

2018 Annual Update

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(the dice determined that this year's book should be green...)

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Lessons Learned

Welcome to the second year of the Book of Ten Trillion Things. While the prior iteration of this book has been retained more or less intact, I find that I'm dissatisfied with the prior introduction. I think that this little volume full of tables needs a bit more introduction.

I've seen that the great fun I've had with this little book of tables is a little bit confusing at first glance. It's not altogether obvious what you can do with a book of tables. So this time I'm putting up the now 200 distinct items that I've made over the last two years right up front. You can persue through the weird & wonderful implements of adventure that have all been suggested by the pleasing alchemy of dice & words. Quite a few of these have shown up in the games I've run & played in & at least one (Captain Sabadoh!) Turned out to be a beloved character.

What's more, I've gotten a little better with design & a little better with rules – so I hope you enjoy how the tables have been dressed up & I hope you get some utility out of the added conditions tables you'll find at the end of this book.

I hope that you have as much fun creating with this exceptional-large-new-thin english-paper-gaming-book book as I have.

The First 200

I

What Was Rolled: Cruel Sharp Wood Gown

What Was Imagined: The Cruel-Thorn Raiment - The serene & evil monks of the Adger Massif practice the Nine-Times Accursed "Cruellest Thorn Meditation" in which they concentrate with a terrible and combined will upon their prey. The monks are all too fond of touting their effectiveness with the technique (which is known to cause the eyes of the subject to burst) and they advertise their ability in the patterns of their meditative garments – which are a shimmering, wicked crimson embroidered in the bleeding-peacock-eye brocade pattern.

What it Might Do: Blood in the Eyes - In your meditative trance you focus your will and punch. Whenever you roll a 20 on a melee to-hit roll while wearing the cruel thorn raiment the subject of the attack must save vs. devices or be permanently blinded as you snatch their eyes from their head.

Rolled On
10/3/2016

2

What Was Rolled: Unique Electric Fang

What Was Imagined: Your Galvanic Grin - Having jeweled teeth is not uncommon in your homeland and a lucky few are graced with a sympathetic triboelectric effect that augments their smile further – causing sparks to coruscate around their mouths, highlighting their beauty. In your case the effect is all the more intriguing as the galvanic charge has imbued your smile with its own life and a modicum of agency. Now your jeweled teeth glow & scintillate in patterns & give off an alluring glow that you can change with you whims.

What it Might Do: Dazzling Gleam - When you bear your teeth & smile your clever smile you increase one of your social dice by a die type.

Rolled On
10/4/2016

3

What Was Rolled: Dangerous Tiger

What Was Imagined: It's a Dangerous Tiger! You can barely control this thing and it's constantly attacking people and other animals even when it isn't hungry. You brought it along with you on an intercontinental voyage – somehow – and now it's all yours. It's a 'regular size' tiger and it's very stupid – it's also extremely loyal, so that's nice.

What it Might Do: Here He Goes Again - The tiger rushes forth and attacks on initiative passes ending in 5. It attacks whatever person or animal is closest to it (except for you). It continues attacking whether or not you engage in the combat and will do so until you pass a d20 CHA check to calm it.

Rolled On
10/5/2016

4

What Was Rolled: Upsetting Faerie Blanket

What Was Imagined: An Upsetting Blanket - Once upon a time there was a noble kingdom with knights & princesses. People know about this kingdom because of their numerous & beautiful tapestries, tapestries that incorporate distinctive silver threads. What became of this kingdom? What happened to the people these tapestries depict? You're still finding out. You acquired the item & use it as a blanket but you also use it for an amount of entertainment – because the image in the tapestry changes over time. It seems to be telling you a story and the story is getting weirder & darker and it's making it harder to sleep.

What it Might Do: Hidden Secrets Revealed - you can reduce the XP cost for gaining spellcasting abilities by 5% for every point of WIS you sacrifice by watching the story of the tapestry unfold.

Rolled On
10/8/2016

5

What Was Rolled: Engaging Rascal Bag

What Was Imagined: A Gremlin House – In that old, pretty bag you bought in the elf part of town, you know, Fairybooktown. You were always warned – those Elves, they have inexplicable sensibilities, weird compulsions. You didn't really think about it, you liked the magic, you were interested in it, and that bag? Well it's really interesting, it's pretty & the puzzle you have to put together to open it – well it opens different pouches in the bag depending on how you solve it – it's rally engaging & it's interesting, just to look at. Of course it's also got that Rascal. A gremlin – you've seen it once or twice – a mean little finger-biter, you never quite know which of the bag's numerous pouches the gremlin will be hiding in, but it's always in there. Sometimes when you try shaking the bag out things you don't remember putting in there fall out – but never the gremlin.

What it Might Do: Something For Every Occasion - You have a 1% chance of shaking a specific item out of your bag when you have a specific need. The item must be something that could fit in the bag. You have another 1% chance of causing the gremlin within to become intensely angry at you for shaking it.

Rolled On
10/9/2016

6

What Was Rolled: Light Metal Ringing 10' Pole

What Was Imagined: A Jinglestaff – Priests of the Mnemnon consider all living things to be alive & to possess animating souls – as such they hold that harming any living being is an unfortunate wickedness. They carry these types of jingle staves – light metal poles 10' long, carved with a spiraling pattern of prayers and topped with a headpiece of jingling wind-chimes. The intention of the stick is to help the priests focus on their prayers and to startle & frighten off any animals they might encounter so that there's no danger of them having to fight them off, potentially killing them. Since these priests are strictly pacifistic, it's not too hard to get one of these staves, if you want it.

What it Might Do: Setting the Pace - You march with the staff & can increase everyone's movement speed by 1 hex or space so long as you lead the troupe with your jinglestaff.

Rolled On
10/10/2016

7

What Was Rolled: Diabolical Hand

What Was Imagined: Diabolical Hand – You’ve got a diabolical demonic claw-hand. It’s certainly at odds with just about any religion and it marks you as a heretic. It’s your left hand and you can keep it hidden sometimes, but it’s also a serviceable weapon. If you use your satanic hand to swear oaths or pledge allegiances you can’t be held accountable and really – who could expect you to be. So why do you have this hand? What did you do to get a horrible claw-hand from hell?

What it Might Do: Unbreakable Infernal Grip - You make an attack with your hand at -2 To-Hit and if you strike you deal no damage but lower the target's AC by 3 to all attacks. Your AC is likewise lowered as long as you maintain this hold.

Rolled On
10/11/2016

8

What Was Rolled: Antique Fossil Official Military Stone Mail

What Was Imagined: A Buried General’s Armor – In antique times the empress would quite rightly be entombed with effigies of her multitudes, representations of her endless sea of retainers. Naturally these would be interred in the burial site clothed in the arms & armor of their living reflections. Over the course of events it’s just as natural that these effigies would be revealed by pernicious nature and that the ghost-empress would lead this army of golems to conquer the world once again. Win or lose the mummy-army of the empress took the field in their splendid antique coats of arms – and now you have one, a memento of two eras of merciless conquest.

What it Might Do: Dull the Point - When you are attacked with a weapon that strikes you, you can use the hardness of your armor to dull the weapon. Attacks that hit you have later damage dice reduced by one type against targets for the rest of the fight. You take a round to perform this action.

Rolled On
10/12/2016

9

What Was Rolled: Divine Blue Glass Fan

What Was Imagined: Some Blue Gods’ Thoughts – In the exotic outback of your homeland there are shrines built at all the cardinal & ordinal points – intermittently across great distances, these are shrines to the 8 Blue Gods – genii of wind & weather. Their wills & the nature of Fate & Destiny itself is told by the motion of fans within these temples, fans of blue-tinted porcelain & glass, dyed & styled according to the 8 gods’ varied forms. A Dragon, A Dove, A Raven, A Moth – for the Cardinal gods & for the ordinal: A Cloud, A Star, A Rainbow & A Zephyr. These gods & their signs inhabit these fans – which function nicely as lovely fans, but which also are essential to proper fortunetelling. You’ve got 8 of the fans which you use in your divinations.

What it Might Do: Tell The Truth - You can use this item, given time & a fair amount of effort (which is to say, not surreptitiously or secretly) to sense if someone is telling the truth or lying. You can make a d20 WIS check to gain insights into another's mind.

Rolled On
10/13/2016

IO

What Was Rolled: Peculiar Smart Alien Hat

What Was Imagined: An Alien's Space Helmet – As hats go yours doesn't quite fit, it's got a peculiar shape and shapelessness & it's made of a lustrous metal that's deceptively light. It's a weird hat all right. You found it, one day, in a shallow rudimentary grave – you didn't mean to rob the grave, you were just plowing, like normal, and you dug up something strange – a burial site for someone that wasn't quite a person. Five arms, three legs, a couple of heads? That's what you suspect based on the 'bones' but they weren't really bones. The hat though – it wasn't damaged, it wasn't even scratched. You handled it and it seemed...nice. And you put it on your head and what do you know – it is nice. Nice as in friendly, as in helpful. It speaks! This magic hat. Gibberish at first, but over time it's begun to talk in your language. It knows things, about sums & distances, weights & measures. Sometimes it gives you handy tips on how to accomplish things you'd normally struggle with, have to write down. It's a peculiar hat alright, but helpful.

What it Might Do: HUD - When you wear the helmet you can reduce your Initiative by 2 to increase your To-Hit by 1.

Rolled On
10/14/2016

II

What Was Rolled: Familiar Magical Traditional Feasting Bird

What Was Imagined: The Harvest Dinner – Back on the farm, back at home dear old Ma would always make the best harvest supper. The whole family & all the kids and grandparents, all the aunts & uncles came to the family home & there you all engage in the traditional games out in the fields, and everyone brings something special to eat – it's a feast after all and for three days you and your young cousins & siblings all sleeping in the hayloft and telling ghost stories each night & your grandfather telling his war stories each day, and your mother & her mother discussing their hedge-cures & witch-tricks in the kitchen while they cook up the holiday geese. When you decided to travel north in search of adventure it didn't sit well with your mother & for fear that you'd miss the holiday meals at your family home she sent you off with two roast geese, specially prepared & magically preserved. In short you've got a pair of excellent feasts, magically contained & ready to feed dozens. Just say the magic word & there you have it.

What it Might Do: Friends For Dinner - You can offer the Harvest Dinner as a feast for new acquaintances - if you share the food their initial reactions are improved by one step.

Rolled On
10/17/2016

I2

What Was Rolled: Scented Lovely Amber Jewel

What Was Imagined: Amber Air Sweetener – Something about this hunk of amber has caused it to retain the millennia old scent of the southern pine forests. Something has fixed the coniferous perfume to the pretty bauble. When you have it with you the fresh resinous scent of far off forests lingers nearby and you are made all the more appealing.

What it Might Do: Elusive In Woodlands - You can use the air sweetener to improve your Hide in Shadows skill by 2 when you're in a forest.

Rolled On
10/18/2016

I3

What Was Rolled: Nautical Revolutionary Shark Dagger

What Was Imagined: Bloody Shark's Blade – Bloody Shark, the terror of the seas, the ruin of noble houses was a notable villain in the recent past. Bloody Shark's animating principles were a furious hostility to nobility & aristocracy joined to a fearless willingness to dare anything. This villain's modus operandi as pertaining to aristocrats was to spectacularly end their family lines through mutilation – specifically gelding. Bloody Shark's reputation for cruelty was only exceeded by their reputation for daring. The knife of Bloody Shark – a somewhat commonplace fileting knife – has taken on a legendary status – it is the bane of aristocrats and a frightening totem in its own right.

What it Might Do: Misericord - Useful only against those of higher social status - the knife may be sheathed in a high-status person's heart, so long as they do not resist, are not in initiative etc.... This maneuver kills the willing surrenderee instantly.

Rolled On
10/19/2016

I4

What Was Rolled: Electric Healing Snail

What Was Imagined: A Curative Snail – Common enough in your homeland, this common looking snail has been bred specifically for its healing properties. Back home, perhaps, such specimens are commonly found adhering to their owner, improving health & wellbeing. In the North – you Curative Snail is virtually indispensable. The snail's healing takes the form of galvanic skin responses coupled with its mentholated slime trail – all told your medical pet is helpful for maintaining resistance to disease & healing from injury.

What it Might Do: Slimy Balm - The Snail moves over your wounds, or the wounds of another & you roll d8. The snail cures the amount rolled. On the roll of a 1 the snail cures 8 HP, but is spent and cannot be used for a week while it hibernates.

Rolled On
10/20/2016

I5

What Was Rolled: Crude Basalt Whip

What Was Imagined: Dark Rock-Whip – Fashioned quite simply this weapon seems rudimentary but is no less deadly for its crudeness. A pair of broad dark stones have been attached to one another by a dull black strand of rope. Useless for hunting, for anything beyond killing other people - there's a chilling sincerity to the rock whip that comforts you in times of danger.

What it Might Do: Whipping the Joints - The rock whip strikes the joints of an armored opponent. The damage it deals when you use this maneuver is applied to HP & to the opponent's movement rate for the rest of the round.

Rolled On
10/21/2016



I6

What Was Rolled: Children's Martial Colorful Rat

What Was Imagined: Piper's Rat-War Regimental Colors – The famous Rat-War was waged against the wicked rat-consciousness known as Nim that lured away adults by hypnotic chittering – leading them to die horribly, drowning in the sewers. Not fooled by the Rat-King's music the children of the city banded together to save their parents. In this war, solemnly recalled by its veterans & their rescues – the piper regiments were the most highly regarded & decorated – they combatted the rat's noise with their own piping. The Children's war with the rats was a long, horrifying affair & every bit of remnant material from those times is cherished still. You have one of the Piper's uniforms, though it is small, sized for a child.

What it Might Do: Pride of the Regiment - If you're able to wear this uniform you can increase your AC by 2 whenever you fight against creatures smaller than you.

Rolled On
10/22/2016

I7

What Was Rolled: Melted Rust Goblin Drink

What Was Imagined: Goblin Booze – You've got a bottle that looks half melted & it's full of a powerful liqueur that has iron shavings & rust flakes suspended in it. Sip, don't gulp. It tastes like a punch in the mouth and helps you see the machine elves.

What it Might Do: Intoxicating Visions - You can increase by one level all Tinkering augmentations you have for a scene when you consume this. During this time you cannot make saves against Glammers & you increase the danger of Fear & Madness rolls by a die type.

Rolled On
10/24/2016

I8

What Was Rolled: Vicious Holy Soil Feminine Bow

What Was Imagined: Vicious Spike of the Dirt Goddess – The Dirt Goddess is an unfashionable deity – supplanted by other goddesses of love & fecundity – the old goddess of the earth & of death has largely fallen out of favor, possibly due to the ugliness of her icons. In particular, this bow. It is carved in the shape of the old goddess- naked & perversely suggestive but with really unwholesome features. It's been a staple of life on your farm for years & years – your grandma used that bow, back when she was the high priestess of the old goddess. She showed you firsthand how the hard pull & the sharp string would sear the flesh & leave the distinctive sharp callous that the Dirt Goddess' faithful are known by.

What it Might Do: Passing on the Pain - You can inflict up to 4 points of damage to yourself when you fire this bow, and that damage is added to the damage you roll when you hit with the weapon.

Rolled On
10/25/2016

What Was Rolled: Stone Lunar Avenging Chronicle

What Was Imagined: Revenger's Moon Stones – A metallic disc shaped stone & a metallic stylus shaped stone. Together they comprise a peculiar kind of book – a story in fact. Scribbling on the disc with the stylus hasn't much effect except under the influence of one of the four moons – or under a particular color of light, though it is the moons that most correctly illuminate the text. The book itself, the story, is a long and sordid chronicle of a single family, your family, and all the debts owed and the wrongs committed against them. There are names, legends & sequences meant to be recorded & deciphered according to the phases of the moon & you are able to examine this chronicle in service to your guiding mission – to avenge your clan.

What it Might Do: Knowledge of the Adversary - There is a chance that any person you meet is named in the book. Roll d% and on a 01-10 the person is listed in the book. Thereafter you increase your damage dice & social dice by one step against that person.

Rollled On
10/26/2016

What Was Rolled: Authoritarian Executing Harp

What Was Imagined: A Hangman's Harp - Hanging captives is among the most basic expressions of state authority. The power of life and death meted out by governments & made into a display. Some lands, like yours, make the display all the more crowd pleasing by adding musical accompaniment. Perhaps someone in your kin group was one of the Hangman's accompanists, perhaps you were, as it stands, you've one of the harps used to embellish a hanging with music.

What it Might Do: Rambunctious Dirge - You can play songs of death and those who hear them must save vs. spells - when they fail the save they take penalties on their own rolls thereafter, perhaps reducing their damage die by a step or one of their social dice. They recover when you stop your energetic playing.

Rollled On
11/18/2016

What Was Rolled: Cavern Whisper

What Was Imagined: Cave Whisper - You've got the technique of whispering around corners & sending echoes & mutterings all around the dark cavernous underworld. Your voice is tuned to the darkness & you can speak with the cave accent.

What it Might Do: Safe Secrets - You can transmit & speak messages to anyone in a ten mile radius while underground - only the intended target can hear you, and communication is only one way.

Rollled On
11/28/2016

What Was Rolled: Average Despotic Helping Javelin

What Was Imagined: Casting-Spears of the Conqueror were manufactured for seven decades at the slave-factories of the Coal-Fed-Undercroft. These were the symbols of the despot's rise, the emblem of their reign & the signal to their foes. Despite the 70 years' of war the despot never did conquer the land and died ignominiously in a pit. The javelins are still prevalent – a peculiar surplus of a bygone war.

What it Might Do: For the Conqueror! - When you initiate a combat by throwing your javelin you take a free turn to do so on Initiative pass 20.

Rollled On
1/1/2017

What Was Rolled: Worldly Endeavoring Innovative Sharp Serpentine Cheetah Disguise

What Was Imagined: (Whew) Sensational Cat Masque worn at the height of the winter season at the demesne of a petty, but connected prince, this masque was the unconventional star of the gala. Though it is de rigueur for bored & contemptuous nobility to wear such a masque – this one is nevertheless rather Avant Garde. Fashioned to resemble the always weeping face of a cat, the masque has concealed within it the fangs of a deadly cobra – which can be used surreptitiously to poison one's social superiors or rivals.

What it Might Do: Venomous Tricks - If you're held, grappled or otherwise manhandled - you can make an attack with the mask that deals no damage but which inflicts a d6 poisoned effect.

Rollled On
1/2/2017

What Was Rolled: An Elite Cutting Cutter

What Was Imagined: A Master Shiv – one of the fabled relics of the depths of Eternal Bondage Warren Seven, the shiv of shivs, the cutter of cutters. A crude implement fashioned with so much malice, so much terror & cunning that it cuts other blades as it cuts flesh – and it certainly cuts flesh. Hidden until needed, and frequently needed one of the master shivs is never noticed until it is too late.

