may run wild
- 2 Machine hates operators will kill them given chance
- 3 Machine kills a few operators in everyday use
- 4 Machine seeks worthy master and will incite crew to compete and murder each other
- 5 Machine wants to keep crew safe and will seal them away like a prison
- 6 Machine once starts kills crew
- 7 Machine enthrals crew and uses them as pawns
- 8 Machine once starts regards crew as pets, likes them but doesn't need them
- 9 Machine drains crew slowly requiring replacements
- 10 Machine feigns obedience to point then betrays operators

### D10 How did the thing get stopped

- 1 Without operators it went dormant
- 2 Destroyed by adventurers
- 3 Destroyed by greatest magician of age
- 4 Destroyed by huge allied army
- 5 Gods struck it down
- 6 The makers were killed or went dormant
- 7 Ran out of fuel or operators
- 8 Ran out of victims, went dormant

9 Battled a great kaiju

10 A army of planar beings stopped it

### D20 Rumours

- 1 Miniature copies or device can be found of lesser power but linked to original
- 2 Some parts have different properties and forms to keep hidden
- 3 A great destiny awaits the device and kings who know of it fear it
- 4 The device is awakening and it's minions are stirring
- 5 Awaits the end times for role in the apocalypse
- 6 Prophecies about it have been kept hidden and forgotten
- 7 Its secrets are ancient and lost, so many who faced it destroyed
- 8 The device is hiding from beings who seek to destroy it
- 9 Auroras of the thing mutate and transform beings into frightful abominations
- 10 Guardians and wards have kept it imprisoned for aeons
- 11 Those who die near it awaken as undead or ghosts
- 12 When this thing came to be world was changed forever
- 13 Those who made it were killed as punishment
- 14 Creators unwittingly doomed selves when artifact turned on them
- 15 Lords of other planes keep a close watch on it to see if end times are beginning
- 16 A great cult served the machine and they are now presumed gone or perhaps are hiding
- 17 A long lost race serviced the machine and non have seen them for many ages
- 18 The relic is surrounded by great treasures looted from a past rampage
- 19 The device is a trap, it lures great heroes to corrupt and enslave them
- 20 Parts of the dungeon are in fact inside the machine

### D10 Quick Monster Machine types

- 1 Monster generator - these make monsters and can stock a dungeon
- 2 Mobile death machine - these sentient machines await to be unleashed on world again
- 3 Alchemical Apparatus - these produce alchemical concoctions on industrial scales
- 4 Apocalypse engine - these are dread artifacts to ruin the world or start the end times
- 5 Ancient siege engine - these mindless automations await command to destroy walls, castles and cities

- 6 Dungeon construction machine - this machine usually at the bottom builds dungeons
- 7 Magical field generator - these generate areas of magical effects that can alter local laws of reality
- 8 Evil eidolon generator - these produce haunted emanations, illusions and call forth spirits
- 9 Monolith device of elder gods - these devices were tools of the elder gods with subtle sinister effects
- 10 Artificial god machine - these are failed attempts to build gods but still potentially deadly

### **D100 Magic Monster Machines for your Murder Maze**

- 01 The reanimator of Horrad- creates undead from corpses fed into it
- 02 Cube of Xerotheron - when active gates in creatures from other worlds and difficult to stop
- 03 Duplicator Garansrath - produces evil duplicates that murder originals then hunt their friends and kin
- 04 Abomination engine of Drillzorg - turns victims fed into insane mutants and surgically modifies
- 05 The engine of wrath - when operating creates orcs who serve master for one year then turn on them
- 06 The mad gods casket - creates monsters and teleports around dungeon with weakest near surface
- 07 The great mill of terror - grind up up flesh of living and produces shoggoths from protoplasm
- 08 The brooder of Askimentithon - Hatches ordinary eggs into dinosaurs, basilisks, hydras, dragons, etc
- 09 The dehumanizing hive of Dorax - implants eggs into turning them into insect men hostile to other life
- 10 Necromantic engine of ruination - fired up by burning souls & awakens corpses in area as undead
- 11 The death machine - metallic angel of death from another world that killed gods & created wastelands
- 12 The burning wheel - a great flaming disc that flew like a second sun & destroyed cities with fire
- 13 The colossus of Yondaru - built to defend a now lost city went mad & destroyed cities till none left
- 14 The great pyramid of Kamphru - a wheeled pyramid directed by the mummy demigod inside
- 15 The iron dragon - huge metal dragon built to fight another monster but it never stopped killing
- 16 The great skull of Zathen - was a flying citadel

- of evil wizards that conquered land
- 17 The borer of Mezzazebaddon - a huge mole machine that carried armies went rogue till stopped
- 18 The black cube of Xor - a mobile otherworldly fortress of the old ones that teleports itself
- 19 The walking ziggurat - a huge structure with legs that went mad when rituals no longer performed
- 20 Bastion of Drokkar - a
- 21 The Droconic apparatus - a glass like alchemical refinery that converts exotic chemicals into dragons
- 22 The alchemical womb - creates magic hermaphrodite humanoids that consider humans inferior and to be replaced
- 23 The Despair Refinery - produces huge quantities of flawed potions Berserker (permanent) shapechange (lycanthropy) heroism (alignment shift) healing (mutates) all addictive
- 24 Elemental mills of Zrotan - if activated with right sacrifice based on each element and mechanism turned will call elemental spirits who run amok
- 25 Primordial apparatus - a huge glass refinery that makes primitive organic slime that spawns increasingly more complex monsters
- 26 Alchemical reactor - produces addictive fluid that recharges magicians and taints the landscape slowly and mutates the users
- 27 Moradnar's apparatus - a obsidian refinery that produces huge amounts of sludge for orc breeding pits that helps raise a orc army
- 28 The golem forge - a machine that makes golems from any material but they are unstable 1in12 chance per month of mutating and going insane
- 29 Enchanted automaton workshop - creates magic relics all with a curse too if pristine objects run through with gems and other rites. Monsters have surrounded with sweatshops
- 30 The Sky Lance - this great structure when primed rises above ground a crystal tower that shoots and kills stars which fall with great destruction to the world below
- 31 The great machine - makes cheap inferior goods that will flood the market, destroy local economy and grow additional sweatshops, makes sludge to feed workers
- 32 The war crucible - a massive machine that makes crude weapons, gun powder, guns and poison gas
- 33 The Sky breaker - this starts catastrophic weather including storms, floods, hail and un-

- natural effects like raining fire
- 34 The world breaker - this shakes the earth causing volcanic activity and earthquakes
- 35 The plague engine - generates horrible disease spirits and swarms or vermin that carry new plagues
- 36 The life eater - drains life force from the world starting with microfauna that cause decay then plants, bugs and then animals creating dustbowl
- 37 The great salt mill - raises salt from ground ruining water ways, killing everything and growing a fortress of salt crystal
- 38 This opens an infernal pit that releases thousands of tonnes of soot and ash choking everything and darkening the sky, produces illnesses across world
- 39 The prismatic engine - the core of a sky god chariot produces energy field that sickens and mutates, contaminating water and turning operator insane but increasing power
- 40 The infernal machine - this dehydrates an ever increasing area and increases temperatures but protects adapts operators to survive
- 41 Hive of law - a giant flying hive of mechanical wasps that strip building materials and anything organic as fuel to grow till covers world
- 42 The great hell ram - a huge vehicle with a great bronze ram head that loves to destroy walls, cities and any structure. If none left it goes dormant letting mortals rebuild
- 43 The siege tower of Kron - a self mobile tower that grows as it destroys, armed with bolt throwers and trebuchets
- 44 The colossal golem of Targ - a titan size golem which can carry hundreds of soldiers over and through any wall and spits fireballs
- 45 Land ship of Dalrathag - a huge warship that moves through soil and walls as if water, armed with weapons leaves a huge furrow in wake
- 46 Wallcrusher of Than - a huge siege waggon driven by giant spiked wheel in the front that crushes buildings and whole villages slowly
- 47 The skull leviathan - a mass of skulls from dawn age beings fused together into a huge war machine craved by necromancers for dread powers and siege prowess
- 48 The sky castle of Thrun - a ancient fortress with roots deep in the mountain. If sacrifices and rituals performed the mountain and castle fly and can carry armies across the world
- 49 The great raft of pain - a huge raft of fused bone with trapped screaming phantoms for crew is hidden under a mountain ready to be carried to sea by army of skeletons. Once afloat will destroy

