



100 Oddities FOR A TREASURE HOARD

**By William T. Thrasher, Clint Staples
and the Skirmisher Game Development Group**

100 ODDITIES FOR A TREASURE HOARD



By CLINT STAPLES, WILLIAM T. THRASHER, & THE SKIRMISHER GAME DEVELOPMENT GROUP

100 ODDITIES FOR A TREASURE HOARD



Skirmisher Publishing LLC
499 Mystic Parkway
Spring Branch, TX 78070

<http://skirmisher.com>
<http://d-Infinity.net>

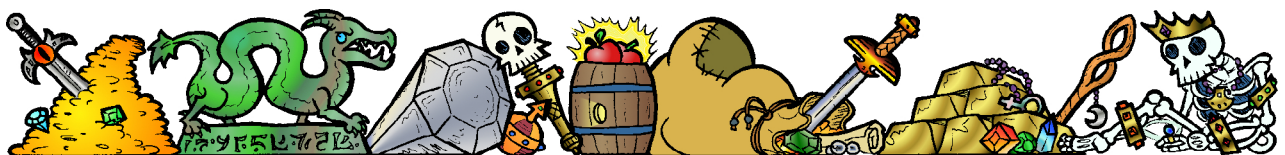
Authors: Clint Staples, William T. Thrasher, Christopher Cortright, Michael O. Varhola

Illustrator: William T. Thrasher

Editor and Designer: Michael O. Varhola

Cover: Brendan Cass

Contents of this publication Copyright 2017 by Skirmisher Publishing LLC, all rights reserved.
First Publication: September 2017.



Welcome to the ninth in Skirmisher Publishing's popular and ongoing "100 Oddities" series! If you are reading this then you are holding in your hot little electronic hands is "100 Oddities for a Treasure Hoard." What do we mean by "oddities"? Oddities are things that stand out from the ordinary, and make you — and your players — wonder about them. A good oddity awakens curiosity and creativity, in player and Game Master alike, adding interest to an encounter, or even making one out of nothing.

Have you ever needed to stock a treasure hoard? If you are the storyteller for a game, the answer to that question is undoubtedly a resounding *yes!* At the end of a long and perilous quest, the heroes (and their players) usually look forward to some tangible material reward for their efforts, and even the stingiest storytellers do not want to hold out entirely.

But it can be difficult to get beyond randomized coinage and a handful of gems, especially if you are pressed for time. And ambitious players are always on the lookout for innovative, exciting, and unique loot after a hard day of Dragon-slaying and overlord overthrowing. What is an overtaxed storyteller to do?

Well, we at Skirmisher Publishing are here to help, and have done far more than just compile a loot list. We have, in fact, created some valuable oddities!

Oddities make you ask questions. Why is that thing there? What is it for? Who would do that? No player is going to remember the gem that they traded for a night's carouse, but if that gem is pulsing green-black and sending out bursts of energy that instill demoniacal rage, they might start to ask the questions above. An oddity intrigues. An oddity is remembered.

What do you do with oddities? Previous "Oddities" publications have helped storytellers fill in the shelves of Wizard's Towers and Libraries, populate Graveyards, gussy up Creepy Old Houses, and more, and the items in them could just as easily be scattered around any room, dungeon level, or entire scenario. "100 Oddities for a Treasure Hoard" is a little different, in that the idea is to collect all the oddities, along with more mundane loot like money, and lay it at the feet of the Dragon, Troll, Necromancer, or other boss that rules the region, fortress, or dungeon.

Using any of Skirmisher's "Oddities" products is easy and free form. You roll a d100, once or as often as you like, and stock your treasure hoard. You can also use this list to generate a single bit of interesting treasure, just by rolling d100 when the players are looking through the room, picking a pocket, or cutting open the belly of a monster they just offed.

If you have a bit of prep time, roll one or more up and answer the questions that come to mind and give some thought as to how to present each oddity to your players.. For the gem mentioned above, the "why" is

probably foremost.

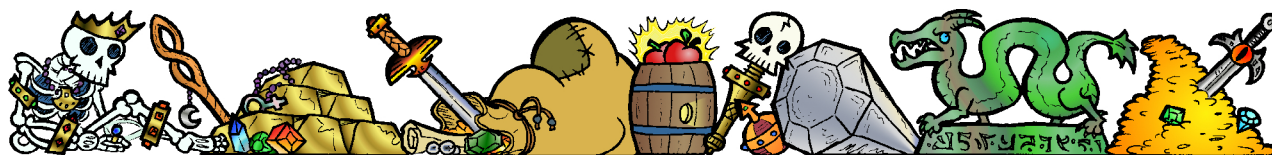
Maybe the gem is a trap, placed there to force looters into internecine battle, so that the master of the beast they just killed can attack the weakened party. Maybe the gem is a magical or psionic conduit for the Wizard who owns the hoard, and she projects emotions through it to enchant the unwary. Perhaps, the gem is actually the heartstone of a Demon slain by the owner of the hoard, who was once a force for good but is now corrupted by prolonged exposure to the Heart of Fury.

You can use any of the above "why" answers, or any others that you come up with, to help address the questions of "who," "what," "when," and "where," as well as how all of this matters or affects the player characters.

So let's look at random roll from "Oddities for a Treasure Hoard" and give it a context. Rolling randomly, I get a 56 on my d100 roll and consult the appropriate entry in this book:

56. A towering statue of a Dragon, clad in a set of elaborately-decorated but completely functional armor. Roll 1d6: 1) the statue is a wooden mannequin created to support the armor; 2) the statue is of alabaster with amber for eyes and ivory for fangs and horns, and can be animated by a "rider" who makes an appropriately selfless sacrifice; 3) the armor is real and magical and awaits the return of the one for whom it was made (there is a one in three chance it will allow no one else to handle or wear it; 4) the statue is of obsidian and is the petrified form of the Dragon steed of a famed conqueror of the ancient world; 5) the statue is a huge and articulated Golem in draconic form, and the first one to touch Dragon or armor is mentally attacked in an attempt to possess it. If the one attacked loses the battle its soul is transferred into the Dragon statue, its body slumps to the ground comatose, and the Dragon Golem is now under the command of the trapped soul. 6) the body is of red granite, The armor is complete except for the headpiece containing the soul of the dragon. Returning the headpiece can return the statue form to that of the living Dragon again.

OK — this is a hefty entry, with different possibilities



Exploding Dice

“100 Oddities for a Treasure Hoard” employs a dice rolling sub-system often referred to as “Exploding Dice.” In this sub-system, a die that rolls the maximum value possible — e.g., an 8 on a d8 — is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So, for example, you might roll a d8 and get an 8, then roll again and get another 8, and then, on a third roll, get a 3. You would then stop and total the results, in this case a 19 (8+8+3). When we are referring to an exploding die roll, you will see a lower case “x” after the die notation (e.g., “d10x”).

depending on some things yet to be determined. After telling us about the Dragon statue, we are told to roll 1d6 for further details. Of course, if you prefer one version over the others, no one is going to call the dice police if you just choose it.

Since we do not have a preference, I will roll. I get a 5. So this is a Dragon Golem awaiting a “driver” in the form of the first person to touch it. It could be that the target’s investiture in the Golem body is voluntary, or temporary. It could well be a useful privilege that grants the user tremendous power. It could also be that that power has a price. Maybe the investiture is permanent, or very difficult to undo, or extremely draining to the body of the one invested. At the very least, the abandoned body has collapsed to the floor and likely become a burden and liability to the Golem rider and his friends.

But we can take this further. What if there is someone who controls the Golem, but the automaton requires an animating entity that has now been supplied? Or perhaps the Golem is well known in legend as a terror weapon of the past, present — or future (see “Legend Checks”). And all of the above does not address the creator of the Golem, or what it might want, so you have yet more to play with.

Let’s roll another oddity and put them together. Rolling again, I get entry 76 on the table:

76. An ornate gauntlet of silver with fine gold etchings. If the gauntlet is picked up a single intact finger will fall out of it.

There are some obvious questions we can ask to fit the gauntlet into our developing line of thought. Does

the gauntlet match the armor on the Golem? If so, does it grant command of the Golem? Whose finger is that falls out? What does the ring on the finger do? (Wait, did I just say there was a ring on the finger?) More mundanely, why would someone make a gauntlet out of comparatively soft metals like silver and gold? Is it magical, and if so, who made it and what can it do? Does it have a name? And is the finger sufficient to identify, or even resurrect, the person to whom it was formerly attached?

So with these two rolls, and a few minutes of thought before hand, several scenarios are ready to unfold for your players. And if the ones you rolled do not speak to your imagination, or do not fit the mood or setting, roll again, or pick ones you like. We won’t tell. Or present the oddity and riff on what the players do with it. If they are interested, let them run with it. Listen to their speculations and pick one you like — or one that they really *don’t*.