What it Might Do: Hidden Hand - When you use the master shiv on an unsuspecting opponent you can make 2 attacks with it every turn for the first round of combat.

Rollled On
1/3/2017



25

What Was Rolled: Grotesque Trendy Triangular Grayscale Mercantile Marble Measuring Rod

What Was Imagined: Ostentatious Merchant's Scale - Both tacky & flashy, this is a marble rod with a few commercial uses. The scale is a sign of petite bourgeoisie affluence in the culture that fashioned it. It measures coins by size - if one follows the marks along its grotesquely carved sides - which are made to resemble naked women of improbable proportions. It also measures by weight - if it is laid on a firm surface the angled instrument - all made of gray marble - can be used to measure out, with good accuracy, the weights of small objects.

What it Might Do: Flashy Tricks - You can use the scale to shave coins off of deals you make - when you use the scale you get d10 additional coins on that transaction, so long as you willingly cheat.

Rolled On

1/4/2017

26

What Was Rolled: A Scrupulous Fabric Rerebrace

What Was Imagined: Mantle of the Saint's Shroud - The true believers who follow the faith of the saints regard their martyrdom as a passage into the next world, a beautiful and perfect world at war with an evil and corrupt earth. The relics of the saints are considered holy & magically powerful. So much so that the death shrouds of the departed saints are commonly fashioned into suits of armor - stiffened with the blood of the slain saints - these mantles are worn into battle by the most devoted of the saint's believers.

What it Might Do: Blood of the Devoted - When you are hurt while wearing the shroud (and are faithful to its religion) you increase the AC it provides by 1 point for the rest of the combat.

Rolled On

1/5/2017

27

What Was Rolled: Extraordinary Pudgy Serrated Kaleidoscopic Ectoplasm Flail

What Was Imagined: Ghost Rainbow Pendulum - The implement of a large creature - maybe an ogre or an orc - this extraordinary flail is composed not of steel & chain but of the jagged ectoplasmic substance of ghosts. In the right light the flail casts a shimmering cascade of whirling colors, almost hypnotic. In the hands of a giant this might be an inscrutable tool but at your size it makes a creditable weapon.

What it Might Do: Phantasm Cunning - You can use the Pendulum to feint quite well - when you do so you sacrifice one turn to increase your to-hit with the pendulum by +2 against that target for the combat's duration.

Rolled On

1/6/2017

28

What Was Rolled: Pestilent Endless Dark Frightening Possum

What Was Imagined: Plague Totem - This unseemly beast - a scrawny, tattered & dingy possum has been in your family's possession for generations. It is undying & possibly unliving. It is endless. It is also a harbinger of disease & a vector for plague. You can brandish it, when you wish, to universal dismay, but you cannot get rid of it. It is a totem creature and it always seems to find its way back to you.

What it Might Do: Plague Bearer - Your totem can bite someone and inflict a d6 Sickened effect.

Rolled On
1/7/2017

29

What Was Rolled: Comical Significant Flame Coat

What Was Imagined: Famous Clown Coat - A long and comically proportioned coat. This garment is ragged & patchwork by contrivance - meant to elicit a humorous response - its main comedy gimmick is how it bursts into flames on command. Not quite magical and not quite alchemical, the process by which the coat bursts into multihued flames is a trade secret that you have to re-rig intermittently. The coat's fame derives from its previous owner - a performer of renown.

What it Might Do: Flaming Burst - You can cause the coat to flash into a multi-hued fiery burst which deals no damage but causes all nearby to save vs. Devices or lose their next turn.

Rolled On
1/8/2017

30

What Was Rolled: Useful Massive Regular Fang

What Was Imagined: Tool-Tooth - One of your front teeth is notably larger & stronger than the others and it is remarkably useful. Good for severing ropes, prying apart stuck items, even for gnawing through wood or metal. You've been known to sharpen blades & cut through bolts with your tool-tooth and at need your old fang makes a fair weapon - though it's never quite pleasant biting a monster or enemy.

What it Might Do: Gnaw Through - You can choose one adventuring skill and lower the difficulty of checks with that skill by one step when you use your tooth - but you have a 1% chance of destroying your tooth each time you use it.

Rolled On
1/9/2017

31

What Was Rolled: Ritualistic Slender Next Champions Diamond Frustrating Slug

What Was Imagined: Gastropod Idol - The champion must run a race, each year. This is what keeps the sun in the sky, the running of the race by a champion. Of course they wouldn't be much in the way of champions if the race were easy. No. Everyone in the polity must attempt to frustrate the Champion and they do so by throwing effigies and idols of the dark gods of the pantheon - those who wish to extinguish the sun. When your turn as champion came you chose something else. Either run the race and be pelted possibly to death, or take the idol and go. It's a slender affair- resembling a kind of slug- one of the baser villain gods of the pantheon - and it's encrusted with jewels, diamonds. It's worth a small fortune no doubt but not enough to die for - and look, the sun is still rising anyhow.

What it Might Do: Idolatrous Pelting - When you use the idol to pelt religious people the damage it deals is one die step higher.

Rolled On
1/10/2017

32

What Was Rolled: Spearing Insect

What Was Imagined: It's a Mosquito - You have a pet mosquito

What it Might Do: Irritate - You can send your mosquito against a target from a place of concealment - it momentarily distracts them - causing them to miss their first turn on any subsequent initiative.

Rolled On
1/11/2017

33

What Was Rolled: Stern Tremendous Tattered Marine Gold Koi

What Was Imagined: The Great Gold Carp - not quite lucky and not quite unlucky the Great Gold Carp is auspicious. Its moustache-like whiskers are long & grant the creature and intense, almost hostile expression. It's quite large of course, almost as big as an Orc and it's gold. Not gold in color, but gold. Its scales are pure gold, that is, where they remain intact. Treasure hunters haven't been kind to the Great Gold Carp. It's up to you to care for the creature - which is why you've brought it with you.

What it Might Do: Auspicious Insolence - You can allow your Carp to take damage to save yourself. Anytime you fail a save you can choose to allow the Carp to take damage equal to the amount by which the save has failed. The carp doesn't recover these HP & when it is finally killed, it is lost forever.

Rolled On
1/12/2017

34

What Was Rolled: Denim Coat

What Was Imagined: Your Dad's Sweet Jacket - Your dad is pretty cool. That's what he tells you. You're not so sure but maybe he was once cool? His Sweet Jacket seems to suggest that he might have been. It's a torn & beat up denim jacket that's pinned together with patches & emblems of bands & gangs & fictional nations. It's pretty much The Coolest. And it kind of still fits your dad - so maybe he's right. Anyhow - he gave it to you because you're going on an adventure.

What it Might Do: Tough Guy - You can take a turn to turn up the collars on the jacket which increase one of your social dice by 1 step.

Rolled On
1/13/2017

35

What Was Rolled: Disconcerting Mongoose

What Was Imagined: Rikki Tikki Terror - As mongooses go, this one is pretty weird - it's unpleasant is what it is. It's like a typical mongoose except for how it's also a cobra. It's got a cobra hood and it does a cobra's hypnotic dance... Still, it's got four furry legs and hunts snakes. Doesn't make it any less creepy.

What it Might Do: Fur-Serpent Fury - You throw your creature at an opponent who has to save vs. Breath or take d6 damage on each of its turns until it shakes the thing off. It makes the save on each turn and takes damage whenever it fails.

Rolled On
1/14/2017

36

What Was Rolled: Enthusiastic Lilliputian Pioneering Tawny Majestic Beaver

What Was Imagined: Invasive Miniature Beavers - Somewhere in between a mouse and a rat in size, these shaggy little creatures are flat-tailed aquatic dam-builders, beavers. They're common in your homeland - known for breeding at a terrific pace and for damming & controlling the flow of rivers. They're an essential part of your home's ecology - so why not bring them to the North as a boon to future settlements? The few you carry with you were given you by the kings & queens of your homeland - from the regnal stock, they're the exemplary specimens of these beasts that can be found

What it Might Do: Sapper Pets - You can unleash these beasts on a wooden structure which will collapse entirely after d10 hours.

Rolled On
1/15/2017

37

What Was Rolled: Beautiful Mini Textile Belt

What Was Imagined: Quilt Sash - A lovely wide belt made of many beautiful scraps of patterned cloth. It's quite comfortable and very distinct.

What it Might Do: All Allegiances - You can manipulate your sash so it seems to reflect the emblem & colors of any group - if you succeed a d20 CHA test your sash confers a temporary membership into any group.

Rolled On
1/16/2017

38

What Was Rolled: Impossible Baby Millionth Immaculate Baize Staff

What Was Imagined: One Millionth Baby's Green Felt Staff - An edict went out - centuries ago - that every baby be swaddled in green felt - and that in time, the swaddling clothes be wrapped tightly and formed into a rolled up tube - a staff. Each of these felt staves - given rigidity by the tightness of the wrapping & the application of secret varnishes became emblematic of the many generations as each was carried by everyone in the culture. The edict, the ancient mandate held that the thousandth-thousand child would be the last, the final progeny of the line. And so it was. You might be the last baby of your society - or you might have the last baby's staff from an unrelated culture.

What it Might Do: Fire of the Final - The staff can be lit on fire & it is consumed, albeit quite slowly. The flame illuminates & it increases the damage die of the staff by 1 step. If you ever roll a 1 on the to-hit roll while the staff is flaming - it is finally consumed & burns up to ash.

Rolled On
1/17/2017

39

What Was Rolled: Lithium Pitons

What Was Imagined: Mermaid Fireworks - These arrowheads of elemental lithium are stored in a small keg full of naphtha. When properly used these arrowheads are exposed to water where they react vividly by exploding into silvery light which burns luminously undersea.

What it Might Do: Burning Seas - You can use these items to make ranged attacks at creatures underwater - they deal damage based on the weapon used to fire them - increased by one step.

Rolled On
1/18/2017

40

What Was Rolled: Opportunistic Ruby Dagger

What Was Imagined: Barbed Hairpin - A ruby crusted hairpin that hides cruel barbs when the rubies on its stem are properly manipulated. The hairpin makes a cunning and pernicious dagger that's easily concealed.

What it Might Do: Murderer's Tricks - You can make an attack against an unsuspecting person while you and they are both otherwise unarmed & compromised (in bed or similar). They must Save vs. Death or suffer a d10 Defeated status.

Rollled On
1/19/2017

41

What Was Rolled: Dumb Garnet Gilded Ladder

What Was Imagined: Preposterous Carriage Stairs - This small, portable stairway was intended no doubt for the royalty of some opulent nation. Now in your possession, these golden stairs encrusted with garnets give easier access to carriages, help you mount horses & are otherwise modestly useful for reaching things on top shelves.

What it Might Do: Allez Oup - You use the stairs to perform a bounding leap attack - the damage of which is increased by 2 die types. You must cover a significant distance & you can't use this attack more than once in a battle.

Rollled On
1/20/2017

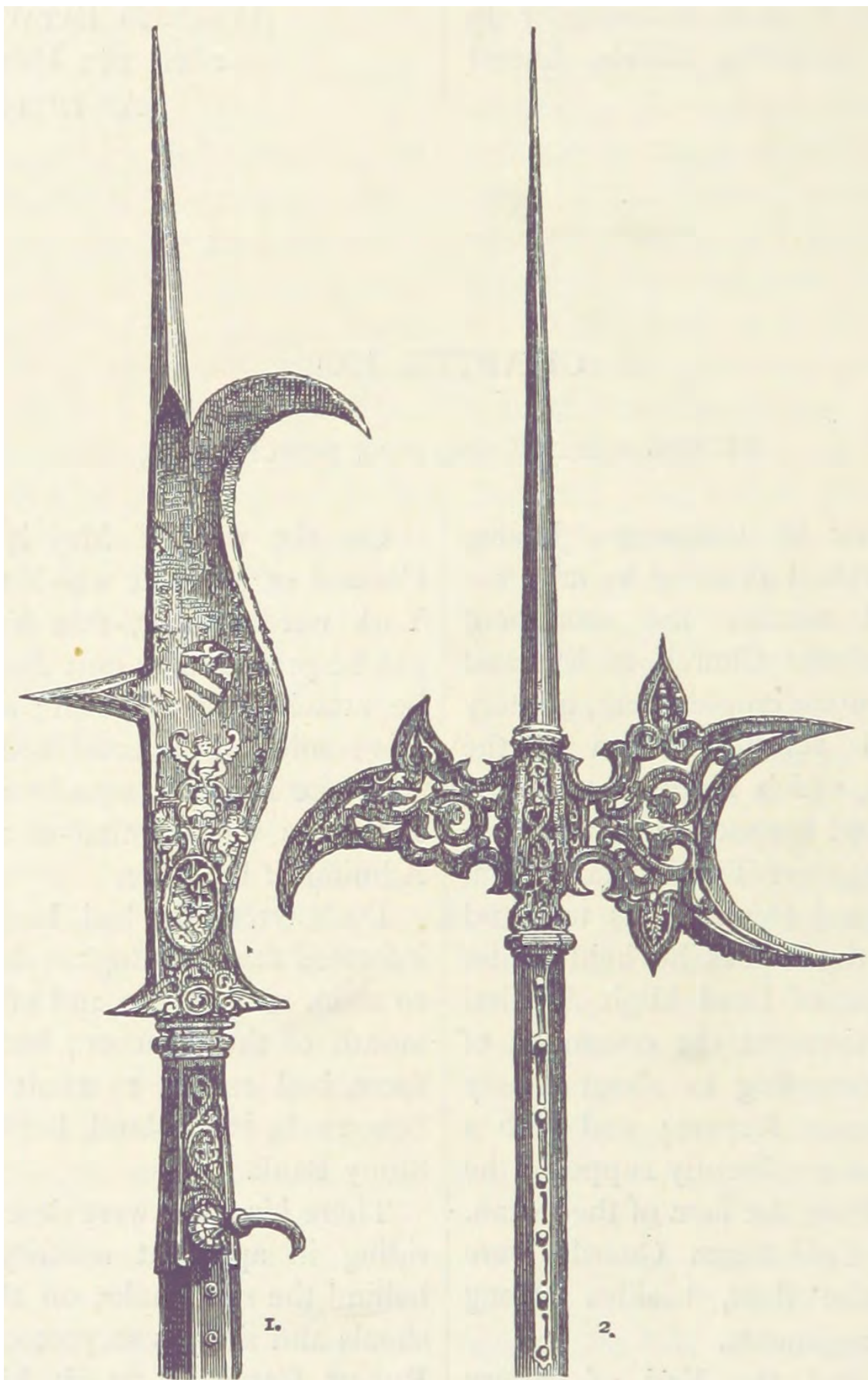
42

What Was Rolled: Adequate Coruscating Forged Enchanting Staff Tool

What Was Imagined: Wizard's Reservoir - In the land of your origins there are wizards of no small power and have been for many generations. Among them they carry their vanity in the form of fabulous staves - each brimming with enchantments. The staff of a wizard requires a goodly bit of maintenance in order to remain magically effective - and so the invention of one wizard became a sought after item - the Wizard's reservoir is an adequate little device that bends the dimensional harmonics so that it can re-enchant magical staves & other items.

What it Might Do: Re-Imbue - The Wizard's Reservoir can be used to restore d6 daily spell levels to a character - as with other healing items - if a 1 is rolled the effect is maximized but the item is consumed.

Rollled On
1/21/2017



1. FOUCHARD. 2. PARTISAN. (ARTILLERY MUSEUM, PARIS.)

43

What Was Rolled: Obdurate Advanced Trapezoidal Burnt Mechanical Rabbit Hedgehog

What Was Imagined: Stubborn Mechano-Pet - All the rage long ago, the mechano-pet was a vaguely wholesome combination of clockwork, phlogiston, rabbit & hedgehog. Yours still is all of that and stubborn too. Where the others have quit, given up the ghost, ceased to function - yours still works. It's a rarity & an oddity in most places, but a few in the world will recognize it fondly as one of childhood's own gimcracks.

What it Might Do: Safety Recall - Your pet sparks & shoots flames causing fires in areas with a lot of flammable materials (thatch roofs, dry grasses etc...) over the course of a few minutes time.

Rolled On
1/22/2017

44

What Was Rolled: Morbid Smallish Blocky Immaculate Metropolitan Toga

What Was Imagined: Your Mourning Toga - As a child you wore this toga frequently - a garment used as a sign of official mourning, it was in constant use as plagues and famine struck the great city of your birth. Over time the toga - 10 yards of dark wool, finely woven - came to represent many, many failings & difficulties in your life. You keep it now, and wear it when it suits you - an elegant memento of a more tragic age.

What it Might Do: Elegize - When you wear the toga and speak about sad things - and in particular the dead - you increase both of your social dice by 1 step each.

Rolled On
1/23/2017

45

What Was Rolled: Secondhand Sturdy Religious Lens

What Was Imagined: The Sin-Seer's Monocle - The Sin-Seer of your town was a wicked individual, coarse & full of harsh punishments. When you held the mirror up it was a scandal - on you of course - for your impudence - but more on the Sin-Seer, the mirror wouldn't relent & the old cleric fell into a fit. You swiped the Monocle for yourself & ever since you've had the knack for spotting the dirtiest deeds that stain the hands of the wicked.

What it Might Do: Guilt-Sense - You can use the Monocle to determine if a person is Evil or Wicked.

Rolled On
1/24/2017

46

What Was Rolled: Pitiful Baggy Crude Slug Mortar & Pestle

What Was Imagined: Petrified Snail Mill - You crush the roots & grind the leaves, you make powders & poisons, tinctures & tonics. It's not just the ingredients though - that you know. It's the vessel - an ancient snail-shell, of some kind - a fossil maybe? And for the pestle, the petrified remnant of the snail - or maybe a slug? It's ugly to look at, puffed & wrinkled as it is, it looks like... Well, it's not polite to say in mixed company just what the wrinkled old gray thing looks like - but it grinds the leaves & roots just right, adds a bit of antique magic.

What it Might Do: Fine Grind - You can use the Snail Mill to create reagents that are more potent, increasing the die type of their effect by one step.

Rolled On
1/25/2017

47

What Was Rolled: Dreaded Trim Hazy Sand Sling

What Was Imagined: Sand Caster - A weapon without like or peer, handed down to you from its inventor. This armament - simple in design - a sling woven of cloud & dust, the gauzy tendrils of the sirocco bound together into a sling. Used to scatter & scare the desert jackals rather than to kill - it throws volleys of grit rather than stones - unerring little projectiles that irritate rather than harm. And yet, in many ways much worse than a simple stone between the eyes.