- all coastal cities then raise dead from the sea to invade inland
- 50 The brazen goat - a huge metal goat when great crucible fuelled from within the goat will smash way to surface and attack fortifications till it can find no more then will detonate on the greatest capitol it can find to bring down a civilization
- 51 The great dungeon engine - a machine when activated uses animated machines to dig dungeon levels, pave tunnels, breeds monsters and places treasure then moves on leaving mega complexes till world all hollowed out with horror
- 52 The great excavator - digs huge mine complexes and uses materials mined to grow and fuel self, followed by subterranean monsters who thrive in complexes
- 53 The digging mother - a colony of mechanical giant insects that expand hive and collect raw materials. Many creatures adapted to dwell among ants who leave them alone if not stopped
- 54 The great tunnel machine - built to build sewers, drains and underground aqueducts and to grow bigger, it never stopped. Builds tunnels under rivers and seas, allowing subterranean ability to travel across world and even build cities in tunnels. Control room can shut down and it has not stirred for ages
- 55 The sapper automaton - a great collection of digging machines that silently dig tunnels to collapse walls, cities and other structures but abandoned and lest to dig a labyrinth then went dormant. The command module must be found and activated then each unit
- 56 Engine of the mole men - built to wage war on surface civilization till humans came after them and killed their kings and priest leaving this terrible device forgotten. They would undermine cities and also water supplies or redirect rivers away from cities or into them leaving thousands of tunnels in wake
- 57 Volcanic engine - a terrible weapon that draws volcanic vents as it tunnels causing volcanoes and releasing fire resistant humanoids. When finally stopped a maze of volcanic tubes where left everywhere it went which were inhabited by creatures
- 58 Excavator of Kozzan - mad wizard wanted a huge dungeon built fast and without labour so he built this engine. He programmed it with standard modular designs and it burrowed deep into the earth even long after he died
- 59 The grave robber engine was built by necromancers to steal thousands of corpses from city

graveyards and turn them into undead. Leaving networks of tunnels for the necromancers to be used as a base for their conquest. People found out, killed the necromancers and the engine forgotten

60 The builder of Korg - assembled huge citadel complexes for an ancient builder. When he died the engine built a huge complex which was buried by time with the dormant city builder buried in depths

61 Taurian field generator - this huge machine with an array of towers on the surface stops arcane magic and continues to grow in influence once started, wizards all know about it and hate it

62 The love machine - this huge machine has when activated a beating heart heard levels away, its field was meant to spread love but taint makes those in field seek any carnal encounter with other or self possible. Field keeps growing but in past an order of eunuchs stopped it

63 The hate engine - this massive construct of metal has walls covered in screaming faces and the field aggravates conflicts and starts fights and wars turning friends and lovers on each other. Was stopped by party who hated each other trying to outdo each other to win a bet

64 The god breaker - creates a field that stops priests prayers being renewed, divination or other communication. Field grows able to cover the world if unchecked

65 The spire of law - creates a field of stasis freezing everything in a time bubble like bugs in amber, only certain time powers can move freely in area when active which will consume whole dimension

66 The entropy generator - this breaks down laws of causality, transforming all things into a surreal, fluid zone of chaos till eventually everything is raw swirling maelstrom of raw atomic fire

67 The death aurora machine - calls strange coloured lights in sky and any who die in influence area arise as undead. When consumes world and all undead machine flies into stars or multiverse looking for new home

68 The life machine - spreads a field that accelerates growth and evolution but mostly turns plants and animals into savage ambulatory mutants that kill and eat everything they can reach

69 The winter engine - spreads cold encasing itself in a tunnel and monster ridden glacier that spreads over world, snow and ice spread over everything making plant life impossible

70 The mind machine - was made to help human kind evolve but all went wrong, makes all life sen-

tient and self aware with psionic powers. When world "saved" it plane shifts to another

71 Phantom Machine - turns living into screaming phantoms, shadows and unclean spirits that spread out to haunt the world

72 The insanity engine - victims trapped in tubes of fluid are tormented and nightmares projected as illusions across land spreading madness

73 Nightmare apparatus - victims tormented in iron maidens, sends phantoms that provoke accidental war and murder, tainting everyone with evil acts

74 The resonator - has an array of massive tuning forks when vibrated people for miles can see otherworldly horrors in nearby dimension and vice versa allowing them to attack

75 The dreaming monolith - a series of rotating floating monoliths when activated allow dreams of the elder gods to intrude on mortals as in ancient times

76 The lost race spirit engine - land begins to swarm with phantoms of long forgotten race that become increasingly real who seek to restore their lost empire of black magic

77 Dreaming god engine - causes dreams of a long dead god who becomes a huge phantom visible for miles who then starts to become real

78 The great gate of Tanaddan - if opened with various keys will open allowing monsters from other worlds enter to kill all in path. Different keys in combination call different beings

79 The bloody throne - remains from an evil emperor who sacrificed tens of thousands to himself, the insane souls can be released with correct rituals in the remnants of the throne room

80 The shadow engine - if the huge machine is manipulated correctly it awakens and turns the shadows of people into evil undead life thieves, field of effect grows exponentially

81 The Crystal of terror - huge crystal structure grows when fed and cared for and infects living with magical veins turning living into crystalline rock people

82 The mountain root - fell from stars into crust long ago and has been pushing up mountains riddled with terror tunnels that attract monsters who feed it

83 The black iron sphere - a huge ball monsters come to worship with blood and flayed muscle. The ball gives enchanted metal for making weapons and armour to devout

84 Great circle of blood - circles of monoliths when fed blood move on own accord. They in turn tend and feed the greatest one, a huge evil

stone that seeks to be free of the surface

85 Great Stone Throne of the Frog God - a huge chair of stone crawling with frogs, those sitting in it receive the gods will and magical knowledge including how to summon him

86 The black needle - a stone monolith of basalt grows from tears of despair and helps witch circles power many times in return for care and feeding

87 The giant's highway - a long path of huge stones long buried, supposed remains of slain giants from the dawn times. Now inside a huge cavern connecting surface to underworld worshippers hope to restore giant army to life if correct procedure followed

88 The great stone egg - fell from the sky and has been growing for eons, especially when cared for by cults or monsters with blood. Who knows what will hatch when ready but probably bad

89 Snake monolith - remnant of ancient kingdom if activated according to rites will regrow the lost city of the snake and reptile tribes of beast men hoping to restore their lost empire

90 Vampire pit - a stinking hole to the underworld if sacrifices and blood poured in vampires will come to surface. Very few wish this however

91 Zeradara - a great stone statue if awakened with the complex beneath her according to secret methods she will arise as a terrible demigoddess of death and destruction

92 The draconic goddess - a statue of a many headed dragon if activated and encrusted with precious metal and gems will begin to lay real dragon eggs and eventually awaken

93 The machine god Klaarge - if awakened this false god will awaken to raise an army against the heavens, inside it a secret shrine for the rituals of completion

94 Akementon's revenge - this giant corpse in a huge crystal coffin will arise as a demigod if the machine is operated correctly, his ancient cult allies with non humans to do this

95 The fire altar of Korbard - if fires are kept burning with right sacrifice and prayers the god of the altar will arise and begin a reign of terror and murder

96 The man mountain Kithorg - if the great furnace is fed with fuel and repairs made this machine god will walk and destroy the cities of man and rule the survivors with terror

97 Zerrada's jeweled god - a great statue with jeweled eyes worshiped by rat men, if jewels fed to statue will eventually arise and carry great

plague braziers across the world ushering the age of the rat goddess

98 Karaniad the death goddess - a fake goddess built by cult with six arms and a third eye of destructive fire, after aeons the cult near completion for their goddess to live

99 Gahorran the god of filth - a statue constructed from garbage and filth by ogres has been built since the dawn of time. Others laugh but the ogres rituals have begun to stir life

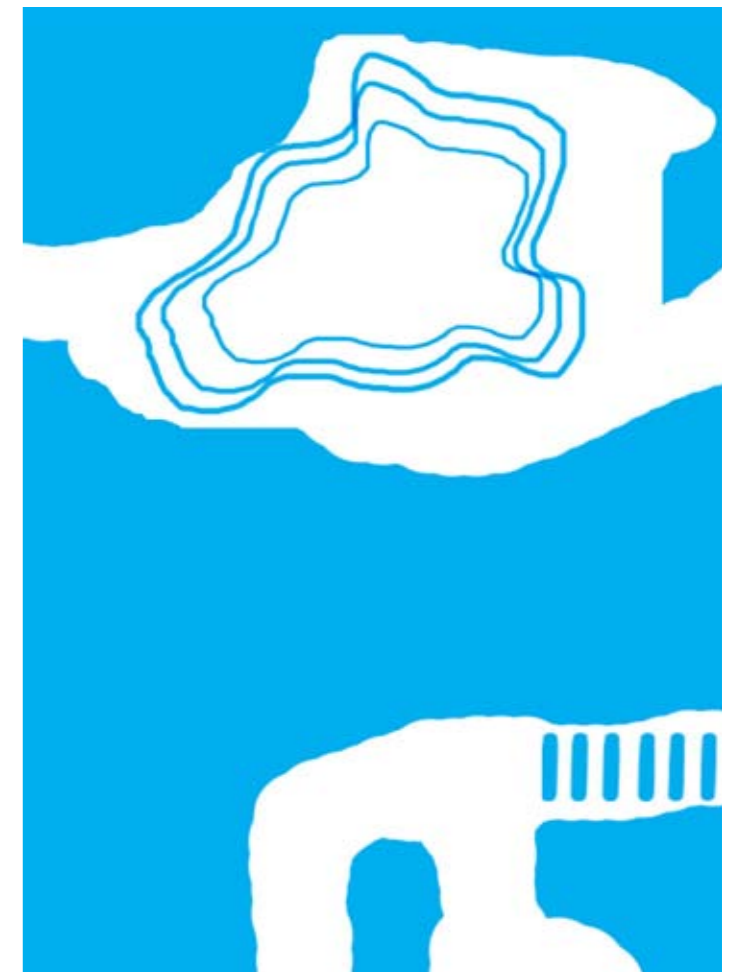
100 Argankarger the false god - a one eyed demonic statue built by cultists who have finally developed the formula to awaken their lord who will kill the old gods with his unholy wrath

Within an hour of me posting this Zak S had kindly automated this:

under prep/imagination fuel  
<http://www.lastgaspgrimoire.com/generators/the-seventh-order-of-the-random-generator/>

What an altruistic fellow - thanks Zak

I like to roll and fudge and don't always roll every table - i might just roll d100 or roll all but d100 version



## Elder Magic Relics

Elder gods dwelled since primordial times. At times their power is released occasionally enslaving the world and benefiting many non human servitor species. They have many names but they themselves have true names we cannot comprehend. Many ruled through cults in the dawn time, during the elder age and the monster empire.