Legend Checks

For this “Oddities” list we have added the Legend Check. Without getting game-system specific (we want you to be able to use our hoard with *any* RPG you play) if there is a notation for a Legend Check, this is what can happen: Player characters with a Legend Lore, Mythic Lore or other knowledge skill that your system uses for such rolls can make a roll to see if they know anything about an item. On a success, the storyteller can parse out the suggested information according to the degree of success by which the roll was made.

Legend Checks are optional, so you do not have to use them. Or you can modify *how* you use them, changing the details that a success confers to match things in your setting. And, of course, you can make up legendary material for any of the other items on this list, too.

And because we are always trying to add more great content, for “Oddities for a Treasure Hoard” we have also included a supplementary random Coinage Generator at the back of the book. With a few rolls, you can generate coinage that goes a bit beyond “You find 3,000 copper, 450 silver, and 33 gold pieces.”

We hope you enjoy “Oddities for a Treasure Hoard”! We have more “Oddities” books in the works, and there will be more that we have not even thought up with yet.

Grab your dice!

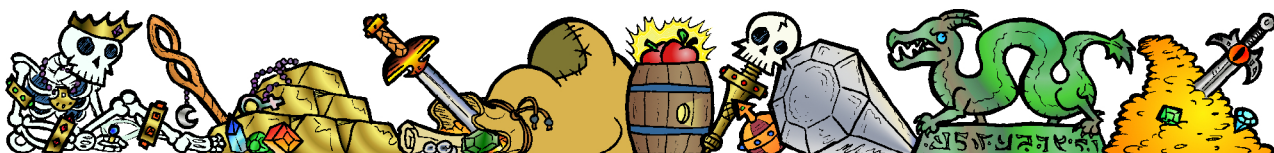
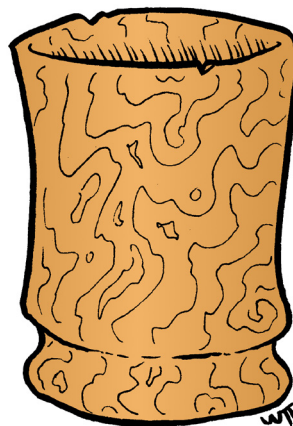
Clint Staples,
William T. Thrasher,
Michael O. Varhola,
Christopher Cortright,
& Brendan Cass



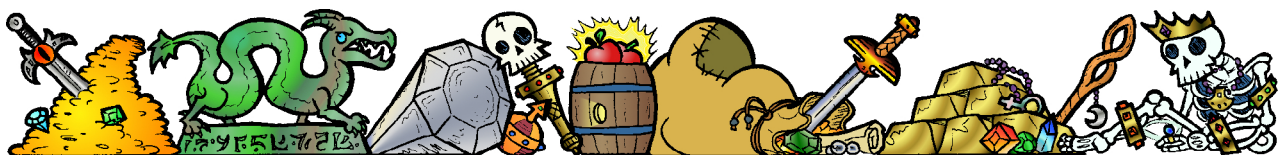
d100

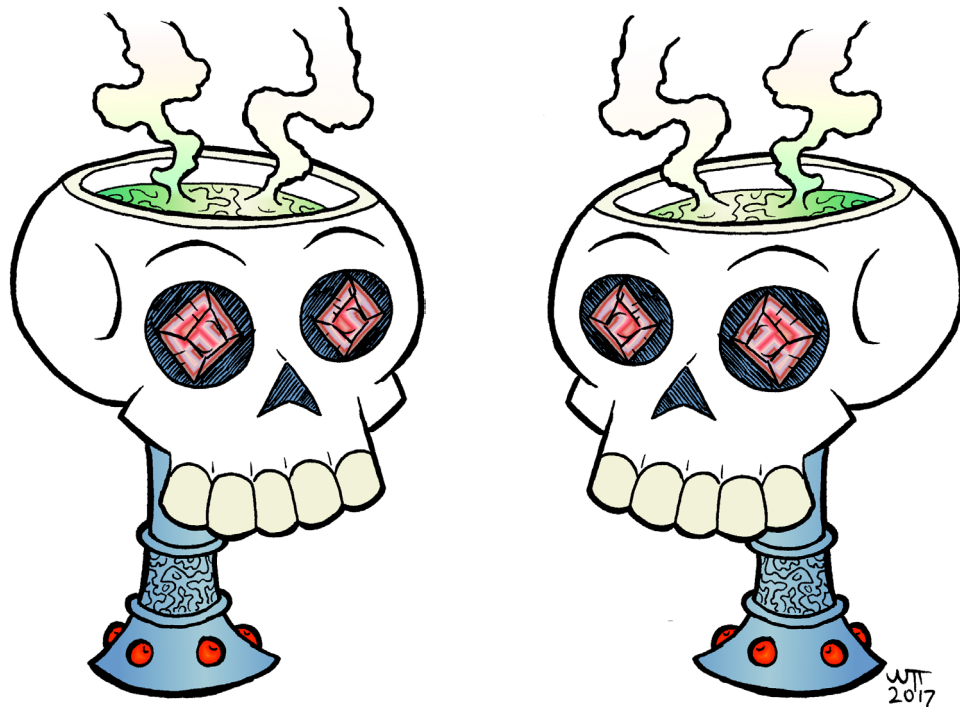
Oddity

- 01 The area of the hoard is filled with sound. Roll 1d6: 1) a low humming as if machinery or electricity were at work somewhere nearby; 2) a somber tune played on a wind instrument as if heard from a distance; 3) low fanfares of trumpets that erupt loudly whenever anyone approaches the hoard; 4) a song in an unknown language, sung well but at very low volume; 5) a hub-bub of many voices, which hush if someone appears to take note, only to pick up again, when attention shifts away; 6) an eldritch chorus of angelic — or demonic — voices.
- 02 An ivory tablet with matching stylus. This stylus can mark the tablet as though the surface were of wax and the marks remain until the flat of the tool is wiped across the surface, at which point they are removed completely.
- 03 A slender stiletto, with a blade seemingly forged from solid shadow. When drawn, anything the weapon touches is silenced magically for as long as the weapon is in contact.
- 04 A glowing green crystal about the size of a human head. Those in proximity to the crystal have strange visions of ancient times, and possibly other lives they have lived.
- 05 An enchanted silver war helm with the snarling features of an angel for a mask, under a mantle of feather-like scales. Roll 1d6: 1) the silver is stronger than steel, conferring superior protection from damage and causing fear in were-creatures; 2) the helm allows the wearer to fly for 2d6 minutes per day; 3) the helm once belonged to an archangel who resents it being possessed by unworthy mortals; 4) the helm grants inhumanly high charisma to its wearer, who can use it to quell mobs, instill fear in foes, and even charm monsters; 5) the wearer of the helm can project a potent eyebeam of fire 1d4x times per day; 6) roll twice on the table (if one of the results is a 6 roll again and if you roll doubles increase the power or frequency of the rolled effect by a factor of two).
- 06 A pile of small golden scarab beetles. Under certain circumstances, they will transmute into a voracious swarm of actual beetles. Roll 1d4: 1) the beetles animate when tomb robbers touch the treasure they guard; 2) the beetles animate when exposed to any light; 3) the beetles animate when exposed to direct sunlight; 4) the beetles are animated and controlled by a nearby person or monster.
- 07 A humble wooden cup that smells of hops, barley and molasses. Once per day, when filled with water, the cup transforms its contents into a rich and satisfying dark beer that confers all the benefits of a full meal, as well as granting a morale bonus to attacks, saves against hostile magic and against fear for 1d4x hours thereafter.