What it Might Do: It Gets Everywhere - You can use the sand caster to irritate rather than injure - it causes the target of the attack to lose their next turn.

Rolled On
1/26/2017

48

What Was Rolled: Useful Asbestos Sundial

What Was Imagined: Fire Clock - What the sundial lacks in nighttime utility the Fire Clock adequately compensates for. When placed in a fire, any fire, the Fire Clock stays cool to the touch, impenetrable to heat it nevertheless reacts to light. When placed into the fire the clock shows the hour, as if the flame knew it and were happy to tell.

What it Might Do: Adventure Time - you can use the Fire Clock to set watches - which increases your initiative die by one step for any encounters during a watch

Rolled On
1/27/2017

What Was Rolled: Awesome Common Primal Whole Arcane Poniard

What Was Imagined: Complete Blade - In ancient ages when the gods created the heavens they did so during a war amongst themselves & the void that divides. Among the gods' champions were the umpteenth powers, the mountains & the oceans & the moons - all of these living geomorphs, covering the unformed sky - battling with space itself left marks that remain in the world still. An old broken hill, small for a mountain but of an ancient temper - a fallen comet, a mountain from space that was once a warrior - its fingers long spikes, its nails complete swords. Complete. There were 10 once, all of the awesome swords fallen to earth, the fingers of a mountain that was a soldier in the sky. You've one - a whole one - complete.

What it Might Do: Telescopic Thrust - The blade's shadow can strike - if you're careful. You can deduct 2 from your To-Hit to increase your range to 3 spaces with the blade.

Rollled On

1/28/2017

What Was Rolled: Subtle Microscopic Maroon Seraphic Samite Descending Talisman

What Was Imagined: Kiss of a Falling Angel - Once, when you were born an angel came to see you and left a mark upon you - its unutterably white lips against your maroon, just born lips. A kiss that passed on the germ of the angelic, the dust of stars & the image of heaven itself - retained in your mind, a permanent notion of what could be and what might be lost. It abides in you, subtly, surfacing only at times of despair when need for clear vision is greatest.

What it Might Do: Repair Despair - You can take a round to recall the kiss and gain an additional save vs. any Maddened effect.

Rollled On

1/29/2017

What Was Rolled: Putrid Shadowed Lead Pills

What Was Imagined: Those Bitter Bullets - A small passel of bullets - lead balls used for slings & as shot for harquebuses. These though, are peculiar. Having been used at some point to pierce the tenebrous hide of the Night Monster they have become somewhat tainted, somewhat mystic and somewhat sought after. These bullets are colored with the blood of the Night Monster & its ichor scored them with hideous epithets in its strange, starry language. Now they grant peculiar powers over shadow - allowing you better vision & better stealth when you have the nerve & the desperation to actually swallow one.

What it Might Do: Shadowy Pills - When you swallow one of these roll d6 - you add this value to all your adventuring skills for a scene. On a 1 you add 6 but have consumed the last of the bullets. No matter what - swallowing one of these deals d4 HP to you.

Rollled On

1/30/2017

What Was Rolled: A Quantity of Crafty Voluminous Aboriginal Miasma Sheep

What Was Imagined: The Plague Drove - Those who settled in your homeland brought with them their own breeds of barnyard beasts. Among them were the diaphanous wooed ewes of modern providence. This particular breed - while giving a fine wool has an extremely unhelpful, even dangerous feature & that is that their wool gathers & disperses contagion. Where this drove of sheep go there follows a plague. Driven away & out the shepherds of this storied breed relinquished their herds and you ended up with a few.

What it Might Do: Bleating Miasma - You can drive the sheep into a settled place -provoking a save vs. death from everyone in the area - on a failed save a d10 Sickened effect is inflicted.

Rolled On
1/31/2017

What Was Rolled: Exact Indigo Riding Tonic

What Was Imagined: Blue Horse Whisper - Precision horsemanship isn't everyone's idea of a good time, dressage or steeplechase are some people's great enthusiasms. Blue Horse Whisper is something created for those enthusiasts by the people who are purely interested in horses themselves. The riding tonic, when applied, dyes the horse's ears blue - but it makes them much more amenable to being guided precisely by those who whisper in their ears.

What it Might Do: Taming Blue - You can use the potion on any horse - it is consumed if you roll a 1 on a d6 when applying it. Any horse it is applied to grants you +5 to parley/training attempts thereafter.

Rolled On
2/13/2017

What Was Rolled: One More Magnificent Immaculate Luring Demon

What Was Imagined: A Final Offer - You've been asked, again and again to join the Old Firm, to follow in the diabolical footsteps that have led your kin all alike to hell. You can always just succumb, give up your soul & all common decency to get that perfect, immaculate, glorious gift - the one tainted with the vileness of hell. You've got this in your back pocket, a bargain with devils that the devils just can't wait to close.

What it Might Do: Back from the edge - You can ignore a defeated status and regain d10 HP when it would be inflicted. You gain the Evil alignment and must perform certain evil acts as dictated by the Referee.

Rolled On
2/14/2017

55

What Was Rolled: Fuligin Corinthian

What Was Imagined: Umber Helm - Made of blackened obsidian & darkened night this helmet - fashioned in an antique style with cheek & nose-guards & stylized eye-holes - plumed fetchingly with a spray of crow feathers - the Umber Helm is all but invisible in the dark - leaving only the faint impression of your ferocious disembodied eyes.

What it Might Do: Terrifying Night Face - You can increase your social dice by 1 step each when you use this helmet in the dark to intimidate any creature.

Rolled On
2/15/2017

56

What Was Rolled: Marble Powder

What Was Imagined: Manufactured Dust - A pouch of dust - each grain carefully ground to a sphere. The powder is as useful as any powder - though it flows more easily and often acts like a liquid.

What it Might Do: Slick Slide - Roll d6 when you use this, on a 1 it has the maximum effect but is consumed. This material causes spaces equal to the number rolled to be treacherous - anyone on the square must save vs. Devices or fall prone.

Rolled On
2/16/2017

57

What Was Rolled: Five Finned Wax Eyepatch

What Was Imagined: Five Eyes of the Coelacanth - These eye patches were worn by the marines of the ship Coelacanth in order to train themselves to be able to see in the dark and over cannon flare. The eye patches are made of wax & fit to anyone's eye socket snugly and are easily peeled off. Some say that people can train one of their eyes to be good at seeing in light and the other to be good at seeing in dark using these.

What it Might Do: Peel Away The Dark - In the darkness the eye patch can be peeled away - allowing you to see normally in dark conditions outdoors.

Rolled On
2/17/2017

58

What Was Rolled: Durable Teensy Parallel Verdigris Punching Oryx

What Was Imagined: Fists of the Desert Halflings - Tiny and aged, these corroded bronze gauntlets are made to resemble the desert oryx, a favored mount & work animal of the desert halflings. The durable fists are identical gauntlets with parallel horns for more violent punching. They're too small for anyone but a child or halfling to use.

What it Might Do: Bracing Guard - You can forgo attacks for a round to protect yourself with the fists - gaining +4 to AC and +2 to Saving Throws you roll while braced.

Rolled On
2/18/2017

59

What Was Rolled: Fabulous Elderly Convex Metallic Mechanical Robin Cleaning Shirt

What Was Imagined: The Gallant Red Breastplate - A fabulous, vibrant garment -the Gallant Red Breastplate is a comfortable & clean shirt of an obsolete style which has a red-metal convexity to cover the vitals. It stays nicely pressed and clean - though also out of fashion even while providing protection. A mechanism within the garment is what's used to cinch & open it.

What it Might Do: Red Breast - The breastplate allows you to receive only half damage from piercing attacks - but your to-hit is reduced by 4.

Rolled On
2/19/2017

60

What Was Rolled: Kind Narrow Vanadium Plaster

What Was Imagined: Redblue Venom Plaster - A thin layer of this plaster is all that's needed, indeed any more would be possibly fatal. This is a medicine which, when applied gently as a plaster dries up as it poison's the patient, lightly. The poisoning is benign however as it is effectatious at leaving the patient alive whilst killing off pernicious diseases.

What it Might Do: You can use this plaster to eliminate a Sickened effect but you trade that effect for a d6 Poisoned effect

Rolled On
2/20/2017



61

What Was Rolled: Ninth Quality Scraggy Pointy Cuisse

What Was Imagined: Tasteless Lap Armor - Of the 9th tier of quality, and somewhat shabby even for that, this solid armor skirt is intended to protect the groin and thighs -but its design, possibly comical to exceptionally lowbrow audiences - incorporates an exaggerated, sharply pointed penis into the form.

What it Might Do: Vicious Thrusts - You can thrust yourself distastefully and inflict damage. This attack adds 2 to your To-Hit roll but only deals d4 damage.

Rolled On
2/21/2017

62

What Was Rolled: Egotistical Steel Greathelm

What Was Imagined: Vanity Helmet - It's your helmet, and everyone knows it, because it is emblazoned with your crest & name, the mask that protects your face is a very flattering depiction of you. Overall this sturdy helmet conveys an abiding egotism.

What it Might Do: Dashing Defense - The Vanity Helmet can help you to take a pose which improves your AC by 2 for the remains of the round.

Rolled On
2/22/2017

63

What Was Rolled: Primeval Hugging Trophy

What Was Imagined: Megatherium Mantle - In the misty dawn of time just at the edge of history a megatherium - enormous & deadly was hunted and killed. Its pelt is now a cape, the arms & limbs worn wrapped around your body many times, the hood comprised of the beast's massive head - this pelt, when worn, feels like a warm long embrace.

What it Might Do: Curing Hug - You can wrap yourself in your mantle and regain d4 HP.

Rolled On
2/23/2017

64

What Was Rolled: Knowledgeable Tincture

What Was Imagined: Skill Oil - The oily distillation of the brains of executed thieves, this therapeutic oil can be applied to one's hands & feet, granting memory & facility sufficient to engage in the arts of subterfuge more capably.

What it Might Do: Applying the Aptitude - You can use the Skill oil to temporarily increase one of your adventuring skills by d6 - on a 1 the skill is improved by 6 but the oil is consumed.

Rolled On
2/24/2017

65

What Was Rolled: Dull Fiftieth Taloned Alabaster Western Imaginary Carving Spear

What Was Imagined: Fiftieth Claw of the Dream Eagle - The dream eagle - a creature of popular fable & myth in the distant west is a creature purported to have 100 wings and 50 talons. Each of its talons is said to stroke the earth, creating one particular part of existence - such as mountains or rivers. The fiftieth claw bestows death and in this mythology the 50th claw is an idealized weapon - a rake-like spear of polished alabaster headed with a bladed claw. Difficult to keep sharp, yours is dull but yet effective.

What it Might Do: Raking Whirl - You spin recklessly attacking everyone around you. Roll 1 To-Hit and 1 damage result - this is used against anyone within 2 squares of you - your AC is reduced by 2 until the end of the round.

Rolled On
2/25/2017

66

What Was Rolled: Extraordinary Strapping Biting Dugong

What Was Imagined: Singular Dugong - Not like the others, your dugong's tusks are long and it's quite strong besides. Big & aggressive, your dugong loves to bite.

What it Might Do: Secret Stone - The Dugong sneakily poses as a stone until someone swims by - when it bites with +2 to its To-Hit roll & deals d10 HP

Rolled On
2/26/2017

67

What Was Rolled: Lanky Unspoiled Crude Spaulder

What Was Imagined: Longarm Spaulders - Made for someone perhaps taller than yourself, these cross-strapped shoulder pads are unused and in their original condition. Nevermind that their original condition includes carved depictions of some kind of profane sexual rite.

What it Might Do: Distracting Glimpse - You can use glimpses of your obscene spaulders to distract foes - who must save vs. Devices or lose their next turn.

Rolled On
2/27/2017

68

What Was Rolled: Odd Significant Lurid Wall Shield

What Was Imagined: The Shield of Fickle Fate - Strangely significant in your homeland, this wooden shield fitted with steel and bossed with lurid - unseemly images of a grotesque witch's sabbath was once the determiner in a major religious court. Deemed offensive & heretical but not actually forbidden, the shield opened up the rules of the religious state allowing witchcraft to be openly practiced. For reasons, it's in your possession now.

What it Might Do: Fateful Sacrament - When you smear blood on this shield it comes alive & the image upon its face moves & swims in your vision - revealing some secret.

Rolled On
2/28/2017

69

What Was Rolled: Ready Pocket-Size Pinstripe Murdering Cause

What Was Imagined: Unhesitating Revenge on the Little Mobster - Everyone needs a cause, something to believe in. One of yours is revenge - revenge against that little murdering bastard that stole so many of your loved ones from you. You're ready, eager even, to plunge a dagger or ten into the short, foppish degenerate - whenever you see him.

What it Might Do: Maneuver - Whenever you are facing the little gangster or his crew you get +10 to your initiative score.

Rolled On
3/1/2017

70

What Was Rolled: Broad Bark Helmet

What Was Imagined: Cap of the Woods - Fashioned of birchbark & oak leaves this helmet helps you remain hidden in the deep woods & its broad brim protects your eyes from sudden glares caused by gaps in the canopy.

What it Might Do: When you have the Cap & are in the woods you can reduce your Search Die by 2 steps.

Rolled On
3/2/2017

71

What Was Rolled: Despicable Ancient Granite Raft

What Was Imagined: The Massacre Plinth - Why you have this and what it could be used for remains to be seen, but you have a granite plinth that has been carved in an ancient age to resemble a raft. The plinth was used in genocides of old. The brutal antagonists would lash their adversaries to the raft and then laugh hideously as they 'set sail'. Plinths like these sometimes show up on the shore - when the tide goes out - and here and there curious parties have gathered these implements of genocide as macabre mementos.

What it Might Do: Sled the Stone Raft - Using the raft as a toboggan you can steer it into an adversary running over them with terrific force.

Rolled On
3/3/2017

72

What Was Rolled: Surreal Avant Garde Lace Light Scavenged Screaming Costume

What Was Imagined: Nonsense Gown - You fashioned this dress out of scavenged bits of mismatched lace. Its many mismatched patterns is difficult for people to look at, but it's impossible for them to look away. The dress is a mishmash of frayed lace & none-too-subtle voids & gaps. Naturally this dress, your dress, is best used for your ritualistic screaming fugues.

What it Might Do: Dress Scream - You're empowered when wearing your dress so that you shout with terrific force & terrible pitch. Your screams shake the nerve of those who fail a save vs. devices - they take an amount of damage.

Rolled On
3/4/2017

73

What Was Rolled: Pitiful Behemoth Silvery Pouch

What Was Imagined: Tatty Whale-Coinpurse - This is a purse for carrying coins that's fashioned from the skin & hair of a cetacean. The purse has seen better days, it's worn & greasy to the point of having a silvery sheen.

What it Might Do: Spare Change - Shake the purse & turn it inside & out and you'll sometimes shake out one last coin that you'd misplaced.

Rolled On
3/5/2017

74

What Was Rolled: Tame Large Homemade Corrugated Resisting Tomato

What Was Imagined: Shaming Bomb - Toiling at home you've come up with the perfect fruit - the perfect fruit for pelting politicians & celebrities. Its corrugations allow it to be thrown with terrific accuracy, it has a heavy, steady mass to it and it contains within it an abundance of juices & seeds which burst upon the target, soaking & sliming them at once. This tomato specimen rots quickly and yet stays firm enough to be thrown - so it's not great for eating but for its principle use it is sublime.

What it Might Do: Shaming Pelt - You fling your tomato(s) at someone who is using their social dice. If you hit their dice are both reduced by 2 die tiers.

Rolled On
3/6/2017

75

What Was Rolled: Durable Grooved Bronze Homemade Dooming Sloth

What Was Imagined: Dooming Sloth - In the fashion of the augers who track the motion of birds, your people have watched the slow motion of sloths to anticipate what is to come. Now, traveling is traveling and carrying with you a few sloths for their facility at anticipating the future is just outside of reason. Instead you have your own personal bronze-sloth - something like the antikythera mechanism - but shaped like a corrugated sloth. Naturally it portends the end of the world based upon the mechanical sloth's expectations regarding the eventualities of multiple comet strikes, fateful eclipses & planetary alignments. To say nothing of the retreat of the ice & the advance of the barbarous steppes folk.

What it Might Do: You can store an anticipation in your bronze sloth. So long as it's in your possession and you've had time to study it you can use your anticipation to re-roll a saving throw once per day.

Rolled On
3/7/2017

76

What Was Rolled: Broken Fantastic Dentifrice

What Was Imagined: Faded Tooth Powder - This medicinal aid is a powder that when applied to the teeth would repair damage & improve the sparkle of one's mouth-stones. It got wet though, ruined, but just a little. The powder still will repair one's teeth but they all turn fantastic shades of varied colors.

What it Might Do: Suggested Use - This is a healing item - so it can be applied to grant healing to a subject. It should offer benefits & assistance when it's used to repair bones or teeth - increasing the healing granted by 2 die steps.

Rollled On
3/8/2017

77

What Was Rolled: Absolute Grand Scalp

What Was Imagined: Magnificent Coiffure - You've got the grandly flowing & supremely beautiful hair of a living god. It cascades over your head & face in tremendous, thick waves. It is the envy of everyone.

What it Might Do: Flashing Headbob - you can toss your glossy hair in a provocative motion that distracts your opponents. You can use this move to increase your Initiative by a die step.

Rollled On
3/9/2017

78

What Was Rolled: Quintessential Outsized Timeless Murky Berry Bird

What Was Imagined: A Four Winged Hoatzin - An Ur-Bird, one of the most ancient of the aves - your Hoatzin has a peculiar reptilian digestion, four wings, clumsy flight & a bad smell. It ferments berries in its gut and exudes a rotten odor. It is large & flies proficiently but is clumsy and resembles the movements of a bumblebee more than an eagle. Your Hoatzin is one of an exemplary type- bred for show & contest it is a champion in this rarified field.

What it Might Do: Noxious Belching Bird - Your hoatzin is trained enough to obey complex commands & it can belch out the murk of its guts creating a sickening smell that can affect a group of people.

Rollled On
3/10/2017

What Was Rolled: Timeless Ringed Quill Lyre

What Was Imagined: Old Melody Maker - The composer's lute has been around a long, long time and it hasn't been the possession, in that time, of just one person - rather The Composer is a title, granted and passed on to those in the court who compose the court's music. The lyre itself has a stout body to it, which braced against the hip whilst playing allows The Composer to make notes & write music (using the cleverly attached inkwell & quill) whilst playing. The instrument itself is plucked with five metal & horn rings which also fit into compartments on the body of the lyre.