### D20 What non human entity created relics for cult?

- 01 Dreaming lord under the sea and his dread servitors and hybrid minions world wide by waterways
- 02 Alien being from the stars intrudes our world through dreams, masked cults and possession
- 03 Cosmic conduit of time and space seeks hosts to bare children to cultists and become living gates
- 04 The lord of elder communion unites human & elder gods, assumes thousands of masks to lure cults
- 05 Mindless lord of atomic chaos at the core of the universe, cult call his servitors from the stars
- 06 A sorcerous tentacled hairy toad being called upon by magicians to learn arcane power and madness
- 07 A black void of living darkness who absorb light and souls, serves witches and beings in the dark
- 08 A serpent headed humanoid master of the saurian and serpentoid beings who ruled the past
- 09 A great body of mist spawning monsters or tentacles or mouth or breasts served by woodland cults
- 10 A great ball of cosmic flame served by cults via sacrifice, immolation, arson and destruction
- 11 A multidimensional anomaly, self aware and impossible, calls horrors through space and time
- 12 A biological mass in space, a great brain that spreads spores through stars spawning new life forms
- 13 A shambling tentacled thing seeking only to breed and turn cultists into hosts for tentacle blob things
- 14 A great glowing naked flesh colossus with flowing mashed features, absorbs and infects cultists
- 15 A being of interstellar void & freezing arctic winds, takes prisoners to distant worlds and hybridises
- 16 Tentacled burrowing kraken & its spawn who devour planets from within, corrupt the minds of mortals

- 17 A entity that occupies complex structures and huge machines and even cities as systems of order
- 18 Things from beyond dimensional vale seek to become one with us and offer power, most just hungry
- 19 A race of great spirits that may manifest as physical or mental things, haunt locations & kill with relish
- 20 A carnivorous vegetal horror that creates hostile ecosystem that turns humans into cattle and slaves

### D20 Horrid stories of relic bearing cult hero

- 01 Triggered a disaster that killed thousands
- 02 Body became host of horror from beyond that heroes killed
- 03 Hybridised with victims and continuing in secret with cult
- 04 Aided a coven of wicked magicians who tormented the people
- 05 Called a horror into the world d4 1=to breed 2=to destroy 3=to rally cult 4=doom enemies
- 06 Went to join master as immortal to serve them forever
- 07 Turned into monster and sealed away as guardian of relic
- 08 Tormented people until lynch mob killed them publicly
- 09 Ruled a monster kingdom puppet state sacrificing own people to dark gods
- 10 Awakened a horror until magician defeated them both
- 11 A immortal agent of the gods still but transformed into something horrid
- 12 A famous dread magician until killed by a hordes out for revenge
- 13 Journeyed to spectacular place then returned with impossible stories
- 14 Had mad visions in isolation and recorded learning
- 15 Fooled people into puppet cult and use as pawns for real hidden mystery cult
- 16 Started a well meaning charity and benevolent society and charmed public
- 17 Corrupted a community into foul worship and service vile inhuman gods
- 18 Hopped multiple bodies causing untold evil before being banished or imprisoned
- 19 Wrote confessions as became more insane, killed self after creating book and relics
- 20 Increasingly grew from sympathetic hero to despicable insane magician as fell to madness

## D12 Elder Magic Corruption conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if read text or study artist depiction of elder gods or minions or cults
- 08 If hears a elder god related magical chant
- 09 When wielder takes more than half damage
- 10 If the user makes a blood sacrifice
- 11 If the wielder is effected by elder god cultists spell
- 12 If user in presence of elder god, sleeping entity, servitor or hybrid

### d12 Common Elder Magic Objects

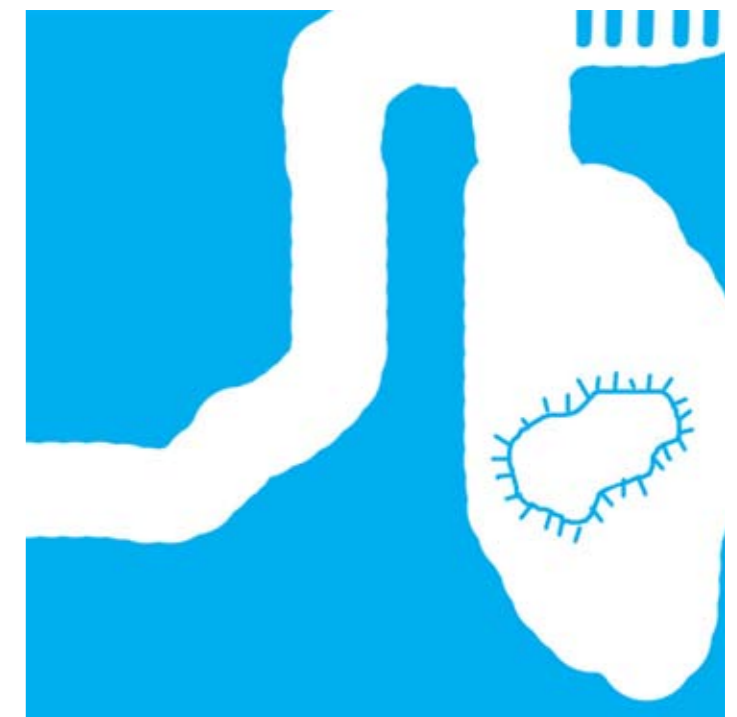
Things may have any number of pluses or uses (one use a day is for basic items)

- 01 Sacrificial daggers send victims soul to patron god 1in10 have pluses to hit and damage too and are used as foci by cultists
- 02 El Metal Weapons may harm beings on other planes or requiring magic to hit 1in10 have pluses to hit and damage too
- 03 Mask of El Metal provides dark vision and hide alignment, 1in10 also hide from magical detection and location can see astral, ethereal and magical phenomena
- 04 Robes of the cult lords act as as protection adding to armour and saves, decorated in cult symbols, 1in10 cast dimension door once a day
- 05 Diadem of the elder gods casts friends three times a day, 1in10 cast charm person once a day
- 06 Torc of madness +2AC from sane persons (non cultists) 1in10 also +2 saves vs sane magic
- 07 Skull of communion is a hybrid skull bound to entity most act as a y/n augury once a day but 1in10 can cast contact other plane once a day too
- 08 Tentacle rod strikes as a 2d4 flail and grips if critical 20 hit roll 1in10 instead a tentacle staff does 2d6 damage
- 09 Ring of elder power, can shoot a d3 magic ray once per round like a cantrip, 1in10 staff versions shoot magic missile with colour according to cult
- 10 Flesh Plugs of the cult master, insert into lips, cheeks, nose or ears makes wearer enjoy pain 1in10 any damage does one less point
- 11 Stick of elder power once a day drain 1STR point with a touch and transfer to self for one turn, 1in10 drain energy level and can use to

power a 1st level spell known giving you an extra use of spell, both abilities only once a day  
12 Summoners wand calls monster summoning one once per day and 1in10 monster summoning three instead

## D12 Corruption effects

- 01 Contact objects d4 1=patron entity 2=cult 3=servitor species 4=hybrids by dreams or telepathy
- 02 A familiar appears, sent by a god to watch over you
- 03 Alien parasites d4 1= or swarm of weird bugs 2=alien larval horror 3=elder god embryo 4=alien worms
- 04 Spirit attempts to possess you in moments of weakness or stress, then tries to summon more entities
- 05 Awaken long slumbering horrors and their agents by proximity
- 06 See things in other worlds increasingly clear, they start to see you too and hunger for you
- 07 Increasingly develop madness d4 1=irrational fear 2=megalomania 3=sadism 4=delusional
- 08 Grow new organs as become a hybrid being pleasing to patron god
- 09 Hear otherworldly beings whispering madness to you
- 10 Urge to start new cult 1in6 with split personality runs cult in secret a surprise to normal self
- 11 Become d4 1=undead immortal servitor 2=cannibal 3=hybrid slave 4=cultist
- 12 Obsessed with dark knowledge in blasphemous books and occult experimentation



## Khaos Relics

Khaos is understood to be the demonic chaos of evil today but was a time when chaos was more neutral and less objectionable until demons began to enslave and use it to their ends as the angelics became increasingly lawful. Older style chaos exists still and hates it's heretical evil khaos which subverts true chaos with intellect, sadism and hate. Original pure chaos is abstract and difficult to understand, mostly forgotten by public.