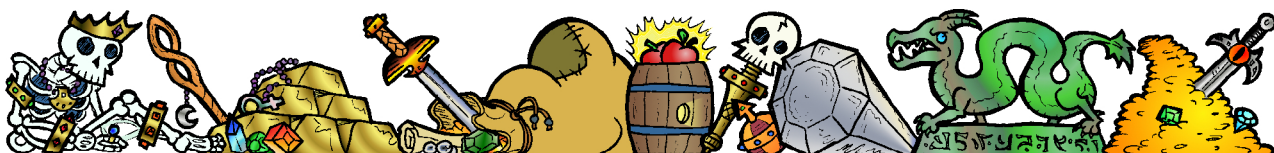


- 08 A golden platter bearing the runes of the Sun God. If a single rechargeable magic item is placed on the platter and it is kept in sunlight, the power of the solar deity will replenish one charge of that item for every full day it remains there, up to the maximum charges the item can possess.
- 09 A milky crystal orb that is unremarkable until touched. When touched by a living person or a spellcaster of some sort, the orb is revealed to be a gem that glows simultaneously green and black. It is obvious to anyone with any magical ability that the gem is magically potent, but the only way to unlock this power is to remove one's eye and replace it with the orb. The "wearer" of the orb need not be a mage to access its powers. Roll 1d6: 1) the orb confers great vitality, adding a bonus to Hit Points, Strength and Constitution (or their equivalent for a particular system); 2) the orb allows the wearer to hurl a green-black beam of devastation 1d6x times per day; 3) the orb is home to an ancient eldritch intellect that wishes to possess its wearer; 4) the orb grants the ability to see in total darkness, to perceive the ebb and flow of nearby magic, and to see with greater acuity and perceptiveness; 5) roll 1d4 twice on this table and apply both results; 6) the orb has all four of the properties above. There is a 50% chance that a very angry, one-eyed Wizard is seeking the orb, which was stolen from him. **Legend Check:** This is the Black Emerald, the ancient eyeball of a powerful Undead Sorcerer of the Elder World. It is said that the Black Emerald is still somehow linked to its owner, but has incredible powers that have caused it to be sought and used for centuries.
- 10 A plain but heavy gold ring. When worn by a king, each day at dawn it will generate 10d10x gold pieces.
- 11 A bone whistle that is silent when blown but emits a haunting refrain when exposed to the wind after sunset.
- 12 A simple canteen that magically fills with cool clean water each dawn.
- 13 A handsome set of gilded spurs, fit for a knight.
- 14 A light chain of pure gold that has affixed to it a single slender manacle of the same material.
- 15 A small bottle of ink that replenishes itself each evening. Its magical ink also grants a bonus to the scribing of magical texts, scrolls, tattoos, and anything else appropriate.
- 16 A pair of cups crafted from human skulls. Their craftsmanship is beautiful, if grisly, with golden bowls, bejewelled rims, and gems set into the eye sockets. Roll 1d4: 1) the skulls once belonged to the brothers of a king, who had them slain for their treachery; 2) the cups are nothing special and, while the skulls are real, the gold is gilding and the gems paste, all fashioned to intimidate the court of a bloodthirsty but insecure monarch; 3) the souls of those whose skulls were used inhabit them still and if a drinker will aid them in their vengeance, wine drunk from the cups will be of the finest vintage and bestow visions of great power, prestige, and wealth to be had; 4) the skulls once belonged to the sons of an evil rival king, crafted to be simultaneously a "gift" and a declaration of war.
- 17 A finely-made scabbard, with silver chape and throat, fixed on a matching belt of Manticore leather. No sword fits it, even one that is made expressly to do so. On close inspection, there are tiny runes worked into the decoration of the silver and these spell out the name of the sword that fits the scabbard. **Legend Check:** The mentioned sword is famous/infamous in the history of the campaign world *or* the scabbard is what makes a sword magical and it must be magically attuned to accept another one.
- 18 A claw of some unknown crimson metal, extremely sharp, suspended as a talisman on a leather thong. Roll 1d4: 1) the claw is merely a curiosity; 2) the claw once belonged to a metal monstrosity that was destroyed by a hero of old and some of its ferocity imbued the talon with magic that grants prowess in battle; 3) the talon allows the wearer of the talisman to create spectral red claws that grant unarmed attacks that are as deadly to spirits as they are to mortals; 4) once per day, the talisman can summon the bestial golem to which the claw belongs, and this monster will serve the summoner faithfully for a single encounter.

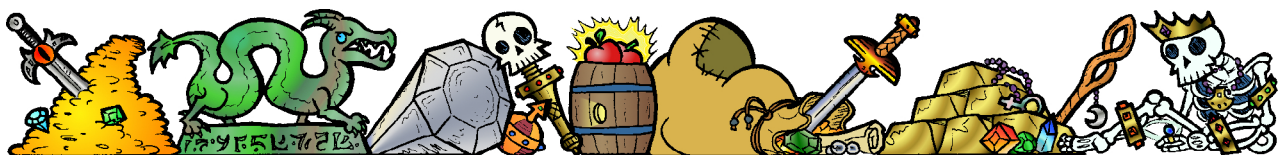
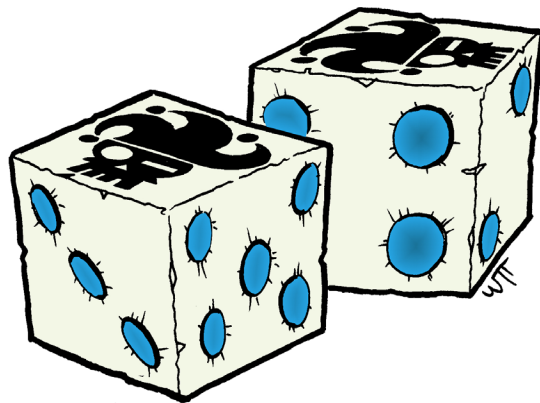