What it Might Do: Write the Major Theme - You compose a song during a fight or encounter based upon the actions of your cohort. Thereafter, if you play this composed theme while they perform the same actions (more or less), they all get a bonus - usually to AC, Initiative or To-Hit.

Rolled On
3/11/2017

What Was Rolled: Mighty Overweight Cubic Cellulose Brooch

What Was Imagined: The Mighty Die - a heavy six-sided die made of alchemically prepared tree pulp. It is transparent & can be worn as a brooch - though it is quite dense & heavy. When rolled it produces only the best result - always a '6'. The weight & heft rule it be so and so it is an unfair, but powerful die.

What it Might Do: Boxcar to the Face - The innocuous die is much heavier than it looks - when you pelt someone with it it strikes for d8 damage & you double your To-Hit bonus against those who've never seen the die thus used.

Rolled On
3/14/2017

What Was Rolled: Zinc Manacles

What Was Imagined: Crackling Cuffs - These manacles are not particularly strong, in fact they're slightly brittle - but they do have a couple of advantages over simple iron manacles. First- they stain the wrists and ankles of those they've been fixed to. Second - they emit a rustling 'cry' when they are bent or disturbed- this is loud enough to alert you to them being tampered with in your presence.

What it Might Do: Suggested Maneuver - Cuff 'Em - When an enemy makes a melee attack against you, the to-hit roll of which does not exceed your Armor Class - you can attempt a counterattack using these manacles. You make an attack against the attacker & if you succeed, one of their extremities is bound securely in the manacle.

Rolled On
3/15/2017

What Was Rolled: Comical Petite Sapphire Bayonet

What Was Imagined: Sucker's Sword Charm - You've a little charm, sapphire, gaudy. It hangs on a chain & you're meant to hang it from the handle of your own weapon, you've been told it brings luck, more importantly, you've been advised that ignoring it or abandoning it will bring certain death. So you have this little charm that you can keep on your sword and everyone will know why and They Will All Laugh At You.

What it Might Do: Dazzling Daze - When the sun is high in the sky you can whip your sword about flashing the charm in an almost hypnotic motion. Those who see it must save vs. Devices or lose their next turn.

Rolled On
3/16/2017

What Was Rolled: Nice Full-Size Spying Beaver

What Was Imagined: The Champ - A Nice Beaver, its plump & pleasant & even friendly to you as a pet. He's a good pal & when you have him with you, well, people don't ask too many questions, they're too engaged with your pet. Which helps you do your spying.

What it Might Do: The Distractor - You reveal your Nice Beaver and people are all too happy to give it all kinds of attention. People must save vs. devices or be distracted - reducing your difficulty die for Pick Pockets & Move Quietly by 1 step.

Rolled On
3/17/2017

What Was Rolled: Recreational Considerable Cotton Cloak

What Was Imagined: Hopscotch Mantle - You wrap yourself doubly or triply in this big cotton cloak. It's thin enough that that isn't encumbering, and it's thin enough that you need to wrap it that way to get warmth out of it. Of course it has other uses - and they're all detailed on the embroidered & printed patterns that lie upon its surface. There are a variety of games & simple pastimes that the cloak can be used to help you play - it's a sporting garment for the garden set.

What it Might Do: Preparatory Exercise - Using the cloak as an exercise guide has a beneficial quality for you and your aides who all improve their initiative die by one step on the next conflict they face, as the exercises give them the dash & pep they need to win.

Rolled On
3/18/2017

85

What Was Rolled: Magnificent Full Mercury Stirrups

What Was Imagined: Winged Stirrups - You feel confident to ride any beast, any creature large enough, so long as you can sling these stirrups over their back. Blessed by a winged god of speed & made for the guild of messengers - these stirrups of shimmering metal are magnificent, they guard your foot & shins, and they are engraved with winged emblems and are formed in the shape of wings.

What it Might Do: Suggested Use - You can increase one of your social dice by a step when you use these stirrups to train a mount, or when you are delivering messages.

Rolled On
4/11/2017

86

What Was Rolled: Admirable Wee Ancient Polymorphous Planar Platinum Farming Estoc

What Was Imagined: Remnant of a future war - The Wars in Heaven are always impending & always happening - these conflicts, out of space & time transpire always in some strange simultaneous future. Some Day the admirable beings of a heavenly plane will beat their farming implements into the shape of weapons. When that day comes this sword will come into being - a platinum-alloyed estoc for cutting & thrusting. It changes shape & size as the future war it will be used in changes its terms & state - as the future is written the sword becomes more and more a thing of that future. In your possession it becomes & is, and will be.

What it Might Do: Ploughshare to Sword - You can disguise the weapon as something smaller or something altogether less threatening. When you allow it to reform as a sword - it's quite surprising. When you use this weapon on your first initiative turn you increase your to-hit rolls by 2.

Rolled On
4/18/2017

87

What Was Rolled: Deadly Pine Escutcheon

What Was Imagined: Mahdi Killing Shield - The fulfillment of prophecy came about with the arrival of the southern Mahdi - an eschatological figure of great importance. When a tree fell & killed him, it was taken as an important sign. A variety of materials were fashioned from the tree's wood thereafter - including this shield, embellished with mottoes & aphorisms of the faith.

What it Might Do: No Gods No Masters - When facing a religious figure with this shield, you can brandish it in a frightening way - making them save or suffer a d6 fear effect.

Rolled On
4/19/2017

88

What Was Rolled: Peculiar Bulky Bound Artificial Tulle Escaping File

What Was Imagined: Jailbreaker - A veil, or another type of superfluous garment made of bulkily wrapped tulle - all of which conceals a hidden file & lockpicks - all useful in getting out of things you might not have wanted to get into.

What it Might Do: Shacklebreaker - You can use the Jailbreaker to wreck shackles, manacles & the like in a single round of dedicated effort.

Rolled On
4/20/2017

89

What Was Rolled: Dutiful Giant Oak Stick

What Was Imagined: Bodyguard's Shillelagh - A thick oak stick that used to belong to a provincial boss' bodyguard & which is symbolic of his protection of that authority. It's yours now.

What it Might Do: Duty Bound - You can use your attack on your turn to ward away attacks intended for another. Roll your attack &

Rolled On
4/21/2017

90

What Was Rolled: Vindictive Riding Pigeon

What Was Imagined: Rude Coo - This riding-rock-dove is a big grey jerk. Large enough to be ridden but too large to fly - Rude Coo is a big hungry predator that subsists on garbage & the rodents that live in & among garbage. Rude Coo has its own weird sense of honor & a long memory - so any sleight - as conceived by a big stupid bird - is regarded as a vicious attack for which Rude Coo will seek its own petty vengeance.

What it Might Do: Retributive Pecks - When Rude Coo attacks someone who's dealt it damage in the past it's damage die is increased by a step.

Rolled On
5/8/2017

What Was Rolled: Scorched Naval Synthetic Demeanor

What Was Imagined: Shipwreck Survivor Instinct - Synthesized from several really unpleasant experiences - you're quite wise to what to do in a shipwreck. In any aspect of a naval disaster really - fires? Capsizing? Pirates? You've seen it all, and you're a little spookier because of it. Anyone anywhere takes you for an expert on matters nautical & survival.

What it Might Do: Women & Children First - You're quite capable of being the last one off a sinking ship & still surviving to tell the tale. You grant everyone aboard a ship with you an increased die type on initiative rolls so long as you willingly go last in the initiative order.

Rolled On
5/9/2017

What Was Rolled: Exotic Bony Edged Brilliant Mechanical Vole Entertaining Wrench

What Was Imagined: Mouse Menagerie Mechanism - As a child you watched in wonder as your old guardian gambled on the mechanical mouse races - the stout little creatures, animated by magic & hinged & assembled by clever tinker's art would race upon the track, ingenious. Watching closely you discerned the secret of the races - a sharp toothed mechanism of ivory would be changed for another similar, but subtly different mechanism. Each of these were secured with a kit of elaborate tools installed by a blind man, to stymie cheaters. Your guardian, at a loss & ready to gamble you to the menagerie took your advice and wagered astutely - winning the whole folding table mechanism and giving it, as a prize, to you. It's a fully functioning mechanical rat race that you can unfold & deploy for entertainment & wagering.

What it Might Do: Barker's Tricks - You're clever enough & quick enough to use the menagerie to fix races & trick marks - you can make a charisma check & receive silver from marks based on your d20 check. If you succeed on the roll you receive SP from those joining the wagering equal to 1x,10x or up to 100x the amount you succeeded by. The change in value is based on the wealth of the gamblers as set by the referee.

Rolled On
5/10/2017

What Was Rolled: Outstanding Gigantic Bearded Iridium Hammer

What Was Imagined: Glorious Sledge – A massive mallet that is joined to its haft at two points so that its striking edge seems almost like the belly of a sail – dense, heavy, broad & flat & smooth besides the head of the sledge is a thing of beauty and a notable example of simplistic grace & design

What it Might Do: The Imprisoner - This hammer is both massive & elegant, it has a precision other such weapons lack – you can shift your grip and cause the hammer to catch arms, weapons, and even an opponent's head. On a roll of 20 on the to-hit die you can choose to disarm an opponent or to catch them – causing their own To-Hit to be reduced by 2 until you attack again.

Rolled On
5/11/2017

What Was Rolled: Clever Middling Advising Cricket

What Was Imagined: A Companion Cricket - This little cricket, fitting nicely in the palm of your hand, is clever & wise & knows the direction of wind & the state of weather. It can tell you which way is north & it chirps you to wakefulness just ahead of sunrise.

What it Might Do: Suggested Use - When you pay close attention to the Companion Cricket's alarms & alerts - it helps your perceptions - it increases your chance of detecting things on a search roll by 1.

Rolled On
5/24/2017

What Was Rolled: Harmful Familiar Trichromatic Illusory Chiffon Quipping Pants

What Was Imagined: False Pants - A strange & none-too-benign radiance from out of space has come upon the world - it is light given form & a gauzy ephemeral substance. Gathering the three-colored threads together an artisan has woven these strands of light into a pair of pants. When you wear them you're made slightly ill, there is something in them that is not good. And yet, they lift your heart into your mouth, allowing you to speak with a clever wit you don't ordinarily possess.

What it Might Do: Witty Riposte - You can, when an attack misses you, retaliate with a sarcastic quip (so long as you are 'wearing' these illusory pants). The quip is demoralizing and decreases your opponent's AC by 2 for the round.

Rolled On
5/25/2017

What Was Rolled: Exotic Behemoth Elvish Flint Needles

What Was Imagined: Sandwhale Baleen Needles - The elves of the deep desert are wary predators of the sand-whales - elementally linked cetaceans that sift the deep sands with their banks of flinty teeth. These whales are barely nutritious & dangerous to hunt, but their hearts are crystal & their eyes are rubies - so the sand elves chase them and if 100 fall to bring down a single Sandwhale it is considered lucky. The baleen teeth of these whales is flinty & can spark fires & pierce flesh like any other flints, and you have several that are harvested in this deadly process.

What it Might Do: Suggested Uses - You can use the needles to sew up wounds - making a d20 stat check with the difference on a successful roll indicating the amount of HP cured.

Rolled On
5/26/2017

What Was Rolled: Crude Big Water Chain

What Was Imagined: Rusted Anchor Cable - Pulled up by exceptional strength, this length of chain connected to an anchor sunk in the sea. It was drawn up and now you wrap it around yourself, unleashing it intermittently as a weapon and using it just as often as a tool.

What it Might Do: Mariner's Chain Whipping - You have a clever move where you swing your chain low over the ground around you. All those nearby you must save vs. Devices or fall prone.

Rolled On
5/27/2017

What Was Rolled: A Number of Lace Can

What Was Imagined: Beautiful Spiderweb Canisters - You've got a handful of these handy canisters and each is different - each is made in a different lacy pattern & crafted with care by its secret denizen. A small spider lives in each of these rigid, lovely canisters - growing it & shaping it, repairing it and keeping the contents within clean, safe & dry. Each spider creates its own lace pattern, each is different. As the spiders multiply, your collection of varying sized cans increases.

What it Might Do: Suggested Use - An articulate gift. For those not afraid of spiders the gift of one of these canisters is quite benevolent - as the spider that inhabits it is likely to create more spiders & thus more canisters. You can always sell one of these canisters to someone for 2 SP without running out of them. It only works once on an individual however, and some people won't buy it under any circumstances, as they have a fear of spiders.

Rolled On
5/28/2017

What Was Rolled: Only Great Silicon Bow

What Was Imagined: The Quartz Bow - There's only ever been one great bow made of quartz crystal, and this is it. Others may have attempted it, but most are too rigid, not curved enough - most of them just aren't any good at all. Yours is the one that works, that is, in fact, great. It has a heavy pull, and lets its arrows fly with a thundercrack instead of a twang.

What it Might Do: Arrows from the Great One - When you aren't attempting stealth you can overdrawn the bow - increasing the damage by 1 die type but at the expense of making a terrific racket that always draws attention.

Rolled On
5/29/2017

100

What Was Rolled: Durable Big Unripe Geometric Eyed Touching Squid

What Was Imagined: A Baby Kraken - Not so much adorable as, it is mercifully benign, this large, dog-sized squid was hatched from an egg the size of a melon. It's been grown in captivity, ever so briefly, and now you have it. It goes on land without too much trouble - but it prefers to be delivered back to its barrel of sea-water when it's able. Sometimes it swims in the open ocean, but its loyalty to you keeps it returning. Its eyes are all hexagonal & arranged around its mantle in a six-pointed star. It's six arms each manifests colored spots that reveal deep secrets in the Beheman language & its two tentacles are what it uses to interact with & manipulate the world around it.

What it Might Do: Tentacular Backpack - You carry your baby kraken in a barrel strapped to your back - it uses its tentacles to help you. You can wield two heavy weapons or 4 medium or light weapons or you can wield one extra-heavy weapon which deals 3d6 damage. You can do all of this at the expense of your movement speed, which is reduced to 1/4.

Rolled On
5/30/2017

101

What Was Rolled: Dreaded Underweight Antiquated Shadowed Documented Slate Dancing Bevor

What Was Imagined: Accursed Plate of the Starving Dervish - This bevor- a piece of heavy armor worn around the neck & over the shoulders - was once or may be still - the possession of an accursed religious heretic. The Bevor covers the mouth & had been sealed shut with a lead seal accompanying a papal bull describing the dervish' sins. Nevertheless the dervish persisted & sustained life through dance, a mystical performance that overcame the requirement to eat. In the end the dervish became so thin that the Bevore slid off & the heresy became accepted by the orthodoxy given these mystic signs.

What it Might Do: Face Protection - The Bevor covers the mouth & so you never risk accidentally eating or drinking something inadvertently. You're advantaged when attempting to hold your breath or keep from inhaling dusts & poisons.

Rolled On
6/19/2017

102

What Was Rolled: Savage Little Experimental Pink Mythical Bismuth Horn

What Was Imagined: Unexplained Horns - You woke up one day with no recollection of your recent past & with a pair of horns growing from out of your head. These horns are more than just bestial, they have a primal, murderous quality about them. In color they scintillate like a rainbow but mostly tend to a lustrous metallic pink color. While they began small, they are growing steadily - and you have taken to amusing yourself by giving mythic, deceptive answers as to the horns' origins.

What it Might Do: Savage Goring - When the battle-frenzy comes upon you, that is when you've been hurt, you make attacks with your horns much more aggressively - whenever you have your HP reduced by at least 1/4 - the damage die you roll for your horns is increased one size.

Rolled On
6/20/2017

103

What Was Rolled: Kind Cutting Edge Verdigris Tin Fauchard

What Was Imagined: Old Torturer's new Poleaxe - "The kinder the weapon the crueler it is" - so says the old torturer with a wink in his eye you don't love contemplating. He hands you his old pole-axe "For the ones down in the hole." He's full of exposition this one. "Put a nice point to it, and make the edge nice but don't polish it, the tin, the bronze - it'll keep diseases out - so just a little cut here, an ear or a finger - my aim's still pretty good." So he gave it to you, to take and sharpen, but thinking better of ever seeing the old torturer again you kept the old axe with a new edge and journeyed off for the North, your regrets few.

What it Might Do: Old Habits for new edges - the poleaxe is handy for herding people into a group or mass - for containing them. You can make an attack with the weapon & split the damage rolled into damage inflicted & spaces the target is forced to move.

Rolled On
6/21/2017

104

What Was Rolled: Furious Elongated Flanged Argent Original War Unicorn

What Was Imagined: Argent Brutal - Cadillac of the war-unicorns of Magpie Island - Argent Brutal is known & feared for her fury, her gleaming silver hide, her great size & her decorative fins. Argent Brutal is a loyal companion & a force of fantastical nature. She is the stylish, glorious death-dealer that all other unicorns look up to.

What it Might Do: Quicksilver Spear - Whenever Argent Brutal charges at a target with the intention of spearing them with her horn, she makes her attack with no To-Hit modifiers at all - but if she strikes she deals added damage equal to the number of spaces she has moved.

Rolled On
6/22/2017

105

What Was Rolled: Ugly Thin Sixth Shiny Chthonic Porcelain Withering Armor Infusion

What Was Imagined: Hell Descender's Skeleton Armor Paint - There's a road to the underworld back where you come from, a barred gate that keeps the upper world & underworld separate. There are those who dare the depths Hell Descenders, who go willingly into the dark underground to face danger. They paint their armor with the shimmering, glowing infusion wrought from certain soils. The glowing paint is applied to the armor, often replicating the skeleton of the wearer, so that in the depths or dark they have a hideous ghostly presence that guides their way in shadow & keeps at bay the things that live within the utter darkness. The sixth Hell Descender, of a dozen, left without applying their paint & you acquired it before your own departure.

What it Might Do: Behold the Magic Power of Death! - You can paint your body or armor with this infusion & in Darkness it creates a terrible, eerie glow that frightens others. You may make a charisma check at d20, on a successful check those who see you, all of those who see you, suffer a d6 fear effect.

Rolled On
6/23/2017

106

What Was Rolled: Comical Limitless Rufescent Cavalry Soil Defending Pants

What Was Imagined: Red Soil Rider Chaps - The Red Soil Riders were a fated band of cavalrymen who struggled in vain to hold their territory against the overwhelming force of the Tireless Empire. When they were finally disbanded they flew their old red-soil stained chaps as a flag showing that they'd been defeated but that they'd never surrendered - a distinction no-one in the Tireless Empire cared about at all. Over the years the Red Soil region of that empire came to be identified with the rufescent chaps & oversize, outmoded & comical variants appeared. You have such chaps - they are like barrels around your legs, big & billowing & covered in buckles, tassels & leatherwork. A symbol of your home territory and reasonably protective besides.