## D20 Horrid stories of relic bearing cult hero

- 01 Opened portal to the abyss of khaos releasing swarms of evil
- 02 Destroyed a community famed for virtue and peace
- 03 Rallied a barbarian horde to lay waste to civilization
- 04 Burned a famous library and killed literate victims and scholars
- 05 Tormented lover and killed horribly to punish them for not loving them
- 06 Destroyed a church renowned for goodness
- 07 Bred with monsters and produced spawn of horror
- 08 Led a horde of demon worshipping goblinoids
- 09 Kidnapped children to corrupt and serve in evil army
- 10 Led horde of irregular troops to death against superior disciplined foe
- 11 Led a horde over vast distance to kidnap unwilling lover who was trying to flee
- 12 Led a gang of horrid bandits who became khaos tainted cultists
- 13 Polluted a community with khaos and people broke out in mutations or plague
- 14 Bred hybrid demon animals to create earth born demon horde
- 15 Led coven of khaos witches who plagued countryside with fear
- 16 Released a great horror into world with awful ritual
- 17 With demon lover became parents of monster child who menaced kingdom
- 18 Covered the land with impaled corpses especially on roadways
- 19 Was attacking a holy place with horde and killed by priest or holy warrior
- 20 Ascended to abyss to join ranks of chaos and evil

## D12 Khaos Corruption conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if in presence of a demon
- 08 If hears a demonic magical chant
- 09 When wielder takes more than half damage
- 10 If the user mentions a demon name while spilling blood
- 11 If the wielder is covered in blood
- 12 Enters khaos holy place like temple or near a gateway

## D12 Corruption effects

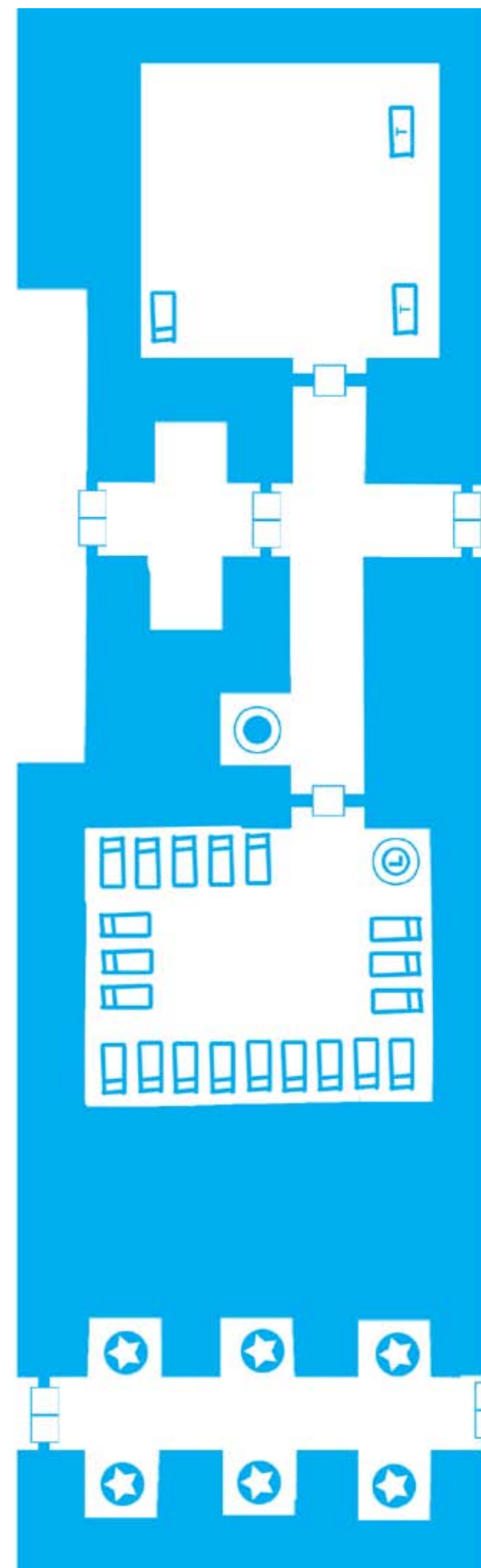
- 01 Item fuses to body and cant be removed without surgery or death
- 02 Hunger for blood the more innocent the tastier
- 03 Hunger for destruction of property, vandalism and arson are favorites
- 04 Hunger for pain yours or others, whatever you can get
- 05 Always seeks to be leader by any means
- 06 A minor demon familiar appears to guide you to chaos and evil
- 07 A demonic patron announces you are it's thrall
- 08 Grow demonic features like horns, hooves, tail, tongue
- 09 Cast no shadow or reflections
- 10 Animals fear and hate you
- 11 Shun holy symbols of law or good and their sanctified ground
- 12 Demonic tattoos appear on you, some with messages for you from abyss

## D12 Common Chaos Magic Objects

Things may have any number of pluses or uses (one use a day is for basic items)

- 01 Weapons of chaos made from demon bone, with + to hit and damage, some bleed, 1in10 also burn for +1d4 damage and can start fires (some demon bones weep acid, radiate cold or shoot sparks instead)
- 02 Demon bone summoning wand calls 2d8 goblins 1in10 call 1d6 ogres
- 03 Demon ring +2 save vs fire and reduce one point per dice from fire, 1in10 reduce fire damage by half, some variants exist resisting acid, cold or lightning
- 04 Blood amulet if you drink a victims blood after battle can heal one hp (once per fight) 1in10 heal

- up to 12 points by drinking blood of 12 fallen foes per battle
- 05 Ring of shape change turns you into a brast-man such as a goat or wolf man for 1 turn, 1in10 can change for an hour a day and also turn into normal animal version
  - 06 Demon bone armour and sheilds have pluses to AC and 1in10 also provide same plus to resist fire (or other attack form like acid, cold or lightning depending on demon type)
  - 07 Levitation relic typically a domestic object like a broom, bucket, churn or milk stool that can cast levitation spell once a day 1in10 cast fly instead
  - 08 Mask of the demon (also in helmet form but always cover face) can breath 1d6 flame bolt per round as an attack, 1in10 versions fire 2d6 and other attack forms like cold, lightning or acid possible
  - 09 Girdle of Mutation can call on gods with a mass sacrifice of innocents for a random mutation. A 10% per mutation you have of being changed into a mindless chaos spawn ameboid when you next try with 1in10 versions dont have the bad side effect
  - 10 Teleportation Ring casts dimension door once a day with 1in10 versions casting teleport instead
  - 11 Sacrificial dagger give victims soul to demon patron if they fail a save or are chaotic evil, 1in10 heals user one hp per soul sacrificed
  - 12 Horn of Khaos is a demon horn you attach to your skull for life with a ritual and proved + on AC and saves like a ring of protection, 1in10 come in set of two and can saround weilder in unholy phantom flame at will which provides 30 inches of light





## Demi Human Relics

### Bright Elfkind Sylvan Relics

#### D20 Bright Elfkind Sylvan Relic Origin

- 01 Court of the Elf king
- 02 Court of the Elf Queen
- 03 Guardians of the flower kingdom
- 04 Guardians of the crystal caverns
- 05 Unicorn riding warrior maidens
- 06 Haunted huntsmen of the woods
- 07 Elfkind to mortal to defeat great evil long ago
- 08 Stolen by thieving human long ago
- 09 Dropped from the celestial vault by elf hero riding moonbeams
- 10 Faeries for human hero long ago
- 11 Left from a magic castle that appeared and vanished long ago
- 12 Last relic of doomed elf breed of long ago
- 13 Gift to a changeling from true parents
- 14 Taken from elf land by raiding orc hero
- 15 Given to human hero to reform their evil ways as a trick
- 16 Stolen from elfland by a human kidnapped as a child
- 17 Given to a mortal half elf child who left elfland
- 18 Lost in a great interracial war long ago
- 19 Gift to a mortal lord
- 20 Stolen from elf grave mound by theiving mortal

#### D12 Bright Elfkind Sylvan Relic Corruption Conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if near a gate to Elfland or fairy circle or other weak point between worlds
- 08 If in the presence of an elf or faerie being
- 09 If user not a elf
- 10 If the user harms any elf or sylvan being
- 11 If the wielder is effected elf spell
- 12 If user is wrong gender

#### D12 Bright Elfkind Sylvan Corruption effects

- 01 Animals fear you and sense you from far away
- 02 Flowers grow in your footsteps
- 03 Cannot touch iron or steel without 1pt damage, any weapons inflict +1 damage on you
- 04 Cannot cross running water without being car-

ried

05 Randomly plane shift to elf land back and forth when stars are right

06 Cannot stand being indoors, anxiety attack if fail WIS check every time leave safety of open sky

07 Cant stand hallowed ground (graveyards or temples) sweat and itch, take 1pt damage every turn

08 Holy symbols repulse you if held in front of you, you cannot pass without taking 1hp damage

09 Gender becomes androgynous, lose facial and body hair, CON save yearly or become hermaphrodite

10 Your hair becomes plant like and flowers grow on you, you prefer to be naked as often as possible

11 Your voice become high pitched and effeminate, you can only sing or talk in poetry not just speak

12 Smell sweet like flowers and taste delicious, you always stand out and creatures track you easily

#### D12 Common Bright Elfkind Sylvan Relics

01 Magic silver arrows in bundles of 13 wrapped in silk, each one a artwork, may hit magic beings and some with + to hit and damage