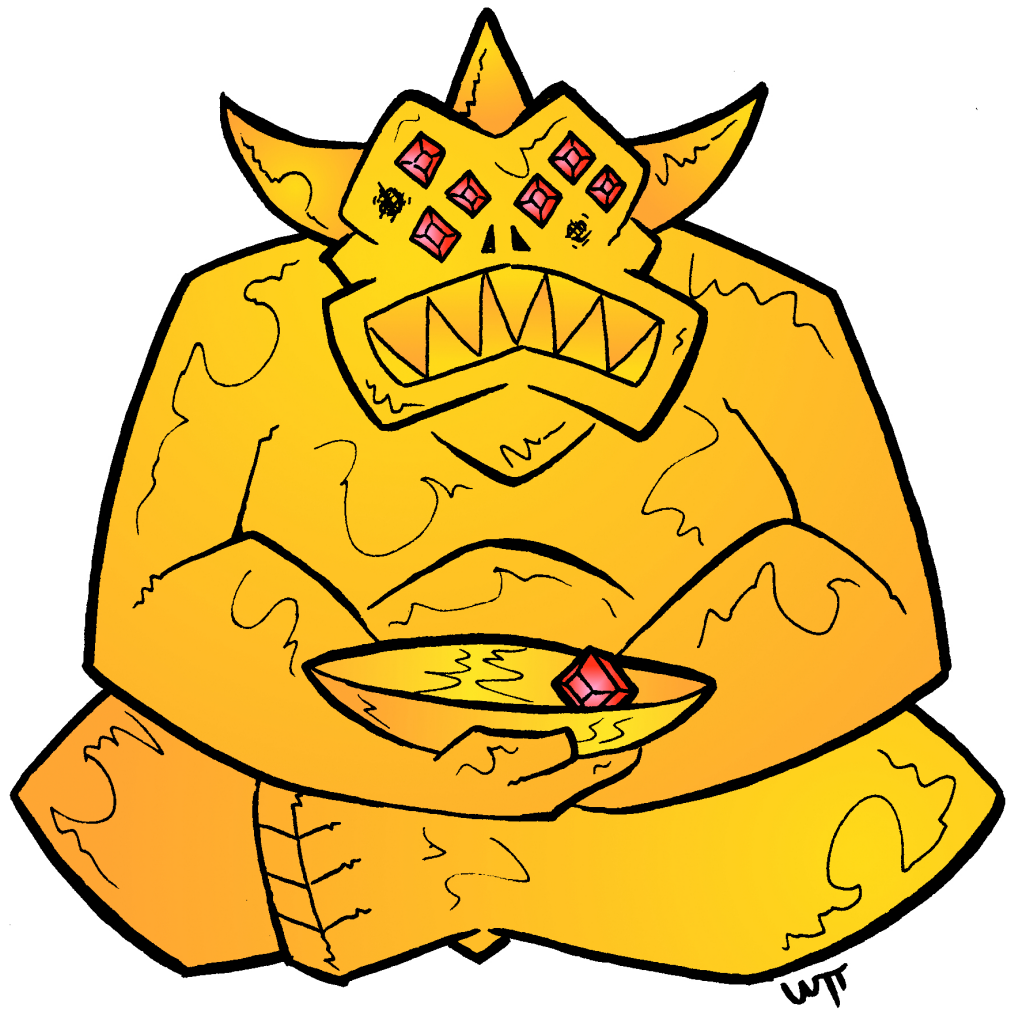


- 19 A pile of loose silver coins, all of which prove to be blank on both sides when examined. These coins are magical quicksilver. Roll 1d4: 1) when in contact with another coin, a quicksilver coin will destroy it completely; 2) when one of these coins touches living flesh it becomes a liquid that permeates the skin and poisons the contacted person; 3) each coin may be “spent” by its bearer, causing it to turn to mist and disappear, and for 1d6x turns thereafter the user’s speed is tripled; 4) as long as a coin is carried, the bearer’s movement is reduced by 10%, but it may be “spent” to heal a wound, cure a disease, or neutralize a poison afflicting the user, thereafter dissolving into mist and disappearing.
- 20 A vat of viscous red fluid, bubbling slowly as if boiling, even though there is no heat source. Roll 1d4: 1) the liquid is concentrated magical energy that will replenish energy lost to spell-casting, fatigue, and even old age; 2) the fluid is Troll’s blood which, when drunk, regenerates wounds (**Legend Check:** There may be other side effects); 3) the liquid smells delectable and is difficult to resist drinking but imbibers find too late that a slender white worm suspended in each draught of fluid begins to rapidly grow within them, granting increased strength and regenerative power, but at the cost of domination by the Wizard-king who created the vat.
- 21 A bowl of 1d4x plump, ripe peaches picked from a divine tree in a celestial garden. These fruit never age or rot and appear even more ripe with each passing day. Consuming such a peach grants either immortality, enlightenment, immunity to all diseases, or a perpetually full belly. Eating more than one of these peaches in a creature’s lifetime kills it immediately.
- 22 A set of 1d6x small matching earrings fashioned from garnets that are, while handsome, not particularly valuable. Those wearing them can communicate with each other across significant distances by whispering while touching the garnets with their index fingers.
- 23 Some 3d6x plain copper coins with only vague, indecipherable markings on their faces. These are Chameleon Coins, and in the pocket or purse they mimic the highest denominations of any other coins they are in close proximity to and maintain this semblance for 10 minutes after being removed from their presence. After that time the coins revert to their default state. **Legend Check:** It is said that these coins can be made *loyal* to a devotee of the Trickster God, such that they magically return to their owner 1d3 days after having been spent.

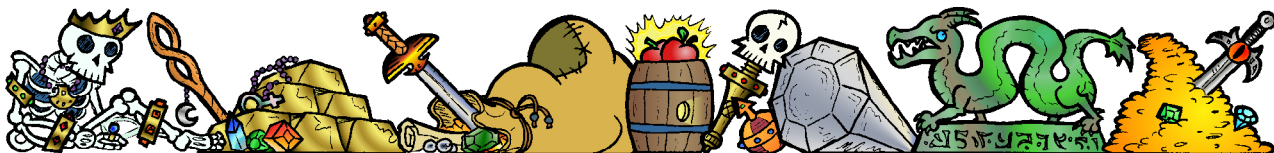


- 24 A pair of bone dice with a grinning skull in a jester's hat in place of the ones pips. If they are used for gambling, each time double skulls are rolled 10% of the stake disappears. **Legend Check:** The missing percentage is said to go directly into the coffers of a Trickster God or Demon.
- 25 A fine fur mantle, with a heavy gold chain and brooches to secure it.
- 26 An elaborately-decorated amphora, painted with figures of warriors and Demons in vigorous combat. This jug contains fine wine so heady that it could be magical. Roll 1d6: 1) although potent and incredibly delicious, the wine has no magical powers; 2) the wine is strong and excellent but never causes a hangover and an imbiber rises after her next sleep feeling refreshed and invigorated; 3) the wine is from a fabled land, thought long lost to the modern world; 4) the wine is made by Elves and causes visions of the future; 5) the wine is a gift from the god of drunkenness and debauch and is magically potent, such that even a drop on the lips is enough to cause inebriation; 6) the wine is laced with Vampire blood, making imbibers susceptible to the master bloodsucker's powers for 1d8x hours.
- 27 An uncut gem the size of a Halfling's fist. Roll 1d10 to determine its color: 1) red, 2) amber, 3) yellow, 4) green, 5) blue, 6) indigo, 7) violet, 8) clear, 9) black, 10) prismatic. Every hour the gem changes to a random color. A skilled alchemist can "train" the gem to take on the properties of any gemstone and those properties will persist in any fragment broken off the main stone.
- 28 A music box made from joyfully hued purple wood. When the box is wound, it opens and a small clockwork Bard plays a random tune. It can also play a flawless rendition of whatever song the user is thinking of while winding the box, and if the winder thinks of a song that has magical properties or a special effect (e.g., a Bardic Performance), the clockwork Bard will duplicate that magic or effect.
- 29 A Human skull carved from a single flawless diamond. This skull reflects prismatic light, even in total darkness, making it a source of macabre illumination. When a stone or other small object is placed into one eye socket, anyone gazing into the other eye socket can view scenes from the land where the stone originated or from the history of the object. If placed in the right socket these scenes are from the past, and if placed in the left socket they are from the future. **Legend Check:** This is the skull of Tizhunlatl, a legendary seer and sorcerer of the Dawn Age. Sources differ as to whether this is a potent magical diamond, or the actual transformed skull of Tizhunlatl.
- 30 A grand portrait of exceptional quality of the being who first assembled the hoard, with the treasure looming in the background. The being's hand rests upon the most prized possession in the hoard. However, the object depicted in the painting is currently missing from the hoard. Roll again on this table to determine the missing object, making sure that you do not include it in the current hoard, but describe it as you would any other Oddity.

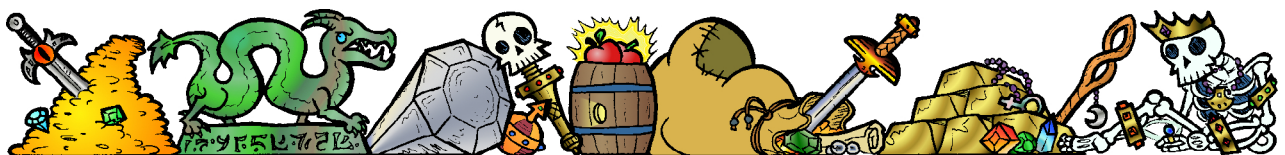


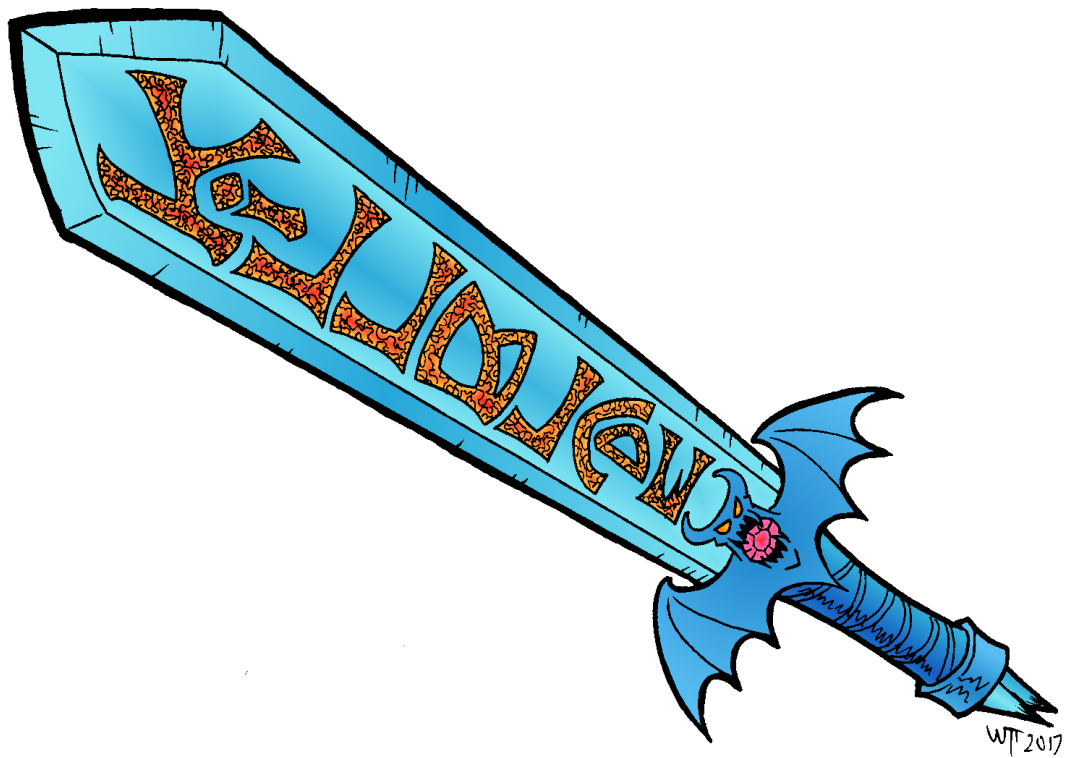


- 31 A squat idol of a rotund Demon made from solid gold. This idol is eight feet tall, holds in its arms an offering bowl just large enough for a person to sit in, and has eight eye sockets, most of which are set with immaculately-cut rubies. Some 1d4 of these ruby eyes are missing, however, pried from the idol's grim face (there is a 75% chance each missing eye is lost elsewhere in the hoard). Gods pity whatever poor fool returns the idol's eyes and in doing so unleashes its dark powers. **Legend Check:** The idol is of the demon Xagygyrag. It has been copied in sketches and paintings many times, having appeared to true dreamers across the multiverse. So potent is the demon that the idol and its representations sometimes act as foci to summon the dread creature.
- 32 A heavy book with a gem-encrusted cover and pages made from plates of beaten, polished gold. This tome's contents are written in an ancient language that resonates with primal forces and, in the grand scale of time, it is only slightly younger than the Material Plane itself.
- 33 An intricately-carved figurine of an imperial warhorse in full parade tack and barding fashioned from a single block of creamy jade. The figurine stands a foot high and rests on a polished redwood base. In times of great need, the possessor of the figurine can use its power to call forth the spirit of the fierce and noble warhorse the figurine depicts. **Legend Check:** This is a statue of the beloved horse of Anaximander the Conqueror, famous general and hero of the Dawn Age.