What it Might Do: Rider Defense - These chaps count as one armor type higher when you use them while mounted. For instance- if they are light armor, while mounted they protect as if they were medium.

Rollled On
6/28/2017

107

What Was Rolled: Enthusiastic Paltry Electrum Claw

What Was Imagined: Fidgeting Robot Hand - You've got a robot hand that can't keep still. It shimmers metallicity with its 3 long, slender fingers constantly twitching & moving.

What it Might Do: Tricky Fingers - You can reduce the difficulty of pick pockets checks with the claw by one die step.

Rollled On
6/29/2017

108

What Was Rolled: Cultured Imposing Unspoiled Magnesium Staff

What Was Imagined: A Sage's Shining Staff - Light, as far as seven-foot metal rods are concerned, this staff was created by painstaking biological & alchemical processes that caused it to be born from out of the interior guts of a breeder-golem, specially manufactured for this mystical process. The cultured staff shimmers in light & it is the purest of its kind - having been refined dozens of times though decades-long efforts.

What it Might Do: Cleansing - The Staff, when submerged in water, makes an amount of water such as a large barrel, pure & pleasant to drink. It removes salts & particulates & natural contamination & it may draw out poisons as well, but who is to say?

Rollled On
6/30/2017

109

What Was Rolled: Homely Lanky Bound Canine Jade Stunning Bandicoot

What Was Imagined: Devoted Runt of the Greater Jade Bandicoots - Greater Jade Bandicoots are a highly sought after breed of companion animal back where you're from, serving the role that dogs occupy in many other cultures, these creatures are bred for a variety of characteristics. Most sought after of all are the regal jade bandicoots, whose eyes & fur is colored in shades of green from sea-foam to emerald. These creatures are highly prized so it's a minor coup that you have one at all - though it is the runt of its litter. Your bandicoot has been raised by hand and is utterly devoted to you.

What it Might Do: Bugeater - You sleep better & recover an additional HP whenever you sleep in the presence of your Bandicoot, given its love for eating up irritating, disease carrying bugs.

Rollled On
7/2/2017

110

What Was Rolled: Obdurate Long Rufescent Counterfeit Neutronium Descending Flamberge

What Was Imagined: Blade of Space Waves - Far beyond this world there are stars that have collapsed upon themselves becoming so dense that light itself cannot escape their gravity. Great forces still work upon these stars & their surfaces roil in jagged, horrifying waves. These waves are so powerful that they cast shadows through the universe. In the course of all things & in an infinite array of infinite eventualities it is possible that one of these shadows has become completely bonded to your position in time & space. Now the shadow of monstrous gravity has become your own possession - a wave-bladed sword that you swing with the power of the cosmos - which is synchronized, uncannily to your every motion.

What it Might Do: The Cosmos Crashes Down in Waves - Whenever you roll a 20 on your To-Hit die this sword strikes everyone directly in front of you for a range of 20 feet. It affects matter for twice that range but too subtly to do harm.

Rollled On
7/2/2017

111

What Was Rolled: Several Knavish Cellulose Pants

What Was Imagined: Tacky Slideshow Pants - Found in an ancient crypt of unknown provenance there are thousands of photographic slides - each showing tawdry scenes of strange interludes. Someone took the time & effort to stitch them all together to make a few pairs of pants. You've got a few pairs of these cellulose garments & each has a different mood - each more knavish than the last. Some are dirty romances, some are crude images of reckless youths, and some are scenes of violence & trouble.

What it Might Do: For every situation you have the pants - you can slip in and out of these pants & put on a pair that's right for the situation. If you take the time to change your pants you can improve your experiences in a scene by adding verisimilitude & thereby gain a 5% enhancement to your Xp earned.

Rollled On
7/6/2017

II2

What Was Rolled: Vigorous Doughty Cultured Verdant Rudimentary Ant Compass

What Was Imagined: A Formic Compass Made of Jade - Hard to work & beautiful when worked, jade is the stone used in this compass' construction - ground into shape over a hundred years. This is a jade box with grille work that you can use to see & feed the ant colony that lives within. They're hardy ants & the creatures are quite lively - they respond not to magnetism but to scents & the formic compass is useful for searching out hidden things & for tracking odors over distance, though interpreting its messages is more an art than a science.

What it Might Do: Follow the Pheromones - You improve your search die by one step when you use this compass & take your time searching a place.

Rollled On
7/4/2017

II3

What Was Rolled: Killer Significant Early Partial Jade Crossbow

What Was Imagined: Bolt Thrower Relic - Once, long ago, the indolent princes of the land of rain commissioned the architect Tehnn to create a bow for them. The fabled architect fashioned a bolt throwing device with a jade crossbeam. Centuries later the jade crossbeam is all that remains - it still functions as a functional bow & is recalled by the indolent princes as a pariah item - as it was used, in those ancient times, to kill so many of their coterie.

What it Might Do: The Jade Sign of Death - You can brandish this remnant of the early crossbows and thereby signal a start to hostilities, a dawning age of death. If you sacrifice your entire round to perform the sign, you grant all your allies an added attack that takes place on initiative pass 1.

Rollled On
7/5/2017

II4

What Was Rolled: Morbid Untouched Hearing Jackal

What Was Imagined: The Merciless Avatar of Death - The Jackal is symbolic of death in your native Khem. The priests of the Empty Palace there have bred jackals for a long time - focusing on malice, cruelty & an iron constitution. You've got one of these creatures - specially trained to consume the bodies of the dead. It is sleek & large & hates all affection. It is identifiable for its extremely long & horn-like ears.

What it Might Do: It Hungers for Death - The Avatar Jackal consumes any dead people it encounters - so you get to reduce your search die by a step in size when you are searching dead people for treasure.

Rollled On
7/6/2017

II5

What Was Rolled: Homely Massive Retractable Verdigris Fiendish Paper Organ

What Was Imagined: Note Dispensing Flap - There is no telling how this fiendish contraption was embedded into your person, but whenever you enter the code by tapping out a sequence of numbers the dispenser in your body extrudes a series of green papers all depicting a series of increasingly more sinister looking men. These papers include many cryptic messages in a variety of languages. People who see any of this - your disfiguring flap, the dispensing of green paper notes & so on tend to be repulsed.

What it Might Do: Shocking Display - You extrude the papers in front of people who must save vs. devices or suffer a d6 sickened effect.

Rolled On
7/13/2017

II6

What Was Rolled: Lucid Average Left Cloth Peplos

What Was Imagined: Bright Sided Peplos - This is a peplos, or simple gown, woven of a bright & shimmering cloth that shows more brightly on its left side than its right. This garment is typical of a culture in which the left hand signifies acceptance & agreement - while the right hand demonstrates refusal or resistance.

What it Might Do: Clearer Speaking - You give more discernable, easier to understand responses in this garment & you can improve one of your social dice by one size when you wear this garment, irrespective of any language barriers that exist.

Rolled On
7/8/2017

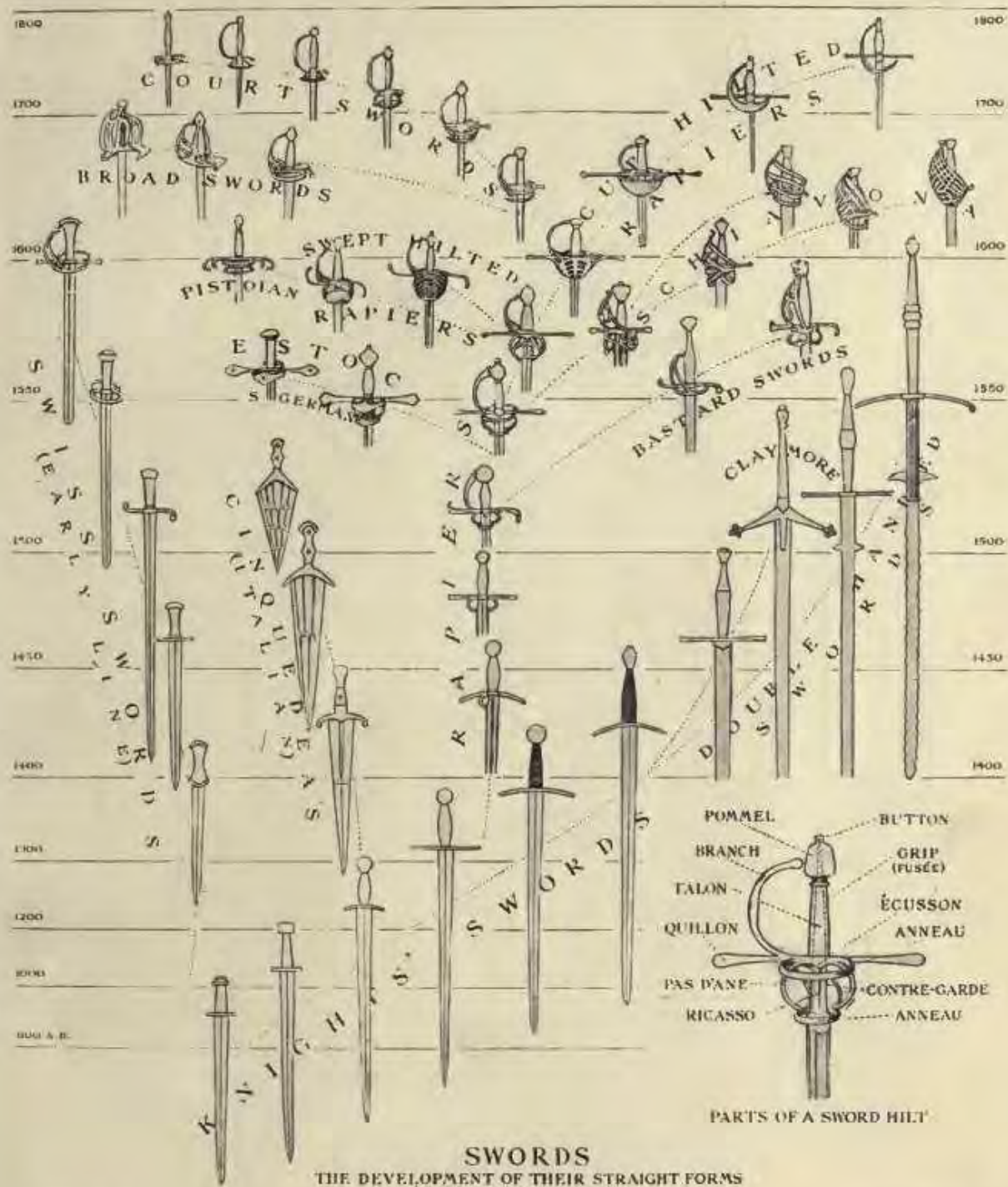
II7

What Was Rolled: Smart Quilted Potion

What Was Imagined: A Panacea - A potion meant to cure many different sorts of ailment, this is a bottle with many inclusions & bubble like chambers that together create a quilt-like appearance, so that the bottle of potion is almost a stained glass artwork, with different potion components in different chambers of the bottle.

What it Might Do: Panacea - when you use the potion it removes any 1 status condition or it cures d6 HP. As with other potions, if you roll a 1 on the cure roll - the potion is consumed completely but it heals 6 HP.

Rolled On
7/19/2017



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II8

What Was Rolled: Ivory Lasso

What Was Imagined: Mammoth Snare - From the edge of the tundra the trade in ivory is brisk & those who stalk the mammoth are intrepid & bold. Among their tools is this - a heavy rope woven of mammoth bone slivers & the vertebrae of the beast's tail & hair. A tough, strong lasso that is all the same quite beautiful, if plain.

What it Might Do: Binding the Titan - You can use your ivory lasso against creatures that are significantly larger than you to reduce their movement & trap them in a location - should they fail a save vs. devices.

Rollled On
7/10/2017

II9

What Was Rolled: Junky Epic Farming Terrapin

What Was Imagined: Plough Turtle - In a fit of genius, desperation & madness a chymist of the Byschelliin Emirate concocted the serum which was used to create an army of riding turtles. These legendary creatures were ridden by the knights of the Emirate as they stormed the beaches & rode up the river to sack the rival capital. After the war the turtles were retired, more or less. Too aggressive & carnivorous for regular folk, their steady, slow movement & preference for straight lines made them handy farm workers - so long as one didn't mind a few chickens & cats going missing. Few of these turtles are left - and those that remain from the epic war are a bit worse for wear, with steel-patched shells & brass patched beaks. You've got one for yourself.

What it Might Do: Amphibious Assault - If you ride your Plough Turtle you can do so through water & over land at the same speed.

Rollled On
7/24/2017

I20

What Was Rolled: Pestilent Frosted Ducal Chromium Dancing Scale Cestus

What Was Imagined: Scaled Fist of the Pestilent Duke -In courtly balls held at the ducal palace of the blighted plague fields the guests come to exchange their diseases & to spread the pestilence that each and all of the duke's court carry. The Duke remains immune, however, as he handles all with his scaled, armored glove, a massive gauntlet that has been crusted with the gore & bile of a thousand plagues.

What it Might Do: To Death Be Beaten - When you use the pestilent fist on someone as a weapon & it deals damage to them, living people & animals must save vs. Devices or suffer a d8 sickened effect.

Rollled On
7/25/2017

I21

What Was Rolled: Impossible Vermillion Platinum Shirt

What Was Imagined: They Said It Couldn't Be Done! And yet, here you have it, the impossible shirt, and a lavish affair, red in color with platinum buttons & collar points. It fits like a dream and the red-within-red of its dyes is genuinely both pleasing & enchanting - drawing attention with its impossibly vermillion tone. The impossibility of the shirt comes from its cut & stitching - the shirt appears to be a single strand of fabric, folded over and over into the shape of a shirt & held by the platinum stays & pins. It is inconceivable to others that you're able to take it off and put it on.

What it Might Do: What A Shirt! - You command respect & attention when you wear this impossible little number. You can make a d12 CHA check whenever you're wearing the shirt to draw the attention of everyone in a room.

Rolled On
7/26/2017

I22

What Was Rolled: Eternal Cleaning Bomb

What Was Imagined: That Which Should Not Have Been Made - When something needs to be cleaned, scoured from out of existence - forever - they rely upon this bomb. It can be used but once and it needs to be used only once - so intense is the cleaning that nothing ever can stain that which the bomb has cleaned. It may strip away unsightly contaminants such as skin & blood & people. Or it may be benign - all you know about it is this - once it is used the consequences will be permanent. Do you dare?

What it Might Do: The Final Tidying - Dropping the bomb and crossing your fingers you cause everything within a 50 foot sphere surrounding it & you to become permanently 'clean' this removes color & pigment, disease & stains from everything in the radius - forever.

Rolled On
7/27/2017

I23

What Was Rolled: Elite Cerise Quill Lamp

What Was Imagined: A Heavenly Echidna's Spine - The echidnas of deepest heaven are luminous & lustrous & their spines glow cerise- lovely. When they are shed, it is said, they fall to the earth where their glow lights the darkness. You've got one of these mythic quills - a spine the length of your finger that glows with the light of a red fire.

What it Might Do: Red Shadow Delights - You use the glow of your spine to cast shadows to the amusement of others - portraying creatures, people, all manner of clever, and strange angelic beings - and then... With a sudden effort you make the scenes turn terrible & frightening - those who have witnessed a few minutes of your performance must save vs. Devices or suffer a d8 fear effect.

Rolled On
7/28/2017

124

What Was Rolled: Demonic Orphaning Monkey

What Was Imagined: Satan's Own Monkey - This horrific monkey appears to be on fire as it smolders & smokes. Its fur is thick & styled into numerous spines while it's maliciously intelligent eyes burn a horrific red. This monkey clearly has come from hell and it killed your parents.

What it Might Do: The Orphaner - The Monkey is particularly hostile to parents. It only attacks parents, in fact - but when it knows that someone has children or any age it attacks mercilessly. When you use your monkey to make attacks it deals damage one die size up from its normal damage when it is attacking parents.

Rolled On
7/29/2017

125

What Was Rolled: Naughty Titanic Quilted Linothorax

What Was Imagined: Armor From a Ribald Age - When the titans governed they were brutish, loutish & crude. That's what's remembered of them & what is known based upon their remaining arts. Most sculpture, painting & so on depict wide arrays of frankly unrealistic sex acts and highly dubious variations on humanoid anatomy. This linothorax (a contoured breastplate) is of that type - it covers well & reveals nothing of your own physique, but the physiology that it suggests? Well, it's by turns flattering & misleading - in this armor you've all of your attributes are amplified & the attributes of your distaff counterparts are likewise implied. Without being too specific, and thus obscene, your armor presents you as having multiple instances of the full package.

What it Might Do: Confusingly Large - You flash your armored form & it isn't what anyone was expecting. When you wish it, you can command the scene. With a successful d20 CON check you cause everyone in the vicinity to save vs. Devices or suffer a d8 maddened effect.

Rolled On
7/30/2017

126

What Was Rolled: Quaint Last Blocky Evangelistic Seed Starting Toolbox

What Was Imagined: Terraformer's Toolkit - Hopes, we've all got them, but yours are particularly naïve & particularly ambitious. This toolbox is the last of the cohort, the final box of seeds & earth distributed by the colonial guilds of your homeland. In order to make the North a better home you've been tasked with taking a bit of the horticulture of the south with you. This blocky box contains seeds, cuttings, tools & soil - all that you need to convert a small patch of the new world into a replica of the old.

What it Might Do: A cure for that - You have a solution to the problems at hand. You can search through your toolbox & find a plant-based remedy for almost any ailment. When you wish it you can make a d12 WIS check while searching your kit - if you succeed you allow anyone to make an additional save vs. whatever caused the status condition.

Rolled On
7/31/2017

I27

What Was Rolled: Unseemly Doughty Tenebrous Crouching Harpoon

What Was Imagined: Horrid Hunter's Shadow Harpoon – This is a harpoon used by only the most despicable of whale-hunters. Those who lie in wait & strike at the whales when they are most vulnerable. It is otherwise respectable but it carries the diabolical stigma of one who slaughters nursing mothers.

What it Might Do: From the Shadows – The harpoon deals double damage when used from stealth.

Rolled On
8/1/2017

I28

What Was Rolled: Regal Rufescent Cough

What Was Imagined: Regnal Consumption - When the kings of your land are so named & when they have in them the blood of the royal line it's made known, unfortunately, through the demonstration of a congenital illness common to the line. You've got the illness, which means you've got the regal cough, tinged with blood. Your ailment is a symptom to you, but unsightly at times, and possibly dangerous to others. It may one day be the end of you, but as you adventure, it seems likely you'll face a more untimely death than the one promised by your royal disease.