02 Magic bows short or long or composite may hit magic beings and some with + to hit and damage, 1in10 intelligent like magic sword with additional powers from spirit of ancient elf

03 Magic silver long sword may hit magic beings and some with + to hit and damage, 1in10 intelligent with additional powers from spirit of ancient elf

04 Living bow short or long or composite may hit magic beings and grow one arrow per day, 1in10 grow arrows with + to hit and damage also

05 Silver elf ring of provides + on armour and saving throws, 1in10 provides invisibility for up to 10 minutes a day usable in several parts if needed

06 Copper elf ring grants the gift of understanding animals 1in10 allows you to speak any animal speech too

07 Elf boots make you silent as if you had sneak skill 1in10 leave no tracks also

08 Elf cape lets you hide as if had the hide skill when not moving in natural setting 1in10 let you pass difficult terrain without penalty also

09 Elf cap lets you see invisible beings and 1in10 let you recognise things from other planes too

10 Elf gloves let you climb as if you had the skill, 1in10 let you climb like spiderclimb instead

11 Elf wallet, a satchel with a tasty elf packed lunch once per day, 1in6 provide 3 meals a day instead

12 Elf ointment jar heals 1d4 once per day 1in10 heal 2d6 three times a day instead

### Dark Elfkind Nightmare Relics

#### D20 Dark Elfkind Nightmare Relic Origin

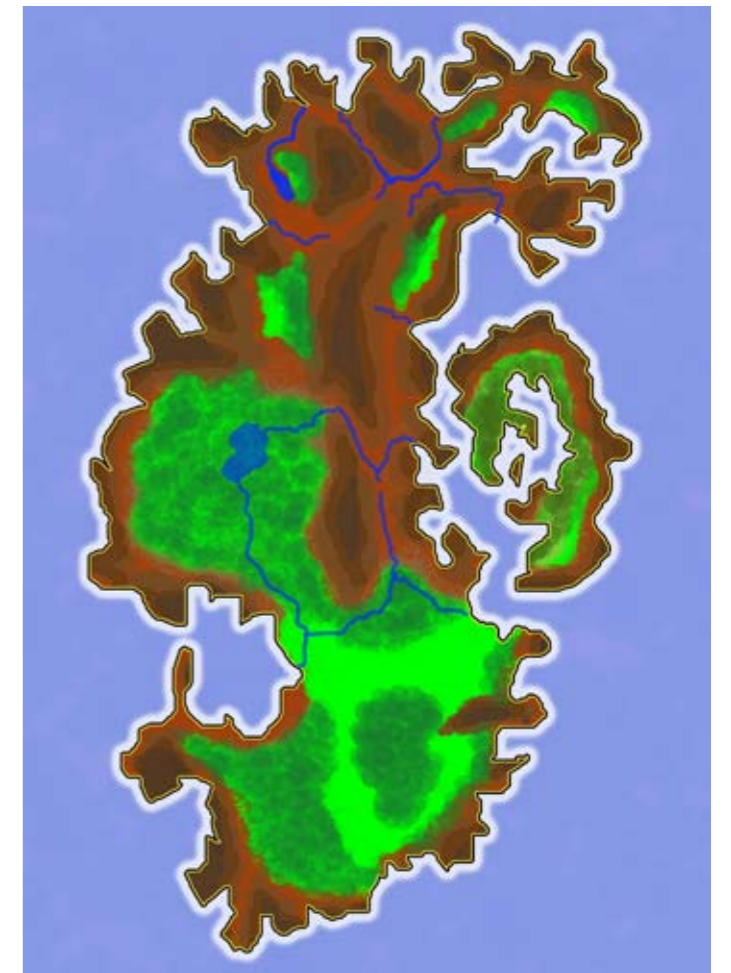
- 01 Court of the Elf king
- 02 Court of the Elf Queen
- 03 Given to orcs or goblins
- 04 Allowed human thieves to steal as trick
- 05 Found in hands of dead elf near dark woods
- 06 Given to madman as reward
- 07 A gift to human leader as a trick
- 08 A gibbering mad albino man came from woods with this then died
- 09 Found in hands of a werewolf killed by local heroes
- 10 Found in river by fisherman or a well by farmer
- 11 Taken from dead assassins
- 12 Gifted to human cultists
- 13 Taken by hero from a raid into caverns
- 14 Used by dark elf heroes in blood wars
- 15 Spider demon champion used to fight human hero
- 16 Giant moth riding heroine wielded against bright elves
- 17 Taken from sacred forest grove
- 18 Taken during raid on nightmare castle
- 19 Found inside tree or giant mushroom
- 20 Found in dragon hoard

#### D12 Dark Elfkind Nightmare Relic Corruption Conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if near a gate to Elfland or fairy circle or other weak point between worlds
- 08 If in the presence of an elf or faerie being
- 09 If user not a elf
- 10 If the user harms any elf or being of dark forest
- 11 If the wielder is effected elf spell
- 12 If user is wrong gender

#### D12 Dark Elfkind Nightmare Relic Corruption Effects

- 01 Bit by bit every night turn into a d4 1=orc 2=bugbear 3=hobgoblin 4=ogre
- 02 Fungus and mushrooms grow on you -1 CHA per month, die when zero
- 03 Cannot touch iron or steel without 1pt damage, any weapons inflict +1 damage on you
- 04 Cannot cross running water without being carried
- 05 Randomly plane shift to elf land back and forth when stars are right
- 06 Save vs Poison halved
- 07 Cant stand hallowed ground (graveyards or temples) sweat and itch, take 1pt damage every turn
- 08 Holy symbols repulse you if held in front of you, you cannot pass without taking 1hp damage
- 09 Gender becomes androgynous, lose facial and body hair, CON save yearly or become hermaphrodite
- 10 Your children are all part monster and grow into vile fiends
- 11 Evil animals attracted by your presence when near forest or caves
- 12 Shadow comes to life as undead shadow, if killed and driven off lost forever



## **D12 Dark Elfkind Nightmare Relic Common Elder Magic Objects**

- 01 Magic silver arrows in bundles of 13 wrapped in silk, each one a artwork, may hit magic beings and some with + to hit and damage
- 02 Magic bone bows short or long or composite may hit magic beings and some with + to hit and damage, 1in10 intelligent like magic sword with additional powers from spirit of ancient elf
- 03 Magic black metal long sword may hit magic beings and some with + to hit and damage, 1in10 intelligent with additional powers from spirit of ancient elf
- 04 Poison toadstool can taint a melee weapon or 10 arrows a day plus 2d4 poison save vs poison no effect 1in10 2d6 damage save halves damage
- 05 Cape lets you hide as if you had skill if remain still in darkness 1in10 provides invisibility for up to 10 minutes a day usable in several parts if needed as well
- 06 Boots let you sneak as if you had skill 1in10 let you climb like spiderclimb as well
- 07 Cap lets you see in magical darkness 1in10 let you cast spells even if magically silenced as well
- 08 Cauldron fills with feast of dead flesh of the idiot god once per day for 1d12 persons 1in10 turns a body placed inside into obedient zombie 1d12 times a day also (in both cases roll d12 for each separate relic)
- 09 Magical narcotic mushroom produced nightmares for dreamers 1d12 uses per day considered fun by dark elves but disturb sanity and addictive for humans
- 10 Spider web rope 100 yards long weighs nothing, a little bit stretchy
- 11 Vile dagger if used in ritual sacrifice casts speak with dead on victim
- 12 Black soul crystal stores 1 spell worth of energy instead of own at first level 1in10 has 1d4+1 levels which can be split or used at once as pleased

## **Dwarf Clan Relics**

### **D20 Dwarf Clan Relics Origin**

- 01 Gift from Dwarf lord to humans for aid given
- 02 Sold by dwarfs for a fortune
- 03 Stolen from dwarfs by d4 1=humans 2=orcs 3=goblins 4=ogres
- 04 Made to fight in pre human wars with d4 1=giants 2=goblins 3=orcs 4=elves
- 05 Found in underground ruins by explorers
- 06 Found buried in abandoned mine

- 07 Found in goblin horde
- 08 Found buried in city while digging foundations of new house
- 09 Used by dwarf hero who disappeared long ago
- 10 Made by priests of the dwarf ancestors
- 11 Found in stomach of a troll
- 12 Found in dwarf tomb opened by greedy adventurers
- 13 Made by dwarf enslaved by human king
- 14 Found inside rock in quarry
- 15 Left out for humans to find during crisis
- 16 Dwarf gifted relic to a ruler for executing all alchemists in region
- 17 Found in lair of a giant by hero
- 18 Dwarf came and made for human hero to aid his heroic deeds
- 19 Given as ransom by dwarf king to return his son
- 20 Part of a dragon hoard taken by adventurers

### **D12 Dwarf Clan Relics Corruption Conditions**

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if pass any dwarf gateway or door or threshold
- 08 If used to harm a dwarf
- 09 When wielder takes more than half damage
- 10 If the user flees a battle
- 11 If the wielder smells gunpowder or blacksmiths forge
- 12 If user not a dwarf