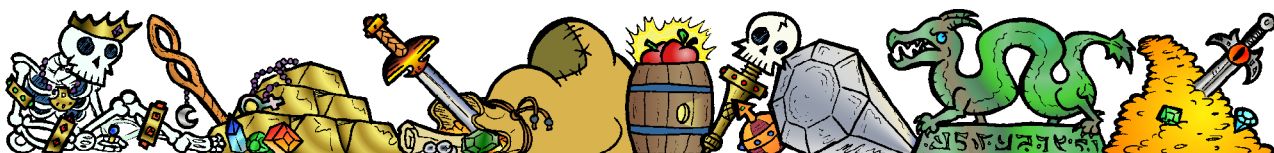


- 34 A man-sized articulated figure made from porcelain and painted with intricate, abstract designs that, while finely crafted, is fragile and has no obvious utility. It is Porcelain Golem, however, that was fashioned to serve as a curator for the hoard and which from time-to-time animates to dust and organize the treasures within it. This automaton also knows the location, history, and composition of every item in the hoard. Although it is too fragile to actively defend the hoard, it will signal for aid if it spots a thief or vandal.
- 35 A sarcophagus wrought from a single large block of rose quartz. Within the sarcophagus is the corpse of a slain God. There is a 30% chance the deceased deity is one worshiped by a member of the party.
- 36 A scroll of finest vellum pinned to a table with a quill made from a Demon's talon lying on top. The quill may be picked up, but it can only mark the vellum if someone removes something from the hoard in which case it will magically animate to write a description of the item and the "true name" of the one who took it. Once an item and its taker are recorded, the recorded user may take them listed item, and use it for one day exactly, at which time the quill will summon a Demon that will immediately set about the task of returning the item to the hoard. There are currently 1d6x items, along with the true names of their takers, on the list (feel free to use this table to determine some or all of the items missing from the treasure hoard).
- 37 A crown composed of a band of platinum studded with plaques containing the runes for Honor and Death. The brow of the crown is the snarling visage of a golden Lion-Demon with a third eye in its forehead. **Legend Check:** This is the fabled "Crown of Three Eyes," sacred to the ruler of a kingdom lost to history. There is a legend that tells of the return of the kingdom, or its king, in time of great peril to the land.
- 38 Some 2d6x octagonal coins that seem to flash with their own light scattered amongst the other treasures. When picked up or examined they seem to change hue, as though the metal transformed from copper to brass or gold, or to outlandish metals unknown in the land. Their obverse faces show a weird broken cubic castle, with strange battlements, gate, and arrow ports, all depicted as though the angles are subtly wrong. On the reverse is a profile of a demonic face wearing a jester's cap. If two of these coins touch each other, everyone within 10 yards is instantly transported to the Crooked Cube of Balor, Demon-Jester and Master of the Cruellest Joke, where they must navigate their way through games of dire chance to freedom. **Legend Check:** The face shown is that of the Demon-Jester Balor.
- 39 A tiny silver spoon. If inserted into the mouth of a child as it is born, the infant is blessed by the Goddess(es) of Wealth, Fecundity, and Childbirth to grow up healthy, attractive, and strong.
- 40 A speckled stone with little appeal set in a silver necklace. It radiates magic but is 50% likely to cause any attempt to identify its properties to fail. It is a *Counter Stone*, and when its wearer is targetted by *any* magic — hostile, beneficial or otherwise — that spell is 50% likely to fail to affect him or her.
- 41 A fold of tanned hide containing a single sapling, with green leaves and roots that seem to writhe when it is viewed from the corner of one's eye. If the sapling is planted in suitable soil, it will grow with supernatural speed to massive size, the reincarnation of an ancient Tree-Lord. There is a one in three chance that the creator of the hoard destroyed this being in battle and then took the sapling as a prize or out of remorse. **Legend Check:** Success will reveal the details of the story and the names of both the Tree-Lord and master of the hoard.
- 42 A dingy old sock filled with 2d10x gold coins (or create this many coins of a random sort using the Coinage Generator that follows this table). **Legend Check:** This sock is blessed with some of the Merchant god. If all but one of the coins is removed, on the next full moon, the sock will refill with 2d10x coins generated randomly via the Coinage Generator.

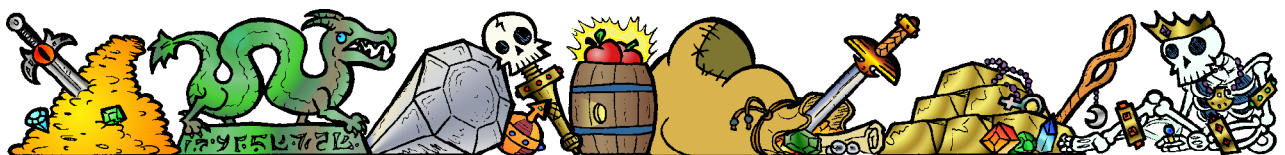


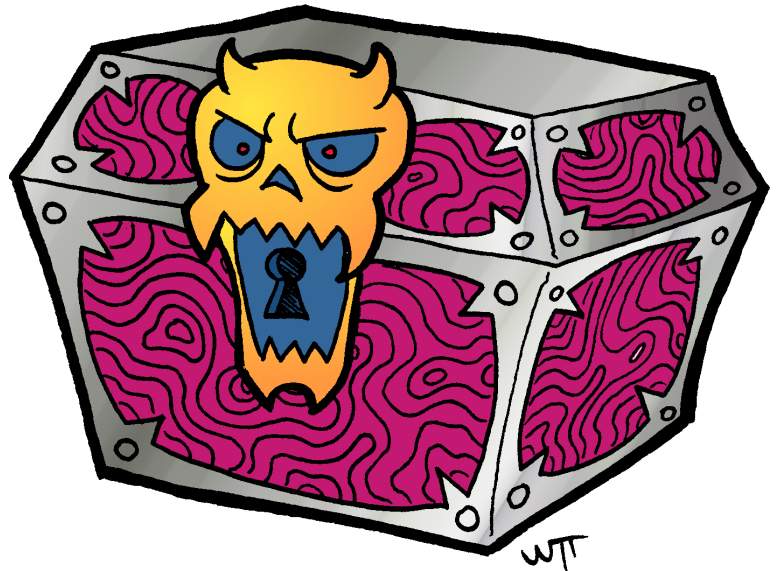
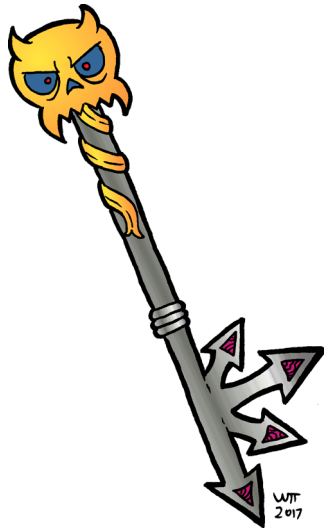


- 43 An abacus with a harp-like gold frame strung with platinum wire. Instead of beads, the abacus uses gemstones of ascending value. Anyone using the abacus to calculate the value of the wealth contained in this hoard — or any other — will find the task to be much simpler.
- 44 A floor-length mirror made from a sheet of immaculately-polished platinum and a frame made of rare woods. This mirror is not magical but every part of it is made from the most expensive possible components.
- 45 A Fabergé egg of exceptional quality that is the size of a melon and adorned with gems, pearls, and gold leaf. It is, however, unusually heavy, and within it is a dragon's egg that may hatch under the proper circumstances.
- 46 A feather duster used to keep the hoard free of dust. Its handle is made from Dragon ivory and its feathers are those of a Phoenix.
- 47 A piece of river-polished amber the size of a woman's fist. Trapped within it is a tiny, perfectly preserved Dragon. There is a two in three chance the Dragon is alive and truly trapped and, in this case, a further one in three chance that the creature is actually much bigger and will grow to full size if freed.
- 48 A fine quiver of expertly-made arrows. On closer inspection, each arrow has the name of a different individual inscribed on the shaft, just behind its wickedly barbed, razor-sharp head. There is a one in three chance that one of the arrows holds the name of a random player character.
- 49 A scroll with woodcut images depicting fighting techniques. Careful study reveals a secret of the art of the sword. **Legend Check:** This technique scroll depicts the signature fighting maneuver or feat of a great hero of ages past.
- 50 A pane of rippled glass in an irregular golden frame. Anything viewed through the glass does not appear distorted by it as one would expect, but living things appear as they would in death. Appearance of dead creatures remains unchanged.