What it Might Do: King's Plague - You can spread your disease which is less kindly to non-kings. You can intentionally cough, smear blood or do some other more gross thing to spread your disease. Those who come into contact with the disease must save vs. Death or suffer a d10 sickened effect.

Rolled On
8/8/2017

I29

What Was Rolled: Abandoned Drawing Wallet

What Was Imagined: A Mysterious Wallet - You found this folded leather pouch and now it's yours. By accident you've discovered its peculiar usage - when you leave a bit of blank paper inside the wallet it seems to write onto the paper, usually drawing a picture of an unknown structure, sometimes it draws portraits & sometimes what appear to be maps. It never writes anything in a language, as far as you're able to discern & you've never witnessed the wallet in action.

What it Might Do: A Handy Guide - You can shave time off of your overland travel by consulting a map that your wallet has mysteriously provided.

Rolled On
8/14/2017

What Was Rolled: Lucid Huge Fossilized Oblong Alabaster Tweed Powder

What Was Imagined: Psychoactive Fossil Powder - Kept in a distinctive tweed bag, this powder is the pulverized form of some sort of ancient creature. When discovered in the stone it resembled nothing so much as a titanic horseshoe crab but with a perplexing head instead of a tail. The excavated fossil's alabaster powder, when insufflated, grants strange visions of some misty eon from before the time of language or gods.

What it Might Do: A Maddening Recovery - When taken, the powder causes rapid regeneration - hair, nails & sometimes teeth grow speedily & wounds are closed & mended. When you take this powder roll a d6. The result indicates the number of inches of lost physique that are regenerated - for instance, if you've lost a hand & roll a 6 - half your hand will grow back. If you roll a 1 on this check the powder is consumed & your missing pieces all are replaced by half. In all instances the repaired limbs, hair, nails & etc... Are a stark white color permanently. When you take the powder you must roll a d10 Maddened effect as well.

Rolled On
8/15/2017

What Was Rolled: Orcish Smashing Horse

What Was Imagined: A Warrior Tuskhorse - What an orc is to a human, the Tuskhorse is to a Horse - it's bigger, meaner, stranger & greener. Tuskhorses are bred for a variety of tasks - but mainly they take riders but not saddles & buck & throw & kick more than they pull a plow. Yours is bred as a combatant, not a conveyance for you to ride into battle - but an active, even enthusiastic participant.

What it Might Do: Crushing Charge - You and your Orchorse are in synch & attack simultaneously. When you ride your horse into battle it moves & attacks on your initiative turn - your actions occur simultaneously.

Rolled On
8/11/2017

What Was Rolled: Useful Overweight Young Triangular Mechanical Fiery Killing Dagger Asp

What Was Imagined: The New Style Assassin Snake - Unlike the older models, this mechanical asp is quite robust & is made of a heavy alloy of flesh & iron. The snake folds into a cumbersome triangular package & can be unfolded in a quick instant. When unfolded the asp strikes with its murderous dagger-tongue which bursts through armor & flesh with fiery ardor, melting & burning as its mechanism causes it to burst into flames. It can function for a short time as a 'snake' but as it overheats it returns to its triangular configuration.

What it Might Do: Many Uses - The Assassin Snake isn't just a weapon. It's helpful for many of the assassin's tasks. The snake can be used to increase your scale-walls & hear noise checks by 2 each.

Rolled On
8/22/2017

I33

What Was Rolled: Best Cosmic Violet Coconut Cooling Waterskin

What Was Imagined: A Violet Star Coconut - This coconut is violet instead of brown - its hairs are shades of purple and it if fell from the sky one magical night. The coconut is simply & purely The Best. It's the best thing you have. Mainly because, when used as a canteen (it's main utility at this point, having cracked a bit on its fall from the cosmic heights) it flavors the water put in it purple & it keeps it nicely chilled. You're not eve quite sure how to describe the flavor except to say that it is purple.

What it Might Do: A Cool Drink of Water - Once per day you can soothe yourself with the chilled water of this, The Best Coconut. You regain 2 HP.

Rolled On
8/13/2017

I34

What Was Rolled: Fanned Arcane Ringing Ink

What Was Imagined: Recitation Ink - This magical ink recites whatever it's been used to write, so long as it's been used to write words. When words written using this ink are fanned, or blown upon, the voice of the author of the words is heard reciting the text. The ink can be used to draw or design, naturally, but it only recites words.

What it Might Do: A Clever Trick - By placing a page in a breezy location you can make your recitation ink into a clever trap or trick - it sounds like you are saying something though you aren't present. Fun!

Rolled On
8/29/2017

I35

What Was Rolled: Coral Gladius

What Was Imagined: Coral Gladius - It's a wide, leaf-bladed sword that is a lustrous pink color - it's made of the hardened skeletal remains of some sea creatures. These creatures may be the originators of the sword in the culture that utilizes this type of blade. The serendipitous shape of a particular coral species somehow perfectly coinciding with the need for people to stab one another with long sharp blades.

What it Might Do: Still Stings - The coral the blade is made from still has some of its venomous barbs on it. When the blade strikes and deals damage the living target of the attack must save vs. death or suffer a d6 poisoned effect.

Rolled On
8/31/2017

136

What Was Rolled: Savage Heated Sipping Bull

What Was Imagined: An Angry Drunken Bull - This great & ferocious bull full of antagonism at the best of times, has a fondness for strong drink. When you feed it a few drams of whiskey it rampages with a delightful savagery.

Does - Sick 'Em - You can set your bull against your foes. If you feed it strong drink it go berserk - moving & attacking on every 5th initiative turn. At the end of this time roll d% - on a result of 1 or 2 the bull falls dead from exertions - on a result of less than 20 it falls unconscious only.

What it Might Do: Sick 'Em - You can set your bull against your foes. If you feed it strong drink it go berserk - moving & attacking on every 5th initiative turn. At the end of this time roll d% - on a result of 1 or 2 the bull falls dead from exertions - on a result of less than 20 it falls unconscious only.

Rolled On
9/1/2017

137

What Was Rolled: Powerful Oversize Tattered Orange Physiological Lacquer Fox

What Was Imagined: The Memory of a Powerful Fox Totem - Once, long ago you were exposed to the totem of the fox, a lacquered idol half buried in the soil. Your father pulled your hand & kept you on the path, going forward... somewhere - and yet you remember this moment, a passing, vital - essential moment where you saw buried in the earth the great forces of life & the wilderness & came to understand the anima that the wilderness contains. In dreams the totem & the fox it represented all those years ago still come to you, with secret insights & forceful reminders of what lies just out of your reach - a world without people & filled with mouths & hunger & a special intellect born of a special, pervasive hunger - dark, mysterious & eminently real.

What it Might Do: A Clear-True-Path - The totem sings in your blood & you can cast one spell of Red-Shamanism that has a level equal to your HD or less each day.

Rolled On
9/2/2017

138

What Was Rolled: Strange Life-Size Dislike Striped Heraldic Elinvar Eye

What Was Imagined: An Imperfect Prosthetic Eye - Strange as it is your prosthetic eye is somewhat functional. As an eye. You can see from it though it is not of flesh & viscera but of a striped alloy of nickel & marked with the symbol of your line & family besides. This disc of metal, set into your skull, 'sees' in some ways - but it's perceptions are eerily limited to observing the stated allegiances of those you look at - leaving a halo around them that often includes their coat of arms or the flag they follow.

What it Might Do: Seen this before - Your eye grants you a benefit of +1 on To-Hit rolls against people who belong to a group or faction that you've faced previously.

Rolled On
9/8/2017

What Was Rolled: Puzzling Extensive Third Dorsal Congressional Sodium Falcata

What Was Imagined: Burning Blade of the Fish Republic - The Fish people have their own technical sciences and they are... distinctive. Lacking for metallurgical arts accessible through the application of fire - the republican fishmen have turned to their more reliable resources by breeding extraordinarily complex new species - such as the sodium-shark who's 5 dorsal fins are harvested and fashioned into curved swords. The third of these swords is always a flacata- a curved blade with its edge on the interior arc. The sodium in its mineral base makes the sword a burning brand in the undersea milieu from which it was devised. On the surface the expansive atmosphere causes the blade to form a patina of ridges & edges that resemble a puzzle- a confusing, sometimes hypnotic shape that- when the fire within lights - draws the eye & fascinates the mind.

What it Might Do: Fiery Hypnosis - You can brandish the blade and those of limited intellect are confounded by its mazy fires - targets must save vs. Devices or have their Initiative reduced by 20-their INT score.

Rolled On
9/9/2017

What Was Rolled: Curious Significant Alien Blinding Gorilla

What Was Imagined: Captain Sabadoh - Space-Explorer & Gorilla Captain Sabadoh is the only one of his kind, he's fallen to earth & seems to be seeking a way back to the stars. He cannot speak but communicates his thoughts through some type of light-based telepathy, where what would be speech is transformed into holographic images - complex & confusing ones that gleam brightly, blindingly so. Above all Captain Sabadoh is curious, he wants to know everything he can, but it seems his curiosity is linked principally to finding avenues that would allow him to return to space.

What it Might Do: Bright Ideas - Captain Sabadoh can communicate a concept like Blinding and it manifests as a blinding light. Those who witness this must save vs. Paralysis or be blinded for d6 turns.

Rolled On
9/11/2017

What Was Rolled: Mithral Shield

What Was Imagined: Mithral Shield - Well, it's a shield & it's made of mithral, the elf-silver the light, bright unobtainium from the secret mines of the smiths of legend.

What it Might Do: Covered by its fabled might - You can defend on your turn instead of attacking which allows you to add your to-hit bonus to your AC until you do act.

Rolled On
9/11/2017

I42

What Was Rolled: Adequate Mercantile Scaling Map

What Was Imagined: Mountain Miner's Map - You have a timeworn old map painted upon a sturdy waxed canvas. It's a durable old thing and it depicts a mountain, seemingly made of treasures, riddled with veins of ores, some of which are unknown to you. The back of the map has calculations recorded in many hands & utilizing more than a few numerical systems. This map gives a fair account of all the veins of valuable & useful metals that lie upon the bare flank of a steep mountainside. With the map you're able to direct your efforts at scaling to the best locations for harvesting valuable metals. Should you find the mountain described in the map.

What it Might Do:

Rolled On
9/14/2017

I43

What Was Rolled: Regal Coal Bolas

What Was Imagined: Burning Crowns all on a String - You've got a set of bolas, the weighted ends of which are carved anthracite that are molded into the form of a crown. You can light the bolas & swing them around your head menacingly, or whip them about to capture your prey & cook them a bit all at once.

What it Might Do: Burning Imprisonment - The crown-shaped coal of the bolas will be consumed if burned enough - but you can probably use this move a few times before that happens. When you ignite the bolas you can use them to entrap & to damage an opponent. You make an attack roll & the bolas deal d8 damage. If they hit the target must also Save vs. Devices - on a failed save they are entangled & if they moved on their last turn, they fall prone. Prone characters take an additional d6 burning damage on each of their turns thereafter. If a 1 comes up on this damage roll the Bolas are finally consumed by flames.

Rolled On
9/13/2017

I44

What Was Rolled: Elite Modern Ventral Wet Netherworldly Hoshen

What Was Imagined: The Dripping God's Hoshen - A jeweled breastplate that is, somewhat protective, but principally used in the practice of religious ceremonies. Significant religious ceremonies performed in the name of the emergent cult of the Seeping Deity - a god of an otherworldly realm that boils into the world through undersea fissures. It's quite of the mode & new, this god & well known only to the rulers of the community - all of whom induct their own as part of their domination.

What it Might Do: Prayers to the Netherworld - Your Hoshen grants you a free level of prayers that you can cast each day.

Rolled On
9/16/2017

I45

What Was Rolled: Interesting Lens Syringe

What Was Imagined: Critical Eye Solution - A syringe full of an inexplicable fluid tincture which, when taken intravenously, grants vision of many hundreds of heretofore unseen colors & dimensions. It's all quite fascinating. The effects of the drug are quite abrupt but never disorienting.

What it Might Do: A Careful Eye - When under the effects of the solution you reduce your search die by d4 steps. If you roll a 1 on this check the syringe is emptied but your search die is reduced to d2. The effects last until the end of a scene.

Rolled On
9/18/2017

I46

What Was Rolled: Valiant Puny Sulfur Lantern

What Was Imagined: Hellfighter Lantern - A small (even puny, by hellish standards) lantern that's intended to be mounted to a helmet. The lantern gives off a constant stink of brimstone as the molten sulfur that it contains burns. The Sulfurous light shines green & yellow, adding a good deal of helpful contrast to the fire & darkness of hell - though it casts the demons there in a particularly horrific light, they are at least visible. The Sulfur smell may also help keep you conscious, when the terrors of fighting in the soul-consuming depths of the abyssal netherworld threaten to overwhelm your sensibilities.

What it Might Do: Demons in the Headlights - Your lantern limns the shapes of demons in darkness - making them easier to see - but far more horrible to look at. You get +2 on all your To-Hit rolls & reduce your search die by one size against any demons. At the same time, you must increase the size of any dice you roll to resolve a Frightened or Maddened status effect caused by same.

Rolled On
9/19/2017

I47

What Was Rolled: Normal Little Long Lambent Mechanical Kapok Preying Spear

What Was Imagined: Clever Spear of the Tropics - Carved of kapok wood & used for hunting boars, this is a hunting spear - only a meter long or so, it's a triangular bit of sharpened wood with a grip of wrapped, glowing strings. The spear is light & sleek, like a javelin rather than a war spear. It's got a mechanism - a clever one - within it, which causes its head to expand when it sinks to a certain depth, this keeps the boar from 'walking up' the spear & goring the hunter.

What it Might Do: Hindering Hit - When you hit a living target with the spear their movement is decreased in spaces by the amount of damage rolled. The spear must be reset (requiring several minutes) before it can be used this way again.

Rolled On
9/20/2017

148

What Was Rolled: Crude Vast Pioneering Serrated Orange Elvish Chiffon Pillow

What Was Imagined: A Body Pillow For Creeps - This is a great big pillow that has a depiction of an orange-haired elf lady on it who's not wearing any clothes! Goodness, it's pretty tacky & the flame-colored edges all around it don't add a lot to the appeal. Luckily, hardly anyone understands why you have this big huggable pillow with a naked image of a flame princes drawn on it - so it's more a curiosity than a cause for scorn. But you can be sure that once people get to know what you're about - they're not going to be too enthusiastic about spending time with you.

What it Might Do: Is best left unsaid

Rolled On
9/21/2017

149

What Was Rolled: Jocose Eloquent Fresh Feudal Speaking Pose

What Was Imagined: A Courtier's Easy Presence - You've got the easy physical presence of a courtier used to speaking on matters of life & death in the courts of belligerent warriors. It's not particularly informal, this manner of yours - what's easy is the way that you make your very tactical & charming method seem altogether effortless. You joke, and have fresh, compelling perspectives that keep the leaders at court engaged.

What it Might Do: Pleading Your Cause - You're gifted at getting your social betters to grant you or your charges clemency. When you speak to those who have authority over you - particularly those with the power of life & death - you're at your most persuasive. You increase both your social dice by one size when in such a situation.

Rolled On
9/22/2017

150

What Was Rolled: Lucky Baggy Crystalline Reagents

What Was Imagined: A Sack of Rare & Lucky Crystals - This bag contains a few different crystals. Some of them have fused together & others have been polished, some are shaped in interesting patterns - it's a whole bunch of crystals of a variety of minerals that you use to power your magical effects. It's been lucky to you in your life & you keep it close at hand most of the time.

What it Might Do: Lucky! - Through mysterious means you gain a lucky benefit from your bag - you can roll a d6 and add it to any roll you've made (or subtract it, if you are aiming low.) If you roll a 1 - you modify your result by 6 but the crystals' luck has dried up, and this effect can't be used anymore.

Rolled On
9/27/2017



151

What Was Rolled: Exotic Trim Verdant Official Quilted Hunting Nunchaku

What Was Imagined: Exotic Copper-Capped Hunter's Flail - Most times a flail is a simple farming implement - a pair of wooden bars connected by a chain - in this instance, the flail has been made into an elaborate weapon utilizing the elegant application of lovely bronze trim and a quilted, insulated handle. The Flail is for hunting - which is confusing, at first, until it's made obvious what creatures are hunted with the flail. This weapon is principally used for clubbing pinnipeds - seals & walrus that are too graceless on land to evade a simple weapon.

What it Might Do: Merciless Bopping - When you use this weapon on a target that is sleeping, restrained or otherwise incapacitated & lying on the ground - it deals double damage.

Rolled On
9/28/2017

152

What Was Rolled: Quarrelsome Fashionable Mosaic Carapace Ring

What Was Imagined: The Scorpion's Argument - A ring, a very pretty ring in fact. It's made of the shells & husks of several different jewel colored arachnids all welded together with gold. What appear to be jewels are the molted skins of venomous creatures. The ring has a reputation for causing its wearer discomfort - just a twinge of bee-stinging poison applied to the left hand- just enough to provoke a bad mood & a poor attitude. The ring is given to those who are tasked with negotiation as the discomfort it offers makes them more aggressive when bargaining.

What it Might Do: I Must Dissent! - You can make a second saving throw against any affect that would inflict madness or some form of mental control (excluding fear) if you fail your saving throw against the effect.

Rolled On
10/31/2017

153

What Was Rolled: Odd Fat Fire Tincture

What Was Imagined: A Candle for Corpses - This salve is highly reactive to the presence of air & water. When applied to flesh it begins to heat up as it draws away these humors from the flesh. As it does so it ignites the fat within the body & begins to burn ridiculously hot. Where you are from this has a practical use in disposing of the dead - given the presence of many creatures that are drawn to human corpses & worse the types of creatures that human corpses might become. Some less benign users of the Tincture apply it to restrained or unsuspecting people to injure or torture them.

What it Might Do: Human Combustion - When applied to a body the tincture begins dealing d6 fire damage every minute that it remains applied, and it burn with a tremendous, brilliant fire. It's not too difficult to brush off & anyone who has the material spread on them may remove it with a d20 DEX check.

Rolled On
11/1/2017

What Was Rolled: Only Illimitable Sable Antler Claymore

What Was Imagined: Blade of Limitless Luxury - this is a great sword that requires two hands to wield & can only be carried on one's back. It is exceptionally lovely & fitted with antler & ivory handles & its sheathe is made of sable fur. The Sword itself has a dusky sheen to it & it is overall a genteel piece that suggests class, sophistication & style. There are many swords, but none like this one, it was the sole product of a now notorious smith who produced only a few objects all of which are cherished for their exquisite beauty. Of all the things he has made this is the only sword - it is in this way both unique & perfect.