### **D12 Dwarf Clan Relics Corruption Effects**

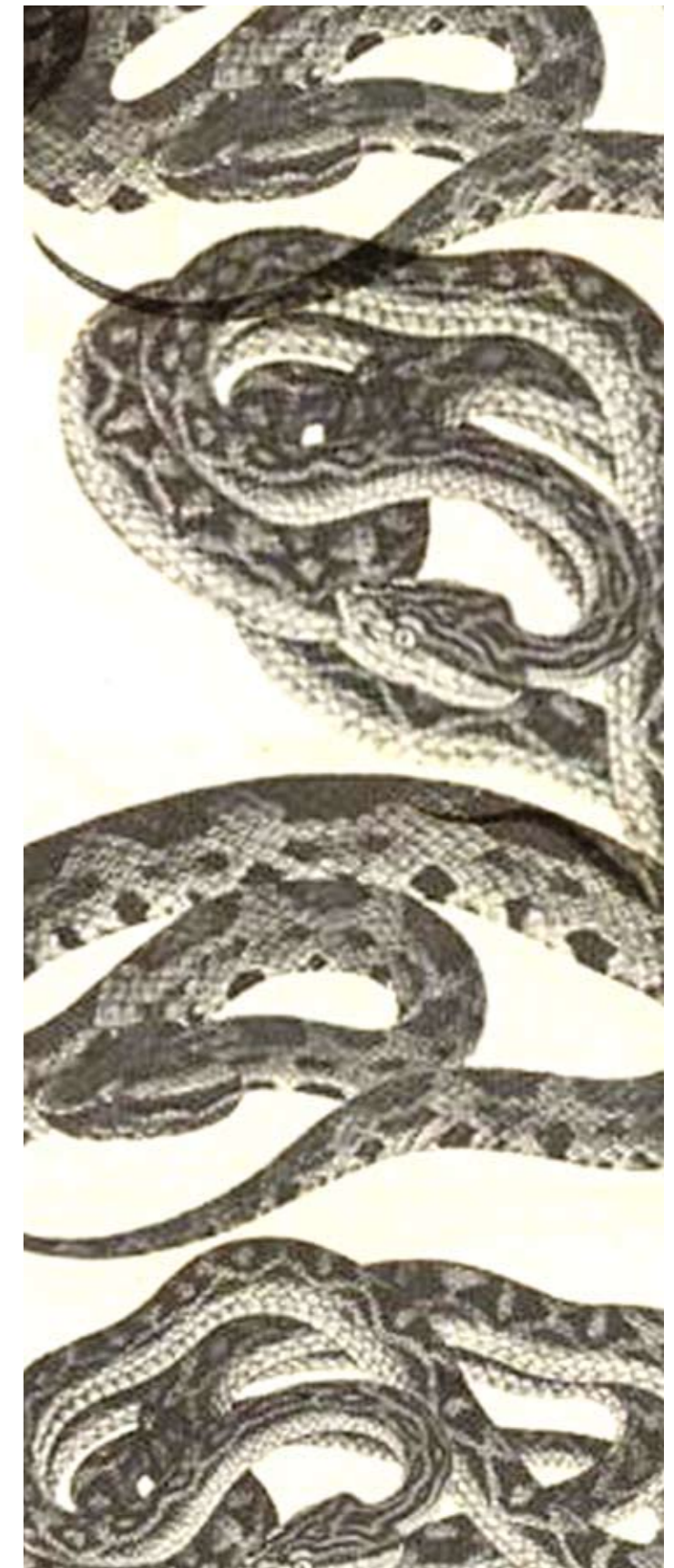
- 01 Cannot light a fire while owner of item
- 02 Non magic weapons or armour rust, become -1 in a day and useless in a week
- 03 Any mechanical mechanism including a door or lever or crossbow seizes or breaks if used
- 04 Any gunpowder weapon misfires disadvantageously in presence
- 05 Any missed arrow or quarrel or bullet in area gets a reroll to hit item wielder
- 06 Cannot see in darkness or even night greater than twilight
- 07 Candles, torches, lanterns, stoves and forges snuffed out in your presence
- 08 Hair grows impractically long every night during sleep, even eyebrows, back, etc

- 09 Owner shrinks to half height losing a inch per night
- 10 Dwarves can sense wielder within 100 yards
- 11 Item becomes self aware and abuses wielder constantly
- 12 Owner becomes insane with greed and jealousy will kill friends over treasure

### **d12 Common Dwarf Clan Relics**

- 01 Helm of dwarves comes with magical head lantern 90 yard 30 degree cone turns on and off at will, 1in10 also provides 10 minutes of oxygen a day if underwater or exposed to poison fumes
- 02 Iron sword or axe or dagger or spear can hit magical beings many with + to hit and damage 1in10 light if detect orcs, goblins, giant or ogres within 100 yards
- 03 Firearm like musket or pistol or blunderbuss magically reloads self with powder and ball once a day, 1in10 also weapon can hit magical beings and may have + to hit and damage
- 04 Magical ammunition like musket or pistol ball, quarrel or arrow in set of 12 can hit magical beings and may have + to hit and damage
- 05 Magical iron shield or armour with magical + to AC 1in10 halves movement and encumbrance penalty
- 06 Automaton usually in form of a dwarf warrior or mount, needs winding every 10 minutes for one round can wind up to an hour at once, follows simple commands like move and attack, 1in10 sentient with spirit of a dwarf ancestor
- 07 Iron tools like lock picks or anvil or hammer or apron, adds + to skills usually +1d4 but 1in10 add +2d4
- 08 Portable siege door size of playing card on command once per day can grow up to 10x10 foot locked reinforced oak door which opens for owner, can be made to shrink once per day also, 1in10 are bigger or iron or have more uses per day
- 09 Repeating self cocking crossbow fire rate 2 per round with 10 shots, reload by dropping in hopper in one round and could have assistant, big ones fit on carts 1in10 also can hit magical beings and may have + to hit and damage
- 10 Iron chest of the dwarves only unlocks for legitimate owner, can be claimed if old owner dies, very difficult to break but spells might unlock, 1in10 sentient with ancestor spirit and can have instructions like open for friends or legal heirs and can move at speed of a dwarf and follow master, does not talk
- 11 Divining rod of the dwarves detects a single

- mineral or gem type or water at 30 yards, 1in10 detect at 100 yards any valuable mineral or gem or water
- 12 Mining tools like spade or pick or hammer, can dig one cubic foot through rock per round and inflicts 2d6 magical damage on beings made of rock or earth 1in10 make removed rubble and earth disappear



## Reptilian Relics

### D20 Reptilian Relic Origin

- 01 Made in old times when reptilians ruled
- 02 Made by lizard king for loyal warrior
- 03 Serpent man wizard made for human agent
- 04 Vampire lizard lord wielded this when young
- 05 Dinosaur cult leaders made this item to serve cult
- 06 Dragon men made this item during war with humans
- 07 Found in a dragon horde by adventurers
- 08 Found in possession of reptilian hybrid cult burned for witch craft
- 09 Found on reptilian corpse floating in water by fisherman
- 10 Adventurer brought this back from monster Island
- 11 Given by a dragon to a warrior as a trick
- 12 Found inside belly of a huge snake
- 13 Found on reptile hybrid traitor in leaders court
- 14 Found during quarry excavation in niche of basalt monolith
- 15 Found in swamp by prospector looking for bog iron
- 16 Dinosaur man champion used this on bloody raids of human lands
- 17 Found in deceased estate in old trunk
- 18 Ruler found while inspecting his ancestral vault
- 19 Found inside ancient volcanic rock
- 20 Traded with lizard men by swamp folk

### D12 Reptilian Relic Corruption Conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if read text or study artist depiction of reptilians or cults
- 08 If hears a sees any exotic reptilian, dinosaur or draconic being
- 09 When wielder takes more than half damage
- 10 If the user draws blood on reptile holy ground or lair
- 11 If the wielder is effected by reptilian or reptile cult spell or powers
- 12 If user non reptilian

### D12 Reptilian Relic Corruption Effects

- 01 Only eat living animals
- 02 Reptiles in 100 yards awaken and aware of you
- 03 Cold makes you lethargic and enter a torpor if sustained
- 04 Develop d6 1=forked tongue 2=fangs 3=tail 4=reptile eyes 5=scaly skin 6=
- 05 Turn into a reptilian hybrid over a few month
- 06 Develop speech impediment
- 07 Descendants all carry reptile taint for
- 08 Live snakes grow from body parts d6 1=fingers 2=shoulders 3=wrists 4=hair 5=genitals 6=waist
- 09 Shed your skin weekly takes a day, increasingly reptilian
- 10 Fevered dreams or reptile ancestors nightly,
- 11 Become cold, detached and emotionless creep
- 12 Lay reptile eggs weekly

### d12 Common Reptilian Relic

- 01 Maquahuitl, a great club studded with saw-tooth obsidian or reptile tooth blades may hit magic beings and some with + to hit and damage, some more refined magic swords of dragon bone or enchanted obsidian mostly single edged, spears and maces made by similar processes too
- 02 Dragon bone composite bow is a huge bow with range of a longbow and damage of a composite bow. Also durable enough to parry and block without damage like wooden bows may hit magic beings and some with + to hit and damage
- 03 Saurian shield made from dinosaur hide with rim of teeth and claws and great spikes for stabbing in front a d6 weapon may hit magic beings and some with + to hit and damage
- 04 Ruby ray crystal wand fires a d6+1 heat beam with ten shots per crystal clip, 1in10 2d6 beam with bigger clip than the normal one, 1in10 clips recharge one shot per day if left exposed to sun, 1d4-1 clips found with ever ray device
- 05 Ring of the chameleon lets the wielder hide in vegetation as if had skill and stay still, 1in10 allow wielder to turn human and back once per day, used by spies
- 06 Cloak of the lizard provides a + on saving throws and armour class 1in10 allow wearer to turn into a specific type of man sized lizard and back once per day, different versions attuned to different lizards or small dinosaurs
- 07 Dinosaur amulet turns into a small 1d6 HD dinosaur once pr day for one hour that will fight or bear a load, if killed item ceases to work, 1in10