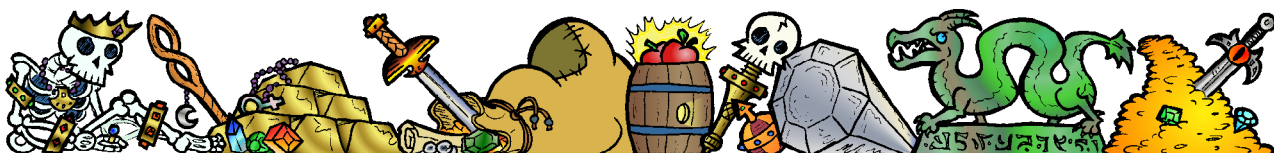


- 51 A plain dagger in a plain sheath, it appears out of place in all the opulent display. If drawn, the illusion wrapped around the weapon falls away, and the dagger is revealed for what it is: a barbed weapon of solid shadow, carved in the semblance of a nude female demon. Her horned head is the pommel, her wings form the quillons, her pointed hooves the twin points of the cloven blade. **Legend Check:** This weapon is the Nightshade Knife, famed weapon of the chosen of the god of murderers and assassins.
- 52 A sword made entirely from wood of various sorts, cunningly crafted and surprisingly sharp. At first glance it could be mistaken for a Waster, a training sword of particular quality. But on closer inspection it becomes clear that this blade is made of living wood. Its potent enchantments of life and death are clear to anyone who perceives magic auras. **Legend Check:** This is Greenwand, the weapon of the Wooden Knight, a magical wooden mannequin clad in fine oaken plate armor, whose deeds are now recounted only as children's tales.
- 53 A war-banner hanging from the point of a lance still bloodied from a battle. The banner, of the finest silk, with an elaborate depiction of a coat of arms, is now faded and bloodspattered, and fouled as if trodden into the battleground itself before being retrieved. There is a 3 in 6 chance that the blood on the banner and lance is still wet and fresh. **Legend Check:** This is the Orliion Banner, famous for its use to rally the disparate factions of a civil war, just in time to halt an invasion.
- 54 A mortuary shroud covering a body. This magical shroud is of the finest linen and has perfectly preserved the corpse under it. It will bestow a vision upon anyone holding it of the last moments of life for the person from which it was removed. Roll 1d3 for the body's identity: 1) a king fabled to return to his people in their time of need; 2) The missing advisor (or son) to the king, said to have been imprisoned for suspected treason; 3) One of the player characters.
- 55 A ceremonial dagger carved from a single piece of jade. **Legend Check:** This is the ancient dagger known as Balm of the Lovers, which can never wound, no matter how powerfully it is wielded, but if laid upon the wound of a loved one will heal the damage instantly.
- 56 A towering statue of a Dragon, clad in a set of elaborately-decorated but completely functional armor. Roll 1d6: 1) the statue is a wooden mannequin created to support the armor; 2) the statue is of alabaster with amber for eyes and ivory for fangs and horns, and can be animated by a "rider" who makes an appropriately selfless sacrifice; 3) the armor is real and magical and awaits the return of the one for whom it was made (there is a one in three chance it will allow no one else to handle or wear it; 4) the statue is of obsidian and is the petrified form of the Dragon steed of a famed conqueror of the ancient world; 5) the statue is a huge and articulated Golem in draconic form, and the first one to touch Dragon or armor is mentally attacked in an attempt to possess it. If the one attacked loses the battle its soul is transferred into the Dragon statue, its body slumps to the ground comatose, and the Dragon Golem is now under the command of the trapped soul. 6) the body is of red granite and the armor is complete except for the headpiece containing the soul of the dragon. Returning the headpiece can return the statue form to that of the living Dragon again.
- 57 A very finely-made calligraphy and illumination set, with masterwork materials, inks in a variety of colors, and several sheets of high-quality parchment, all of which pack into an ornamented, gilded wooden box that itself fits into a leather travel folder.
- 58 A solid gold lockpick, suspended on a chain so as to wear around one's neck.
- 59 A ball of wool in numerous colors. A knitter of sufficient skill will find that the ball appears to get smaller when used but never runs out. In addition, the color of the wool may be changed by a knitter attuned to the item as it is used.
- 60 A small waxy yellow-white tablet wrapped in a crumple of parchment on which the single word "Phos" is inscribed. If the holder of the tablet speaks this word, it will glow with light equivalent to that of a torch. The tablet may then be left anywhere, including in mid air, where it will remain, glowing, until the word is spoken in reverse and the tablet retrieved.





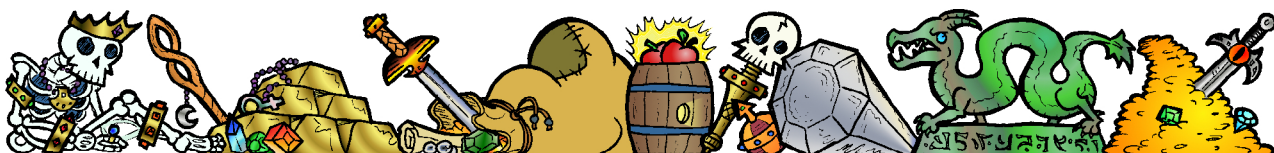
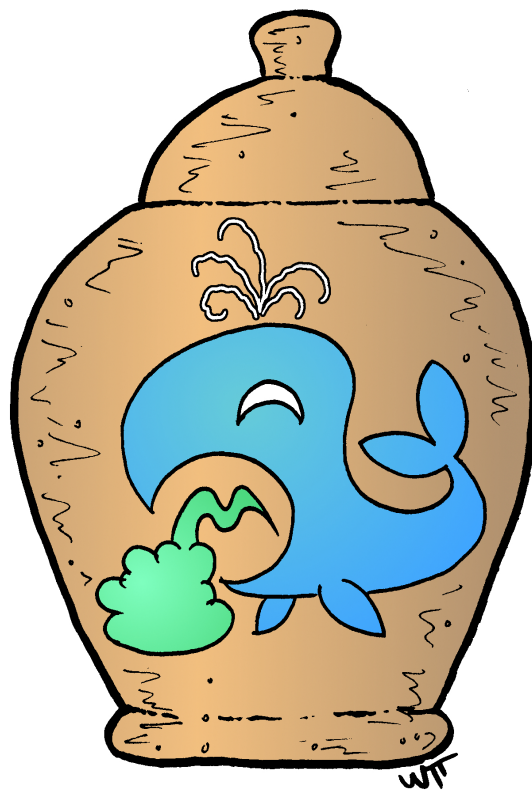
- 61 A rugged, bronze-bound wooden trunk that locks and unlocks at the touch of its owner. Any clothing that is placed inside and allowed to remain within this magical wardrobe for at least one full day and night will be magically cleaned and repaired to its original state, neatly folded, fresh smelling, and ready to wear. This wardrobe is also highly resistant to the effects of fire and water. **Legend Check:** There is a story of a princess who hid in her wardrobe and was thereby saved from a conflagration that destroyed her castle. Whether she was subsequently found folded and fresh smelling is not recorded.
- 62 A fine sword with a pattern-welded blade that shows serpentine lines running along its core, hilted in gold and walrus ivory in the Norse style, with a heavy gold oath-ring in the pommel cap. **Legend Check:** This is the sword “Cleaver,” which took the head of a great enemy of a Norse dynasty, and upon it oaths of fealty and promises to do great deeds are sworn.
- 63 A red velvet pincushion with seven small silver pins of the sort used by tailors to hold hems or seams for sewing. If they are used to fasten a garment then a hem or seam, perfect and strong, will appear along the line formed by the pins.
- 64 A silk cloth band about as long as a man is tall. **Legend Check:** If the band is held during meditation and a question is asked, it is said that the answer will appear painted on the silk.
- 65 A silver box full of moonlight. **Legend Check:** If the box is opened, the moonlight escapes in a cloud that soars heavenward. If the box is opened in the presence of Lycanthropes, this will force them to adopt their bestial form if they already have not.
- 66 A brass oil lamp, unremarkable except that it replenishes the oil within it once per day.
- 67 A simple Thor’s-hammer amulet of pewter on a plain leather thong. **Legend Check:** If worn by someone “worthy” the hammer, when gripped by its diminutive haft, will transform into a magical hammer of lightning bolts.
- 68 A gilded key of elaborate design. It fits none of the nearby locks in doors, treasure chests in the hoard, etc.
- 69 A large drinking horn made of blue-tinted glass, beautiful but fragile. It is filled with 3d10x coins rolled randomly on the Coinage Generator.
- 70 A religious symbol for the dominant local faith, crafted in gold, inlaid with lapis lazuli and studded with gems. When examined carefully by someone with a sound knowledge of the religion in question, it will become obvious that the symbol is subtly blasphemous. **Legend Check:** This symbol once belonged to a prominent member of the faith in question whose piety was considered to be above reproach.