What it Might Do: Limitless Opportunity -The edge of the sword is significantly sharper than one could reasonably expect & it isn't easily stopped once the weight of the blade has passed through anything. When the sword strikes a fatal blow, you immediately make an attack against one of the foe's adjacent allies.

Rolled On
11/6/2017

What Was Rolled: Poor Dapper Equestrian Vice

What Was Imagined: A Rakish Gambling Habit - You've got a gambling vice focused on the racing of horses. This has left you somewhat worse for wear & relatively destitute - but you also gain a certain gravitas & social cache from your knowledge which translates to a kind of mystique.

What it Might Do: Handicapping - You've got some sense about horses, when it comes time to choose a horse - either for riding or betting, you're able to choose the best of them. You can use this ability to choose the best horse- the one with slightly superior statistics.

Rolled On
12/19/2017

What Was Rolled: Vengeful Slender Oil Chiton

What Was Imagined: Seductive Dress- a pleated dress, or is it? This 'outfit' is the appearance of a chiton, a long, sleeveless pleated dress, however it isn't fabric but oil-paint & pigments, it's clothing in only the loosest sense & it emphasizes all of your features magnificently - when you wear it, it tells the world that you're confident & beautiful.

What it Might Do: Now I'm Back - This dress is what you wear when you want to get back at those who've spurned you. It incites jealousy, passion & regret. You can use this look to make your old paramours crazy, save vs. devices or suffer a d6 maddened effect.

Rolled On
12/20/2017

What Was Rolled: Functional Thickset Fire Stirrups

What Was Imagined: Western Blazer's Stirrups - These riding accoutrements flare & cover the rider's feet completely like armor - and they are quite resilient for all of that. They are heavy & stylized but quite functional - their main distinction is the way that they burst into flame. This fiery projection has a few functional features that the Western Blazer's cavalry regiment makes use of - both for spurring on their mounts & defending against infantry all the way to signaling & riding in the darkness.

What it Might Do: The Blazing Streaks - The Western Blazers are a merciless bunch & they have a technique for burning up the land as they go riding across on their destriers. Using this ability requires a lot of attention to the mount - which is typically spooked by the maneuver & spurred to run furiously - but while doing so, it leaves a trail of alchemical fire that blazes a burning path of destruction (burning every space passed through at 1d6). This Fire is used by the blazers to destroy crops, villages & the like - all to spread their famous image.

Rollled On
12/28/2017

What Was Rolled: Odd Shell Tepoztopilli

What Was Imagined: Numerologist's Tepoztopilli - This is a heavy wooden leaf shaped blade that is fitted with honed sea-shells on its cutting edges - a formidable weapon. The shells that stud the weapon are carefully picked out & applied so that their number is a prime & this means something significant to the wielder of this weapon.

What it Might Do: Divisible by One Only - There's a peculiar grip to the weapon that only its proper wielder can use. Anyone else attempting to make use of the Tepoztopilli will have their day spoiled at it deals half of any damage it applies to others to themselves as well.

Rollled On
1/2/2018

What Was Rolled: Sharp Lean Singing Yak

What Was Imagined: High Plainsman - A domesticated yak with sharpened horns, this beast is small for its kind & under its shaggy coat is actually rather emaciated looking. It's a fine creature in its way, and responds to the name High Plainsman - usually with a long ululating bellow - which it utilizes frequently & often without warning.

What it Might Do: Alerted by the Plainsman - The High Plainsman is a vigilant, wary yak. It sings it's ululations with especial force when startled at night - for it hates & fears predators. It's a handy trick out in the wilderness, not so helpful in the stables of a town.

Rollled On
2/7/2018

160

What Was Rolled: Brave Wee Lurid Maternal Osseous Running Waistcoat

What Was Imagined: An Athletic Corset - Whalebone & brocade silk make this corset rather risqué to be wearing out over your normal clothing. Your mother always chided you about it, though it was hers to begin with, a gift, reluctantly offered. The corset drastically alters your figure, naturally - as that is its main intent - but it also alters your posture and is peculiarly an aid to athletic exertion, particularly running.

What it Might Do: Cinched Olympian - When you're wearing the corset & have cinched it to its tightest degree it increases your movement speed by 2 spaces.

Rolled On
2/8/2018

161

What Was Rolled: Hideous Flannel Hat

What Was Imagined: Old Unenviable - This is your hat, there are none like it & your friends & family all thank the stars that that is so. There's only this one - warm, cozy, comfortable & remarkably ugly. Clashing plaid patterns, greasy wear & tear - the hat's a mess. Of course, when wearing it you don't have to see it, so it doesn't matter much to you if it's ugly or not.

What it Might Do: Snugly Beloved - when you wear Old Unenviable - it's harder to hurt your feelings, you've heard it all and your head is just as comfortable as always. You reduce the effects of Fear & Maddening affects both by a die type when you wear your hat.

Rolled On
2/9/2018

162

What Was Rolled: Preferred Thin Earliest Crimson Mesh Horn

What Was Imagined: The Rooster's Red Shouter - This thin little horn made of copper & polished to a red luster has been the beloved instrument of your hometown's heralds for as long as anyone can remember. You blow it an hour ahead of dusk to wake everyone - and I mean everyone - this horn gives a thing, high whistling noise - it ignites a flame under those who hear it first thing - they can't wait to get up and ready to participate in the life of the town.

What it Might Do: Red Reveille - when you manage to get up in time to blow your horn & wake your friends, well they're ready for work all right! They're also likely to be very resentful. The horn blast gives them all a bonus to their actions when used to help each other - but they take a die size penalty if they try to help you - you inconsiderate jerk.

Rolled On
2/10/2018

What Was Rolled: Inexplicable Full Unspoiled Cultured Rainbow Chemical Magnesium Nunchaku

What Was Imagined: Mystic Flail of the Chymisterian - Fashioned of unknown compounds alloyed to pure magnesium grown from a single bit of the mineral, the item is crystalline & regularly shaped. - The flail is a pair of heavy bars that are not connected by anything - though they act as if they were held together by a sturdy chain. You can spin one of the bars around by twirling the other & when you do, it creates a prismatic effect - a beautiful rainbow.

What it Might Do: The Galvanic Mystery - the two bars of your flail are connected by an unseen force - and when you position them so that that force is interfered with - say by an interposed object - it has a bad effect on that object. Metals warp & crack and stones are pitched some distance. Flesh & blood & wood & so on are unaffected. You can use the galvanic mystery to try and disarm an opponent wielding a metal weapon though. On an attack roll of 19-20 you can choose to break the weapon of your opponent using the Galvanic Mystery.

Rolled On
2/11/2018

What Was Rolled: Functional Bristling Crimson Gesture

What Was Imagined: The Red Bird - A devastating gesture you can throw when you're especially aggrieved by the behavior of others - the red bird rarely fails to provoke those upon whom you lavish it. You're able to cut off circulation to your hand so that your fingers shine a brilliant red which you then use to demonstrate a lewd act - rather convincingly. This makes just about everyone bristle with disgust.

What it Might Do: Grotesque Interruption - You can derail anyone's monologues or inquisitions when you apply the Red Bird generously. Anyone so taunted must stop in their tracks and save vs. Devices. On a failed save they're provoked to the point of attacking you.

Rolled On
2/12/2018

165

What Was Rolled: Bold Bulky Patterned Onyx Vampiric Tulle Guarding Sash Dagger

What Was Imagined: Razor-Veil - When you come from the land of the Vampyr you have to take a few extra precautions. Common to the land is the razor-veil, a bulky, heavily folded scarf & headdress that is comprised of a single-edged razor-filament. This netting is soft & flexible on one side, but sharp &... flexible on the other. It provides a subtle protection against anyone who tries to sneak up and suck the blood out of your neck. Yours is particularly bold- colored in a dashing pattern that draws the eye toward its onyx encrustations.

What it Might Do: Reactive protection - When someone tries to manhandle you, that is, the attack without a weapon or try to grapple with you - your veil gives them a nasty surprise- it deals d8 damage on each of their turns where they attack you unarmed.

Rolled On
2/13/2018

166

What Was Rolled: Tubby Regular Famous Morion

What Was Imagined: Fatso's Notorious Helmet - The morion is peaked metal helmet with a downturned brim - and this one is very thick & sports a serious dent. The soldier who once wore it used to be rather brave and bold, after he took the blow that dented the helmet he stayed bold but became a bit less brave. He also became intensely hungry, some wound to his head activated his appetite so that it never did relent. Soon he was too fat for soldiering and he swapped this helmet, deemed lucky, for an ox.

What it Might Do: The Lucky Hunger - Once only you can negate all the damage you've taken from a single blow. Once you've done so you become unaccountably ravenous & must eat & drink twice what was previously normal.

Rolled On
2/14/2018

167

What Was Rolled: Satisfactory Maximal Dorsal Canvas Stylus

What Was Imagined: Fine Two-Handed Pencil - This pen hangs from a canvas scabbard worn on your back. It's the largest pen of its type & when you use it, you must use both hands. The lead it utilizes & the force required to make the stylus write combine to generate a powerful authority. Who can stand against words so written? You can write on most surfaces using the great pencil, and if it's kept sharp you can even pierce others using it.

What it Might Do: Punctuation at the End - You can use this pencil as a weapon. It deals d10. When you strike with the weapon as the final blow a creature suffers & you're able to make an emphatic retort at that moment, you recover an HP.

Rolled On
2/19/2018

What Was Rolled: Egotistical Vast Samite Flamberge

What Was Imagined: The Vainglorious Waveblade - This sword is like waves of foaming sea, a straight blade with saw-toothed wave edges on either of its double blade. The steel of the sword is luminously white, samnite - a magical white. It is long & inscribed upon it are names, your names, nicknames, epithets & titles. It's scribbled quite abundantly with all the appellations that have ever been given you by anyone.

What it Might Do: And Don't Forget - When you cut someone up with the wave-edged blade those who observe are certainly astonished by your exquisite performance. They all must save vs. devices or speak your name - and failing that, they give you a new, epithet, describing your exploits.

Rolled On
2/20/2018

What Was Rolled: Lofty Trim Juvenile Bright Planar Viewing Camel

What Was Imagined: The Heavenly Camel With Eyes Cast Up - The long lashes of this camel, the camel of heaven, scatter glittering dust and its great height, towering, reflects its glory. The haloed beast has an uncanny vision, a wisdom that allows it to peer into the realms beyond, those dimensions more bulky & true than our own - and in these glorious planes the camel finds its delight, and the hosts of heaven that it seeks to please.

What it Might Do: What the Angels Prescribe - You can put questions to your camel and have it seek the answers of the goetic heavenly hosts. The camel can see the angels & respond to them in its way - but it is only a camel, so you're phrasing must be carefully considered.

Rolled On
2/21/2018

What Was Rolled: Ruthless Lanky Trendy Irregular Stolen Zinc Fishing Sling

What Was Imagined: An Ill-Gotten Fish-Stunner - You stole this, at some point - not exactly sure what it was, but you stole it, because of its shiny zinc finish, its ruthless, dangerous look & handy, appealing weight. Never quite sure what the thing was for, you ended up using it to fish. For projecting stones at high speeds, it's among the best tools out there. You can catch a fish between the gills with it through 3 meters of water. Stunned fish float up & there you are, ready to catch them. The slingshot makes a fine weapon as well as an interesting curio.

What it Might Do: Water-Resistance Resistance - You can fire the sling through water without a penalty at up to 3 spaces. After that its effectiveness drops off just as much as any other weapon would - e.g.: it can't be used in water.

Rolled On
9/27/2018

I71

What Was Rolled: Hearty Elephantine Scintillating Bardic Living Hoshen

What Was Imagined: Savanah-Priest's Armored Breastplate - This breastplate, formed of elephant hide & ivory is tough & decorative. Worn in battle & for festivals, the breastplate provides superior protection & excellent style. Part of the breastplate are the tusk-tip horns, a set of carved musical horns that are affixed to the fringe of the breastplate by braided elephant hairs. The different tones produced by the different horns are meant to signal different things, like charges, revilies & celebrations. Intermittently, the low, eerie call of the elephants can be heard issuing from the armor, at a frequency a bit too low for you to hear, but you can discern that the armor communicates, in some fashion, with pachyderms.

What it Might Do: Trumpeting The Triumph - You can play the triumphal horn, a blaring, intense noise that carries over the plains announcing victory. You can use this ability whenever you gain the Victorious condition to re-roll the results once.

Rolled On

9/28/2018

I72

What Was Rolled: Paper Talisman

What Was Imagined: Paper Talisman - This is a small piece of paper with apotropaic magical words written all over it. You wear it for protection.

What it Might Do: Protection - You can use the talisman to re-roll a death saving throw once per session.

Rolled On

9/29/2018

I73

What Was Rolled: Morbid Regular Pewter Broadsword

What Was Imagined: Macabre Sword - This is an ordinary broadsword of the sort mass-produced by arms makers save for some late modifications. The sword has numerous affected pewter decorations affixed to its hilt & blade. Skeletons & skulls comprise the majority of these decorative flourishes.

What it Might Do: Surprisingly Ordinary - Relying upon the misleading flourishes on your sword you trick opponents into putting up their guard in the wrong way. You get +2 on To-Hit rolls the first time you use this sword in an encounter.

Rolled On

9/30/2018

What Was Rolled: Simple Pocket-Size Stealing Eagle

What Was Imagined: Li'l Dummy The Raptor - Li'l Dummy is a simple-minded pocket-sized eagle that's quite content to live its life mainly in your pocket. It's dull-witted & easy to own but very difficult to train. The silly little bird does know one trick that it executes quite well - and that is stealing. The little mountebank is quite skilled at snatching away coinpurses & he dives & snatches & escapes in fluid, streaking arcs.

What it Might Do: Raptor Means Thief - Li'l Dummy can reduce the difficulty of a pick-pockets check by a die size when used to steal coin-purses.

Rolled On
10/1/2018

What Was Rolled: Gallant Wild Tile Pretending Torch Gerbil

What Was Imagined: Caged Fiery Rodent - Quite a strange apparatus, this is a small box made of ceramic tiles mounted to a shaft of iron. Within the box lives a gerbil - though it's not obvious at once that this is the case - because the little creature seems to be cloaked in, or possibly made out of fire. The ingenious cage can be shifted open or closed allowing more or less light to shine through. The apparatus functions like an endless torch, but the gallant little beast within requires regular feeding - it seems to enjoy berries of all types.

What it Might Do: Free the Fire Gerbil - You can, with careful effort, release the fiery gerbil from the cage, it runs free & is difficult, maybe impossible to retrieve. Wherever it goes it spreads fire. Roll a d6 for every space it traverses. On a 5 or 6 all flammable objects in the space are ignited & begin to burn.

Rolled On
10/2/2018

What Was Rolled: Moleskin Boots

What Was Imagined: Subterranean's Boots - Made, not of the cotton fabric with a similar name, this pair of boots is actually fashioned from the cured skins of many dozens of moles. They are soft, supple & a pleasure to wear - if a bit on the fragile side.

What it Might Do: Mole-Stealth - You can reduce the difficulty of a Move Quietly check by one die size when wearing these boots on a stone or earthen surface.

Rolled On
10/3/2018



What Was Rolled: Exotic Lithe Terrestrial Enchanting Reagents

What Was Imagined: Ribs of the Earth Wyrms - These rib-bones are gathered together upon a spine and can be broken off at will. Each of these dozen bones is a powerful magical reagent when used to affect the power of magic involving earth or stone. Individually these bones are apparently made of a lustrous pearlescent stone - but bear the stochastic markings & flaws of an organically grown material. The bones are those of an elusive creature described, inconsistently, in a variety of hermetic texts.

What it Might Do: The Earth-Wyrm's Boon - You can permanently relinquish the use of one of these bones to add a brief benefit to a weapon that is made of metal, stone or earth. When you use this ability roll 1d12. The result is a bonus added to the weapon's next To-Hit or Damage roll (your choice of one). If you roll a 1, the bonus added is 12 - but the bones are consumed - you've used the last of them.

Rollled On

10/4/2018

What Was Rolled: Radical Lanky Thorium Pilum

What Was Imagined: A Poisonous Javelin - This javelin is made to give-way when it strikes - pins inherent in the structure of the javelin are made to give when it strikes true, preventing it from being used against you in return. The pins are comprised of a soft metal, in this case - a radioactive one which, when it gives way under shear stresses, exudes a noxious miasma of radiation. It's not especially safe to have in your possession either, but it's quick to your hand & easy to throw.

What it Might Do: Radical Cloud - When you throw the javelin & deal damage with it, you can choose to permanently sacrifice it in order to inflict damage on everyone within 10 meters of the place it struck. Everyone who is in this cloud must make a Save vs. Death or have their HP maximum permanently reduced by d4.

Rollled On

10/5/2018

What Was Rolled: Mysterious Lanky Hoary Rainbow Ersatz Ash Glare

What Was Imagined: The Seven Colored Incendiary Glare Technique - One of the techniques that comprise the septichromatic mysteries - the Incendiary Glare is an ability, honed through years of practice that allows you to, through intense focus, change the color of your eyes and to thereby cause a flaming beam to erupt from them. You can cause fires with a hard enough stare, so long as you glare at something with enough intensity.

What it Might Do: Glare of Fury - When you have been injured by an attack you can use an action to glare ferociously at your attacker - making a Hand-to-Hand attack roll & dealing d10 fire damage. On a damage roll of 0 the target ignites, taking d8 damage each round they are on fire.

Rollled On

10/6/2018

I80

What Was Rolled: Bold Brilliant Ridged Infrared Aetheric Slate Carving Belt Brandistock

What Was Imagined: Soul-Writing-Goad - What could be taken at first as a belt, wrapped three or four times around one's waist, is quickly demonstrated to be anything but. Made rigid with a gesture, the belt is a spear ending in 5 sharp, narrow prongs. Each of which glows with an uncanny interior light. This illumination leaves trails in the air as the weapon is swung - but in the aetheric plane these marks linger like writing. Or like scars. The brilliant shimmer of the belt-brandistock is best seen in the aether itself where the weapon cuts through the matter of that dimension.

What it Might Do: Severance - You can cut away the soul of a person you attack with the Soul-Writing-Goad. If you deal a fatal blow to the being they cease to live but do not die. Their souls are cut away and they suffer the ever-living-undying curse.

Rollled On
10/7/2018

I81

What Was Rolled: Lofty Baggy Rectangular Ruby Blessed Horn Armor

What Was Imagined: Draped Armor - This is a peculiar cut of armor - made principally of dense cloth it has a box-like cube-shape that hangs very loosely over one's frame. The armor is sturdy & allows for easy acrobatic movements. This particular instance of the armor is heavily embellished with bull horn motifs & square cut rubies which seem to indicate rank within a religion.