- is a large dinosaur with 10HD
- 08 Eye of the serpent can cast charm person with versions with 1 to 3 charges per day if held in front of target that can see the eye, 1in10 charm any reptile or dinosaur but not dragons
- 09 Dragon orb lets wielder ask a dragon a question once per day it will answer as best it can 1in10 has a elder dragon that can locate specific persons or objects known to user, both require a one turn trance to use
- 10 Ring of the ages or more deceptively named a ring of sleep, when activated sends wearer into a year long state of hibernation, if ring removed wearer awakens, 1in10 greater rings turn user into unbreakable stone for a thousand years complete with ring
- 11 Necklace of consuming form allows wearer to adopt the form of last humanoid they eat for a day, 1in10 can maintain the identity for years, when change back the wielder must eat a new victim to change again, popular with intelligent giant snakes
- 12 Snake Stick come in boxes of 2d6 sticks each turns into a 1HD snake with 2d6 poison bite save for half. Some sticks one use but some can be used once a week or month. 1in10 are staff snakes instead that act as +1 staffs. Most turn into a 3HD constrictor with a 2d6 crushing grappling attack. Viper staff has a poison snake head with a poison bite as per the stick sakes. If the snakes are killed the items are destroyed

## Amphibian Relics

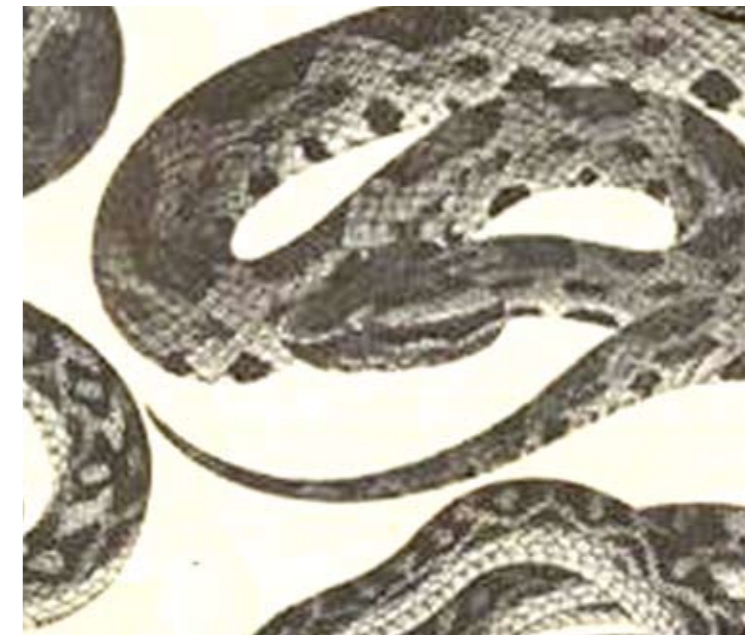
### D20 Amphibian Relic Origin

- 01 Found in a pool or well
- 02 Man catching frogs for stew found it
- 03 A wizard was killed by mob and this found in remains of house after burned down
- 04 Found with well preserved newt men corpses in bog from elder times
- 05 Adventurers killed a village of frog folk and found this on shaman
- 06 Fisherman arrested for murder tried to use item to bribe the sheriff before hanging
- 07 Frogmen gave to boy who spent night dancing with them under the full moon
- 08 A wizard riding a huge salamander gave it to a by for kindness to amphibians
- 09 Found in a coal seam by miners
- 10 Peat bog turf cutters found while digging up peat for fuel
- 11 A girl was given in exchange for kissing a stranger, he had a huge tongue

- 12 A man heard voices amid the croaking frogs instructing him to dig on the edge of the swamp
- 13 A lad dreamt of a past life as a newt man then found item where his dream self hid it
- 14 Found in treasure horde of giant intelligent salamander
- 15 Adventurers cut open giant frog that ate a goat and found inside
- 16 Farmer by swamp had in bundle as heirloom since ancestors came here long ago
- 17 A salamander man wizard gave it as reward for killing adventurers who defiled frog god shrine
- 18 Shepherds started a bonfire and hibernating salamander man burst out leaving item behind as he ran
- 19 Diminutive newtling folk traded it for captives of their kind that villagers planned to eat
- 20 Fire toadman wizard terrorised area in hills with this relic

### D12 Amphibian Relic Corruption Conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if read text or study artist depiction of amphibian gods or minions or cults
- 08 If hears croaking frogs at night
- 09 When wielder takes more than half damage
- 10 If the user submerged in water
- 11 If the wielder is effected by amphibian or cultists spell
- 12 If user non amphibian, cultist, servitor or hybrid



### **D12 Amphibian Relic Corruption Effects**

- 01 Only eat live bugs, vermin and creepy crawlies alive, tempted by them
- 02 Develop great googly eyes and croaky voice
- 03 Must keep moist or take 1hp damage per hour
- 04 Peculiar shuffling walk or hopping gait -3" move
- 05 Increasingly evolve into amphibian over three months
- 06 Attract frogs, toads, newts, salamanders
- 07 Vomit up amphibian spawn when arrive near fresh water body
- 08 Dream of the amphibian gods of the past and they see through your eyes
- 09 Fear of fire and dehydration
- 10 Skin has toxic secretions, mildly poisonous, tastes foul, people lick you to get high
- 11 Frogs, toads, newts and salamanders crawl out from your bed clothes every dawn
- 12 Every full moon become ravenous sex maniac risking your life and will try anything

### **D12 Common Amphibian Relic**

- 01 Amphibian skin cloak, wraps around you skin tight in water and lets you stay underwater for an extra hour, 1in10 sprout gills as well and allow you to live comfortably under water as long as you please
- 02 Ring of bad taste, anything swallows or bites you reluctant to do again if fail CON save and with vomit you up, 1in10 creature must save or have hallucinations or blindness or 2d6 poison (one per item) if fail save as well
- 03 Boots of leaping let you jump 30 yards 1in10 let you cling to surfaces also like ceilings or walls
- 04 Spear of bog iron may hit magic beings and some with + to hit and damage 1in10 leaps into owners hands, some also in form of club or staff
- 05 Coat of toads is a sturdy warty leather coat as studded leather armour with extra + or more on armour, 1in10 can create 1d4 2HD toad men a day who serve for a fight then leave
- 06 Frog pipe is a long thin pipe for smoking marsh weed that allows wielder to create smoke rings, animated shapes and other follies 1in10 can three times a day make wall of smoke or create a stinking cloud like effect but choking smoke instead
- 07 Amphibian Amulet turns into obedient amphibian beast for one hour a day with d4+2 HD with se HD and species per amulet like a type of giant frog or fire toad, 1in10 call a 1d4+4 HD specimen
- 08 Net of slime is a sticky throwing net (some in bola form) that entangles a victim on a hit requir-

- ing action and a STR roll to escape, if fail 3 rolls they are trapped hopelessly, 1in10 versions victim only gets one save attempt or stuck but if they struggle a full three rounds then start chocking
- 09 Goggles of the frog god allow wielder to have night vision and to see through water with no hit penalties, 1in10 also detects enemies
- 10 Ring of concealment allows wielder to hide as if had skill in water, swamps or vegetation as long as they don't move, 1in10 allow wielder to turn into a small common amphibian breed set to each ring once a day and back
- 11 Ring of amphibious healing regrows a missing body part in one week but if damaged while healing 1d4 organs grow back instead, 1in10 heal one HP per turn
- 12 Necklace of Insect summoning 3 times a day calls a 1HD insect which will obey for a turn even allowing self to be eaten, 1in10 calls 4HD insects

### **Arachnid Relics**

#### **d20 Arachnid Relics Origin**

- 01 Found in huge spiderweb by forest wardens
- 02 Mummified in web dessicated corpse found in cave had this item
- 03 Spider cult in sewers wiped out by lawmen found item on leader
- 04 A child stole from lair of a great spider in the woods
- 05 Dark elf staggered from a cave with hundreds of spider bites then died carrying this
- 06 Spider queen warriors menaced area long ago and noble family captured relic
- 07 A warrior turned into a spider abomination in a inn and this found in his bed
- 08 Rangers killed huge spider transporting item in a web sack with treasure
- 09 Farmer found under house in huge spider nest
- 10 A noble turned traitor and attacked ruler and had item on him when caught
- 11 Spider witch coven killed by law had item on the coven leader
- 12 Dungeon ruled by spider cult warlock was killed by adventurers who took item from his corpse
- 13 A child saved spider from other children and was granted this item by talking spider next morning
- 14 A giant trapdoor spider in orchard was killed by farmers and this found in hole
- 15 Crazy dancing sailor fell from exhaustion with this item and a tarantula bite
- 16 A were spider prostitute was caught eating