- 71 An insulated chest of otherwise unremarkable design and appearance. When opened, it is half-filled with fresh clean snow that will not melt until it is removed from the chest. There is a 50% chance that the chest also contains something else preserved in the snow. Roll 1d6: 1) the severed hand of a man, a fine ring still on one finger; 2) the scaly talon of some fell beast; 3) a silver vial of frozen blood; 4) the frozen and horribly discolored head of the greatest traitor to the owner of the treasure hoard; 5) a gold-chased chalice that is equally likely to be filled with ice wine, mead, whiskey, or fine beer; 6: the empty depression in the snow of one of the above.
- 72 A pair of life-sized bronze lions with a gold diadem on each of their regal brows. They are tasked with retrieving any items stolen from the hoard, and will become animated with a semblance of life and single-minded purpose 1d6 minutes after the items are removed from the hoard area/room/vault.
- 73 A birthday cake, as fresh as the day it was made, with its 1d100 candles lit but their flames unflickering, as though locked in time.
- 74 A tiny model ship of brass and wood with sails of silver cloth. If placed in water the little vessel will sail around in circles.
- 75 A necklace made from a strand of gold coins, of varying styles and periods, but each with the face of an infamously terrible ruler on one side, its eyes drilled out for the string to pass through.
- 76 An ornate gauntlet of silver with fine gold etchings. If the gauntlet is picked up a single intact finger will fall out of it.
- 77 A pair of obsidian carvings in the shape of ears, each pierced with a small jewel, sapphire on the right and ruby on the left.
- 78 A small worry-stone. A faint carving can be felt in its depression.
- 79 A bronze tiara with a pair of falcon wings crudely attached to it with black twine.
- 80 A dozen tulips preserved in amber.
- 81 A garnet goblet that smells of honey and flowers. Any liquid poured into it becomes a mead of excellent quality.
- 82 A small, rectangular tin case that contains a single dented coin. As long as that coin remains within the case it can hold up to 100 additional coins.
- 83 A wooden amulet set with a number of tiny blue crystals. These crystals radiate a cool white light whenever they are near water. If a crystal is removed from the amulet and submerged in water it will transform into a small Water Elemental that will follow the user's commands for an hour. When all of the crystals have been used the amulet will transform into a massive Wood Elemental that will attack everything within reach.
- 84 An incredibly ornate granite sundial. The symbols on the dial are in reverse and it only casts a shadow during a new moon.
- 85 A long spear with a shaft of ebony and a head of flaked obsidian that shows signs of great wear. This spear inflicts terrible bleeding wounds to enemies, but also creates a small scar on the user each time it does so.
- 86 A small barrel filled with fine tea leaves from a distant land. There is a one in three chance that if brewed these leaves will produce a magical tea.
- 87 A small gold-chased cask filled with cinnamon.
- 88 Several rough-hewn blocks of an attractive and very hard, dense, black-grained wood.
- 89 Some 1d6x well-tanned and luxuriously furry tundra beast hides. **Legend Check:** Tundra beasts are white-furred horned herbivores of arctic climes, not unlike woolly rhinoceroses in size, shape, and temperament.



- 90 Several bolts of fine wool in a number of colors. There is a one in six chance that any given bolt is from a creature other than a normal sheep. In such a case, there is a further one in three chance that the bolt is from a magical creature and will confer some of its magic upon any clothing made from the bolt in question.
- 91 A tapestry woven from linen and samite that depicts figures of Wizards and Warlocks at war.
- 92 A cube of tundra beast ivory etched with images of knights fighting, standing, and, in two panels, a knight riding a Dragon and then standing before the same creature.
- 93 A white crystal statue of a dancing woman in a flowing, diaphanous gown. If a particular tune is played, the statue will animate and dance. **Legend Check:** Success confers knowledge of the tune and/or the name of the famous dancer.
- 94 A music box made of copper and brass that has an Air Elemental bound within it, and which blows on various whistles within the box to produce complex tunes that sound like a flute, piccolo, and pan pipes being played. The Elemental knows 2d6x songs.
- 95 A set of 24 spherical playing pieces, half carved from mother-of-pearl and the other half from Dragon bone. **Legend Check:** Success confers knowledge of the game for which these pieces are intended.
- 96 A silver-sheathed platter converted from a decorated round shield, with its shield handles removed and carrying grips affixed to the edges. The face of the shield is engraved with the image of a Gorgon archer.
- 97 Two pints of a rare cerulean ink, suitable for scribing scrolls of air-related spells or for similar appropriate purposes.
- 98 A small brass censer and several sticks of pungent incense.
- 99 Five reams of high-quality parchment, along with a finely-crafted writing set of silver, lapis lazuli, and ebony.
- 00 A large, well-stoppered clay pot filled with ambergris.



Coinage Generator

This coinage generator can be used to create literally thousands of distinct coins with a handful of rolls. If you randomize the various choices contained in a particular roll (e.g., the random creature or symbol rolls) the number of possible combinations climbs into the millions, enough for the most hardcore of hardcore GMs. So, get rolling!

Process

Roll 1d6 on each sub-table. You can roll them all together and assign results numbers you like, or use differing dice, assigning them in advance, or simply choosing one or more of the variables to suit yourself.

Feel free to assign a value for coinage you create based on the nearest equivalent in the game you are playing. Or you could assign one that is based on rarity, competition, quality of metal, or other factors, expressed as a percentage of the nearest equivalent.

If you are rolling higher quantities of richer coins than you like, you can do the following:

- Subtract the roll for Quantity from the roll for Material, then consulting the Quantity table, taking 0 and negative values as 1. SO if you rolled Quantity 5 and Material 5, you would have a result of 0, which you read as 1: 2d6x platinum coins. In this way, the average quantity for the higher value coins is around 2, and since you can do this to *any* high quantity roll, the Maximum is up to you.