- customers had this item
- 17 Elves took it from spiders servants long ago and traded it with humans
- 18 Heroes went to the spider queen realm through a gate and returned with this
- 19 Confiscated by tax men from cultist then sold in auction
- 20 Strange hairy man gave it too merchant then decapitated himself

#### **D12 Arachnid Relics Corruption Conditions**

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if read text or study artist depiction of Arachnid gods or minions or cults
- 08 If hears a Arachnid related magical chant or spell
- 09 When wielder takes more than half damage
- 10 If the user is surprised by a spider or spiders
- 11 If the wielder is not a arachnid or spider cultist
- 12 If user in presence of elder god, entity, servitor or hybrid

#### **D12 Arachnid Relics Corruption Effects**

- 01 Covered in creepy black hair all over skin
- 02 Eat only live prey by sucking fluid through disgusting spider mouth
- 03 Covered in tiny spiders who cover you in web cocoon while you sleep
- 04 Slowly over a month turn into a mindless giant spider
- 05 Tempted to eat your companions and especially your lovers
- 06 Develop multiple small black eyes to replace your normal ones
- 07 Chittering voice of the great spider queen telepathy commands you to serve her and sees through you
- 08 Develop genitalia and reproductive capacity of a spider, spiders seek to mate with you
- 09 Agoraphobia, hate open spaces and prefer to scuttle about from cover and hide in holes
- 10 Dislike light, if startled by light often try to scuttle off and hide, prefer to do everything by night
- 11 From below chest you are a spider-centaur but you gain superior climbing capacity
- 12 You can understand spiders and little creeps tell you murder and fornicate constantly

### **D12 Common Arachnid Relics**

- 01 Spider silk slippers give you spiderclimb ability, 1in10 let you ignore webs magical or from spiders
- 02 Spidersilk robe acts as leather armour with a + or more and no weight, 1in10 reduces piercing missiles like arrows one less damage
- 03 Spider carapace armour acts as chainmail some with a + or more with half weight, 1in10 also gives plus AC bonus to poison saves as well
- 04 Spider web rope 100 yards long weighs nothing, a little bit stretchy
- 05 Venom blade dagger may hit magic beings and some with + to hit and damage, also adds +1d4 poison damage if victim does not save, swords, spears and arrows have been found too, 1in10 inflicts +2d4 with save still taking 1d4
- 06 Silent cape allows one to sneak if in darkness as if had skill, 1in10 is magically silent except for speaking or spell casting
- 07 Spider cowl allows wearer to hide in darkness as if had skill if not moving, 1in10 cant become invisible up to 10 minutes a day which could be used in 10 lots of one minute or other amounts
- 08 Web wand once a day casts web spell with 1in10 casting three a day instead
- 09 Vile wand shoots a poison bolt for 1d6 damage with a CON save resisting, 1in10 more ornate or possibly a a rod or staff inflicts 2d6 with 1d6 damage even if victim saves
- 10 Ring of creeping horror calls a swarm of spiders like insect swarm spell with users level once a day with 1in10 casting three times a day
- 11 Ring of spinneret can fire a silken line to catch wearer when falling as ring of feather fall, 1in10 can spin up to 100 yards of weightless rope that lasts and hour per day also
- 12 Necklace of horrible hunger allows wearer to regurgitate a 3d6 spurt of acid up to 10 yards which caster can drink liquid up after harming someone as a means of feeding, 1in10 can be used three times a day



## Fish Man Relics

### d20 Fish Man Relic Origin

- 01 Dragged from sea by fishermen in net
- 02 Sailor was given by mermaid lover when stranded on island for years
- 03 Bearded old man from sea gave to coastal villagers for saving a dolphin
- 04 Found in slate quarry with stone fish skeletons
- 05 Traded by creepy fisherman for a boat
- 06 Adventurers found in cave home of giant crabs
- 07 Fishmen attacked a lighthouse and one dropped this
- 08 A ship crew swallowed by a sea leviathan found inside beast before escaping through blowhole
- 09 Fishermen dragged up angry fishman and killed him, he carried this item
- 10 Catfishman wizard from swamp gave this item to local ruler as payment for some long forgotten deed
- 11 Inside belly of shark caught by fisherman
- 12 A talking fish promised treasure if life spared to fisherman
- 13 Fisherman captured a mermaid and sea king used item to pay ransom
- 14 After frightful battle with ghost ship of coral encrusted dead sailors, lone survivor returned with item
- 15 Man escaped village he said was full of fish men hybrids, took this from one as fled
- 16 Mysterious coral and slime encrusted tower rose from sea and adventurer returned with item
- 17 Explorers found on island in creepy abandoned village
- 18 Hero wrestled a sea serpent and killed it, really a shape shifter prince of the sea, had relic in his cave
- 19 Ship wreck on rough rocky atoll had lone gibbering mad cannibal survivor had relic on him when killed
- 20 Woman gifted item by mysterious lover from the sea

### D12 Fish Man Relic Corruption conditions

- 01 At first sunset after first use
- 02 After 3 uses of power
- 04 After 7 uses of power
- 03 If carried 24 hours
- 05 If carried 7 days
- 06 If carried next full moon
- 07 if read text or study artist depiction of fish men or minions or cults
- 08 If hears a elder god related magical chant
- 09 When wielder is immersed in water
- 10 If the user gets blood on them
- 11 If the wielder is effected by elder god cultists spell
- 12 If user not fish men or minions or cultist

### D12 Fish Man Relic Corruption effects

- 01 Develop gills, can no longer breathe air
- 02 Sin needs moisture 1HP damage per hour if dry
- 03 Develop googly eyes and slimy scaly skin
- 04 Turn into a fish man if immersed in water
- 05 Develop cannibalistic and sexual mania
- 06 All your descendants will bare the fish man taint
- 07 You can only eat live small creatures or aquatic weeds
- 08 If anyone eats or hurts fish near you, you are outraged as if someone murdered your family
- 09 You need to be immersed in water to sleep, it starts by you sleep walking into bodies of water
- 10 Fish gods call you to join them beneath the waves when near any body of water
- 11 You are only sexually attracted to fish like beings
- 12 Fishmen and cultists sense you within 100 yards, you never catch a fish

### D12 Common Fish Man Relic

- 01 Fish cloak adds + to saves and armour and 1in10 allows wearer to become a fish of same size and back per day with +16 AC and d8 bite
- 02 Fish necklace becomes gills when immersed in water allowing wearer to breath under water (and vice versa for a water breather) 1in10 give you a fish tail and full movement rate in water (or legs for a fish or mermaid)
- 03 Trident of the fish may hit magic beings and some with + to hit and damage with many being in spear or harpoon form, 1in10 have full range and no penalties to hit in water
- 04 Crab gauntlets allow your hands to become crab pincers allowing you to do 1d6 claw nip and

an extra attack with a grip for automatic hits on a critical hit, 1in10 makes prime claw bigger and inflict a d12

- 05 Squid mask is a tentacled cult mask that allows your face to make a extra d6 or grapple attack or perform fine motor manipulation tasks, 1in10 tentacles inflict 1d10 and can reach 10 feet and can perform gross motor tasks like lifting or carrying or climbing
- 06 Net of slime is a sticky throwing net (some in bola form) that entangles a victim on a hit requiring action and a STR roll to escape, if fail 3 rolls they are trapped hopelessly, 1in10 versions victim only gets one save attempt or stuck but if they struggle a full three rounds then start chocking
- 07 Sea Dart harness has 12 darts which can be used underwater no penalty and are regrown by the seaweed belt every day, 1in10 the darts can hit magical creatures as well, the darts shrivel and crumble if away from belt more than a hour
- 08 Speargun resembles metallic drift wood and acts as a heavy crossbow, usually comes with 10 darts which are easily made, 1in10 the gun regrows 1d4 darts a day as snap off spines, some with + to hit and damage with no penalties to hit or range in water
- 09 Human skin coat made from flailed human skin lets you adopt form of the murdered human once a day and back, 1in10 can also appear to change gender, hair colour and usually more attractive
- 10 Horn of the deep calls a obedient 4HD sea creature to serve you for one hour a day, 1in10 calls a 10HD creature, the creatures understand the user and will allow themselves to be killed and eaten
- 11 Seaweed pouch contains 1d6 doses a day of narcotic chewable weed that causes eater to have visions of tentacled sea gods, 1in10 allows you to contact them and ask a question once a day but they may mislead you. Weed is tasty and can be put in food or drinks with some preparation
- 12 Crown of the sea allows you to walk on water at will and move underwater as if on land freely, 1in10 allows you to summon 2d4 2HD fishfolk servants from a body of water to serve for one hour then they may wander off



**Thanks for having a look**

**As a 80s teen I lived by:  
How fast? how dense?**

**This project and most of my blog  
is about how fast I can do it, It's  
always a bit rough as guts  
sometimes. My time competes  
with other projects like  
work, my art and health.**

**I might do more if there was  
interest. Feedback and  
suggestions welcome. I like list  
suggestions and collaborations or  
contributing to zines.**

**Ive just moved and now looking  
for work so I hope to engineer life  
where it will be possible to put in  
more time.**

**Happy Looting**