Quantity

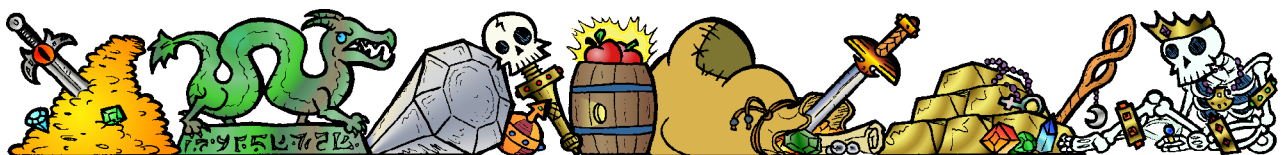
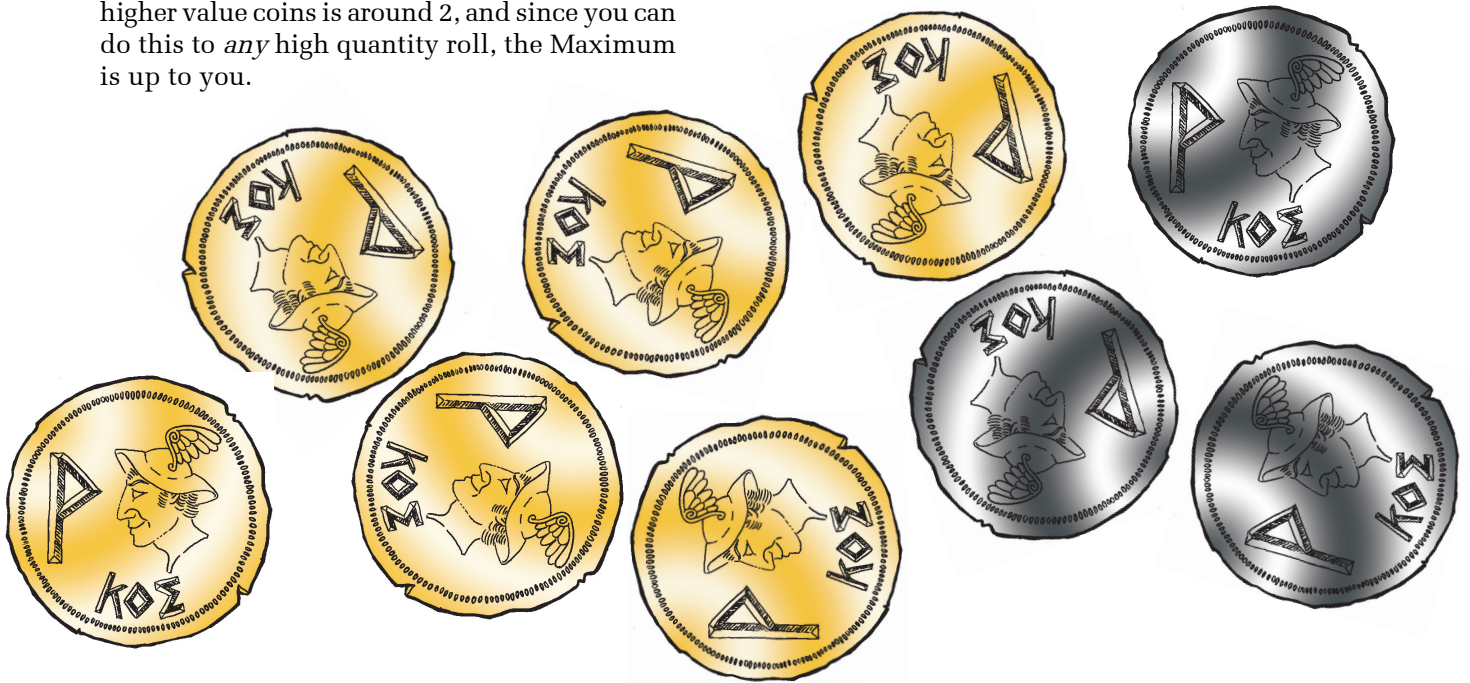
1. 2d6x
2. 10 x 3d6x
3. 5 x d100
4. 10 x d100 x 1d6x
5. 50 x d100 x 3d6x
6. 100 x d100 x 6d6x

Shape

1. Disk
2. Square
3. Lozenge
4. Hexagonal
5. Trapezoidal
6. Unusual: (roll 1d4 if you like: bead, strung sphere, cube, gear-shaped, etc.)

Material

1. Copper or Brass
2. Silver
3. Electrum
4. Gold
5. Platinum
6. Unusual (e.g., crystal, bone, stone, precious wood, etched gem)



Obverse

1. Face of the Current Ruler
2. Face of a ruler from the past or a foreign ruler
3. Symbol (choose or roll 1d8: 1) crown, 2) fleur de lis/flower, 3) wheel, 4) sword, 5) axe, 6) pair of horns, 7) infinity symbol, 8) religious symbol)
4. Indecipherable due to age and wear
5. Script in a known language
6. Unknown script

Reverse

1. Numerical value and year of issue (e.g., 1,2,5)
2. Numerical value, year of issue, and denomination (e.g., 5 Denari, A.D. 70)
3. Symbol (choose or roll 1d8: 1) sceptre, 2) bundle of arrows, 3) gauntlet, 4) shield, 5) skull, 6) mountain, 7) occult symbol, 8) castle)
4. An animal or plant or part thereof (choose or roll 1d8: 1) leek, 2) oak leaf, 3) elk, 4) bird of prey, 5) horse, 6) lion, 7) bear, 8) fish)
5. Mythical creature (choose or roll 1d8: 1) satyr, 2) centaur, 3) dragon, 4) gryphon, 5) mermaid, 6) pegasus, 7) unicorn, 8) kraken.)
6. Unusual or macabre art (e.g., a sex act or organ, a severed head, a Demon, a Gorgon's visage).

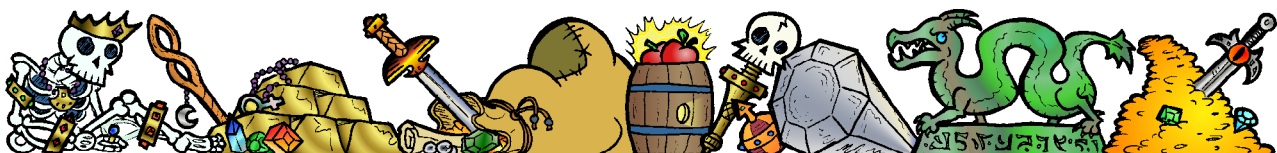
Unusual Features: roll 1d6, on a roll equal to or lower than your material result, roll for an unusual feature)

1. Coin is pierced (feel free to roll on shape for the shape of the hole)
2. Coin has a ribbed or "reeded" edge

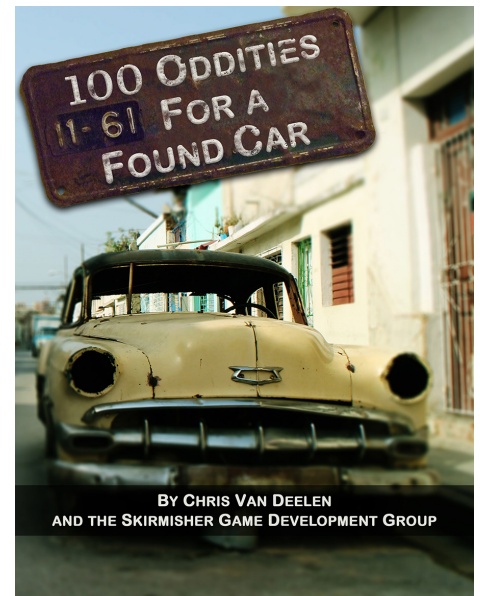
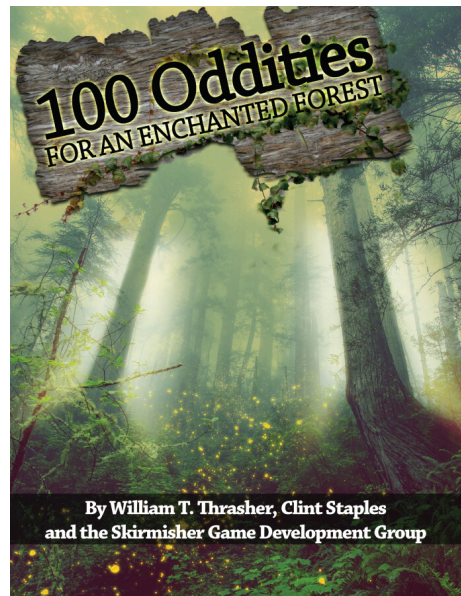
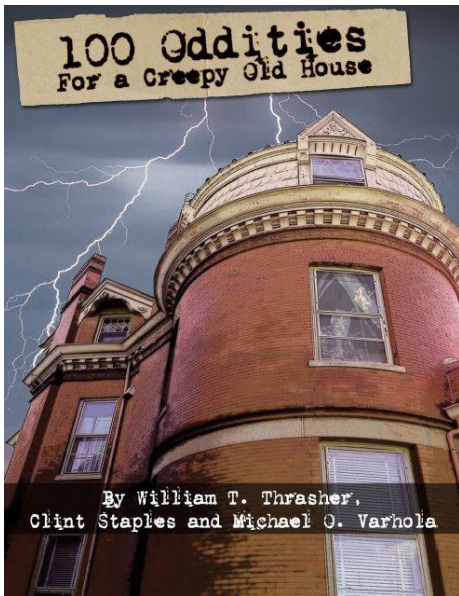
3. Coin combines two metals (roll again on Materials for accent metal)
4. Coin has an embedded gem, crystal, microchip, or the equivalent
5. Coin has a movable outer ring, possibly of another material
6. Coin is a working compass, or other useful device (works best for extreme value coins)

Examples (which you should feel free to use)

- Two disk-shaped silver coins with a ribbed edge, with the face of the current ruler on the obverse, and a bear on the reverse.
- 365 square electrum pieces, with a script in a known language on the obverse, and a gryphon on the reverse.
- 613 round silver coins with images of skulls, bones, and the like on one side and a king, queen, or both on the other; each has a tiny sliver of actively undead bone embedded in it.
- 70 trapezoidal platinum coins, with an unknown script on the obverse, and a satyr on the reverse; each coin is a working compass.
- 790 gold lozenges, with a sword on the obverse, and an oak leaf on the reverse; each coin is pierced by a hexagonal hole.
- 20 strung spheres of platinum, bearing the mark 100d and the repeated stamp of a lion; each coin has a movable ring of clear crystal inset in a groove perpendicular to the electrum cord on which the spheres are strung.







Check out other volumes in the "Oddities" series or the Bundle with all of them!