What it Might Do: Blessed Bull-Dance - The armor looks bulkier than it is & it is blessed with magical motifs besides which allow you to run & leap with great ease. You can increase your movement speed by 5 when wearing the armor.

Rollled On
10/8/2018

I82

What Was Rolled: Personal Teensy Alloy String

What Was Imagined: A Riddle of Steel - Recorded on a string is your personal recipe for a more perfect steel. You've stumbled across the technique & coded its formulation into a twisting thread you alone know how to read. This string holds the recipe & variants thereof, which you can use - when you've the appropriate materials - to fashion your personal alloy.

What it Might Do: Smelting From Scrap - you can, with a quantity of scrap & an appropriate place to work, work a minor miracle. You can change any two metal objects into a single weapon, piece of armor or tool - in all cases they function at a higher level, adding either a bonus of +1 to Initiative, AC or To-Hit.

Rollled On
10/9/2018

183

What Was Rolled: Radical Robust Ethereal Despotic Silicon Sparking Spear

What Was Imagined: Maniacal Ghost's Lance - Once there was a despot, a radical reformer whose plans ran so far afoul of the norm that his folk risked everything to depose him. His legacy remains in the form of this spear - a mad thing - it is formed of coherent sand - bound together by the ghostly viscera of a dead tyrant. It shifts & changes in ones hands - like sand held in a glass bottle. This sand builds up an energy - static - which is sometimes discharged as sparks.

What it Might Do: Lightning Throw - You can spend a round rustling the sand in its etheric binding so that it builds a charge. When you use the spear next a lash of lightning flies from it, dealing damage at 4 times its normal rate.

Rolled On
10/10/2018

184

What Was Rolled: A Hearty Miniature Primal Chained Staining Kangaroo

What Was Imagined: Unbroken Macropod - Hearty, tough & resistant to command, this miniature kangaroo must be chained else it will run free & cause mayhem. It especially prefers to cause a species of untidy mayhem that results in particularly indelible stains...

What it Might Do: Free the Roo - You can unshackle your pet on your turn. When you do so it rampages wildly, causing a tremendous ruckus usually including a fair quantity of its leavings. Those in the vicinity - all of those in the vicinity - must save vs. Death or suffer a d10 sickened effect.

Rolled On
10/11/2018

185

What Was Rolled: Repugnant Trifling Porous Brown Mashing Staff

What Was Imagined: Outhouse Tamper - Remarkably unpleasant, this staff was & may yet be used to mash down the deposits made into an outhouse, clearing space for more. It's a grotesque implement made for lazy & dirty people. For some reason you carry it around.

What it Might Do: Reprehensible Warding - By waving this stick around you keep all but the most loathsome away. Anyone who wants to enter the area you are guarding with your loathsome stick must endure a d6 sickened effect.

Rolled On
10/12/2018

I86

What Was Rolled: Subtle Humble Leather Cloak

What Was Imagined: Nothing Special - This is a simple leather cloak, it's exactly what everyone who thinks of a leather cloak imagines it to be, as long as their imagination isn't too extravagant.

What it Might Do: Who Was That In The Cloak? - The nice thing about being expected is that you're also very easy to forget. When you wear this cloak you lower the difficulty of hide-in-shadows checks by a die size.

Rolled On
10/13/2018

I87

What Was Rolled: Strange Skeletal Double Shadow Demeanor

What Was Imagined: Uncanny Second Shadow - There's something very peculiar about you and though it's not easy to describe all the time - it's sometimes very obvious. When the very specific mood strikes, you cast a second shadow - this shadow is, apparently, only the shadow of your skeleton. Why & how your skeleton casts a second shadow - who can say - but it only happens when the mood takes you.

What it Might Do: Unnerving Hints - Your skeleton-shadow can be moved, as one moves a shadow - but it is able to interact with the shadows of other people - when it does so - they are subtly damaged. You can make an attack roll - so long as there is enough light to cast a shadow. If you hit with this attack the target takes no damage but must save vs. Spells or suffer a d10 maddened effect.

Rolled On
10/14/2018

I88

What Was Rolled: Extraordinary Plump Venerable Magic Staff

What Was Imagined: Staff of the Olden Mages - This mystical staff is about 6 units tall & though it is plain, it communicates a tremendous power to whomever holds it. Made of some material that superficially resembles wood, it has a heat & a weight to it and a yielding texture all of which suggest a thing of flesh & bone. It gives slightly to the touch & sags around wherever it is gripped tightly.

What it Might Do: A Visceral Sorcery - The Staff reduces the cost of spells in the Cures seed by 1 degree, making them easier to cast.

Rolled On
10/15/2018



189

What Was Rolled: Genius Brobdingnagian Baroque Flanged Prismatic Evangelistic Titanium Ruling Yak

What Was Imagined: A Fantastical Master - The master is a thing beyond comprehension. In form it seems to be a titanic yak - triple or quadruple the size of those beasts typical of the name. Its horns are a lusterless white & in the long locks of its coat are woven all the colors of the rainbow. Upon its 4 hooves there are carved idealized measures - the true proportions of length, weight, time & volume, standards by which all other measures must be figured. The Master is a governor over dimensions, over laws of nature & time. Its will & intelligence are far beyond the ken of mortals.

What it Might Do: The Will of the Master - One can beseech the creature & hope that it can translate the feeble words of language into the pure thought of true communication. When one does so, the Master conveys its pure will & the desires of the universe to the possessor - giving them a radiant, holy purpose.

Rolled On
10/16/2018

190

What Was Rolled: Humble Pale Cosmopolitan Mercury Demanding Canoe

What Was Imagined: Priceworthy Gondola - This humble little boat is best suited to navigating the canals of a city. It's small & maneuverable & the box affixed to its hull for depositing fares is unobtrusive yet commanding: "Pay Here", it says. The Ferro upon the gondola's bow is a globe containing energized quicksilver which runs upward, like an hourglass, indicating the duration of the journey & its cost.

What it Might Do: Daily Earnings - You can employ the gondola as a water taxi & earn money each day based upon your endurance. You gain SP per day equal to d4 X your HD - so long as you are engaged as a gondolier.

Rolled On
10/17/2018

191

What Was Rolled: Powerful Teensy Venerable Plastic Hoshen

What Was Imagined: Breastplate Ring of a Miniature Priest - In some unthinkable antiquity a race of beings no larger than finger fashioned this hoshen - a jeweled breastplate of religious & mystical power. It fits upon your finger & is worn as a large ring, though its material is neither metal nor jewel, it shines as if polished.

What it Might Do: Miniscule Might - The ring has a power both holy & ancient albeit small. When called upon the ring strikes as a weapon, dealing d6 damage as a ranged attack.

Rolled On
10/18/2018

192

What Was Rolled: Tasteful Canvas Lantern

What Was Imagined: Tasteful Canvas Lantern - This is a globe-lantern made of canvas rather than paper. It is tastefully designed.

What it Might Do: Good Impressions - When a person of taste & sophistication first encounters you illuminated by this lantern - you improve their disposition by a step in your favor.

Rolled On
10/19/2018

193

What Was Rolled: Nice Huge Shadow Claw

What Was Imagined: A Fine Claw - Your claw is nice, it's a good claw, umbral & indistinct - it is furred with night & bladed with darkness- but it's still pretty nice. If you're going to have an inexplicable claw, this is the one you'd want.

What it Might Do: Some Nice Violence - The Claw comes to twitching life when things aren't nice. Light as anything, it strikes immediately on initiative turn 0 before you even react. This attack uses a straight d20 roll, ignoring your To-Hit modifiers.

Rolled On
10/20/2018

194

What Was Rolled: Hardcore Summoning Moose

What Was Imagined: Harbinger Moose - This creature of the northern wilderness is notorious, for in its wake come the hard-bitten & enduring folk of the arctic. They are called forth from their wastelands by the moose's coming.

What it Might Do: Auroral Summons - The moose can be persuaded to call forth the wintery ghosts of the arctic, who flicker into being briefly, joining the world for only a moment, though it be a decisive one.

Rolled On
10/21/2018

What Was Rolled: Kind Sizeable Superannuated Barbaric Canvas Protecting Belt

What Was Imagined: A Belt of Old Promises - Among the aboriginal folk the longstanding tradition of embroidering debts into a length of canvas naturally gave way to the coin-based commerce of the urban world. There are those who recall still the ancient pledges though, and you have inherited many of them, those antique pledges of honor & loyalty are woven into a large belt that none alive, who still recall the ancient oaths will dare see desecrated.

What it Might Do: Oaths of the Matriarchs - You can call upon the promises of the deposed ruler-women of the elder-culture. These promises grant you protection against attacks by civilized folk & by followers of the old ways alike. You increase your AC by +2 against those whose language you understand.

Rollled On
10/22/2018

What Was Rolled: Pretty Portly Wood Doublet

What Was Imagined: A Braced Doublet - A doublet of charming fabric with a pleasing cut. It's a bit outsized & seems to render you, the wearer, a bit plump looking. This is due to the wooden braces within the doublet that give it greater structure & secret strength.

What it Might Do: Hidden Resilience - You can sacrifice the Braced Doublet to negate a critical hit or a blow that would render you defeated.

Rollled On
10/23/2018

What Was Rolled: Sixty Partial Scent Cutting Pills

What Was Imagined: Faulty Scent Camouflage - These pills are an interesting concoction which is sometimes useful for masking one's scent. The reliability of these pills leaves something to be desired & there's always a chance that they won't work. When they do, however, they completely mitigate your scent.

What it Might Do: Elude Tracking - You have a 50% chance to avoid being tracked by scent when you use these pills to mask your scent.

Rollled On
10/24/2018

198

What Was Rolled: Yielding Teeny-Tiny Polyhedral White Infernal Cashmere Mambele

What Was Imagined: Twenty Bladed Knife of Hell - This many-pointed dagger, axe, spear hybrid is fixed to an unstained cashmere handle. The blades shift to protect the wielder's hand, but bend subtly to aim at the hearts of adversaries. The individual blades are all quite small - most resemble needles, but their aggregate number is enough to create a deadly weapon.

What it Might Do: A Hellish Barb - You throw the membele & it clings like a burr to your target, striking once and dealing damage on subsequent turns. Each turn after the initial attack the weapon deals a die size smaller damage, down to the minimum d4.

Rolled On
10/25/2018

199

What Was Rolled: Intense Handy Brown Fighting Quail

What Was Imagined: Tuff-Tuft - Your handy little fighting quail is an intense battler. She leaps to your hand when a fight is immanent for as a warrior, she knows well when blood is soon to be shed.

What it Might Do: With a Blur of Feathers - your little quail helps to fight with intensity & alacrity. Riding on your sword-arm Tuff-Tuft adds +2 to all the damage you deal with your primary weapon.

Rolled On
10/26/2018

200

What Was Rolled: Useful Overweight Young Triangular Argent Mechanical Fiery Killing Asp

What Was Imagined: Neotenic Mechanical Asp - This mechanical asp was created parodically to resemble a notional baby snake - with a plump body & big, charismatic eyes. It's quite heavy as it is a clockwork mechanism comprised of many hundreds of triangular silver gears. These churn with a terrible heat whenever the mechanism is properly wound & the snake smolders with fire as it slithers. The mechanism has many settings, many modes that it can operate in, though the primary mode is murder.

What it Might Do: Boiling Constriction - The snake wraps around an opponent & deals fire damage on all the rounds subsequent. The asp strikes with your To-Hit modifier & deals bludgeoning damage as it constricts along with d6 fire damage. If this die comes up as 6 the damage is rolled again on the snake's next turn.

Rolled On
10/27/2018

An Imagined Culture

The Book of Ten Trillion Things contains far more than Ten Trillion things. Ten Trillion though, has a melifluous tone & a nice, easy to repeat consonance. Having settled on this, still preposterously large number, it would seem appropriate that that number be justified. Using the tables present in this book it is possible to generate a non-infinitely large number of unique objects. Though, it has been pointed out & I think, sagaciously, that one cannot use the tables in this book to generate a similar book of trillions of things. Let's pretend that this is intentional.

While I do think that this book provides plenty of isolated amusement to the point where one could consider it a game in and of itself – the basic facts are that that game is at best secondary to the main purpose of the book – which is a supplement to The Game of the North, a variation on the Old-School-Reniassance – a movement & mode to which I am, admittedly, extremely peripheral. Which is to say – you *can* use the book of Ten Trillion Things as an amusement in its own right – a fun little party-game itself, but if you want to have the most fun with it that you're able you will find that this book serves best as a supplement to your own old-school style games.

And now, some more straightforward exposition:

This book relies upon specific functions of the english language. In particular the proper consecutive order of adjectives that describe a single noun.

This memetic sequence is phrased in english in a way that has a sound & feel of being correct, though it may not have passed musttr in a strictly academic environment.

To wit – A *Thing* is described by adjectives in this sequence

<i>Cardinality</i>	E.g.: The First; A; My
<i>Opinion</i>	E.g.: Enchanting; Splendid; Sordid
<i>Size</i>	E.g.: Little; Enormous; Vast
<i>Age</i>	E.g.: Fresh; New; Ancient
<i>Form</i>	E.g.: Polished; Finished; Rough
<i>Color</i>	E.g.: Green; Red; Dark
<i>Material</i>	E.g.: <i>Paper, Cloth, Metal</i>
<i>Origin</i>	E.g.: American; Futuristic; Egyptian
<i>Purpose</i>	E.g.: Writing; Loving; Scratching

Arranged & included randomly the sequences above result in a variety of evocative descriptions

The First Finished American Writing _____

My Enormous Anceint Egyptian _____

Sordid Little Red _____

Certainly one could attempt to add one example of each of the adjective types, and so long as they are in the proper sequence they will tend to at least sound somewhat proper

A Splendid Vast Ancient Polished Red Egyptian Loving _____

In all the cases the descriptors combine alechemically to describe a world, a place, a whole cultural reality that surrounds an unknown object. The object in question then becomes realized when it is itself named.

The First Finished American Writing **Pen**

My Enormous Anceint Egyptian **Tomb**

Sordid Little Red **Book**

A Splendid Vast Ancient Polished Red Egyptian Loving **Cat**

Now each of these is a small story that asks to be told in its own little way & changing just one word of the sequence significantly changes the story.

This book is a tool for helping you & your colleagues tell such stories – stories of whimsey, humor & interest. One might say it is far larger within than it is without, that it contains a vast abundance (and that is correct) while being contained in only a few pages (likewise correct). Thus, while this is

An Exceptional Large New Thin English Paper Gaming Book

It is called The Book of Ten Trillion Things – ten trillion being, quite honestly, at the low end of the possible results produceable by the book – it still sums up quite well the huge variety that is contianed within it & approximates the quantity of unique items that may concievably be produced through the use of this book.

Who is This Book For?

Should you find yourself trying to tell a story but lacking the hooks, the little details that draw a story together, or the pleasing embellishments that concrete the verisimilitude that a story requires to be told well – you may have excellent use of this book. Should you find yourself in that storytelling mode among friends – then this book is for you. It is useful for embellishing the details of objects with which one might wish to equip their characters in a story with characters & inventory. It is particularly useful to those people who already have the variety of dice that the book requires. So the answer to this question – who is this book for? It is for gamers – players of roleplaying games & in particular those who prefer a thoroughly embellished story with thoroughly embellished details. But it is also for those who simply seek to have an amuesement, potentially unrelated to a larger hobby or story – it is for anyone with imagination.

How is This Book Used?

You may use the book in any way you see fit, of course, it is yours now, but if you are asking – what's the intended method for using this book – the answer is – there are at least two.

First & simplest – you glance at each section of the book in the sequence provided & you determine whether or not one of the descriptors in that section applies – for example you go to the page concerning cardinality, roll a 20 sided die and if the result is 5 or lower – you roll d% - a hundred sided die to generate a result. You do this for each class of adjective & then you do the same for determining the final word in the phrase – the noun that tells exactly what object it is that you've created.

More Directedly – you determine the noun by either declaring it or randomly determining it by rolling d20 and then d%. From there you build up the object's provenance & function by going back to the beginning & generating the descriptors. This allows you to decide what it is that you're describing without having to wonder what exactly your rolls are leading up to. You can use this variant interchangeably with the first method.

Ultimately – The object & its descriptors are presented & you may wish to allow that they are the thing's name – it's title. But you may wish, and are certainly encouraged, to follow the example set by the book itself – for while it is *An Exceptional Large New Thin English Paper Gaming Book* – it is called **The Book of Ten Trillion Things**. The latter suggests the former & the former in turn essentially creates the latter.

If you are playing The Game of the North – Firstly – Thank you! Secondly – you can use the descriptions to fabricate a use for your item that is made implicit by its nature. You may apply any of your available maneuvers to the item that you generate using this book to work out with your referee as you describe the limits & qualities of the item's abilities.

Anecdotally – The Book of Ten Trillion Things is a dashing addition to your own personal charm. As an accoutrement it announces your taste, sophistication & finely cultured wisdom. Mere possession of this book may enhance your intellect & appeal to a deific level.

Cardinality – Roll on this table if you roll 1-5 on d20

Cardinality I Article / Number							
Roll	Number	Roll	Designation	Roll	Quantity	Roll	Ordinal
1	One	26	The	51	A Number of	76	A
2	Two	27	That	52	Several	77	An
3	Three	28	The One	53	A Handful of	78	The
4	Four	29	Another	54	Several	79	Your
5	Five	30	An	55	A Couple of	80	My
6	Six	31	Double	56	Some	81	Our
7	Seven	32	Additional	57	An	82	Their
8	Eight	33	One More	58	A	83	That
9	Nine	34	Final	59	A Supply of	84	Those
10	Ten	35	Last	60	A Quantity of	85	Thousandth
11	Eleven	36	Second	61	Too many	86	What
12	Twelve	37	Third	62	Too Few	87	Which
13	Twenty	38	First	63	A Sufficiency Of	88	First
14	Thirty	39	Our	64	An Abundance of	89	Second
15	Forty	40	Other	65	An Amount of	90	Third
16	Fifty	41	Their	66	Numerous	91	Fourth
17	Sixty	42	A Different	67	One	92	Fifth
18	Seventy	43	The Other	68	A Single	93	Sixth
19	Eighty	44	Those	69	Many	94	Seventh
20	Ninety	45	Both	70	Multiple	95	Eighth
21	One Hundred	46	The	71	All of the	96	Ninth
22	One Thousand	47	My	72	Triune	97	Tenth
23	Two Thousand	48	Your	73	Binary	98	Eleventh
24	Five Thousand	49	An	74	Assorted	99	Twelfth
25	Ten Thousand	50	Any	75	Too many	100	Hundredth

It's possible to end up with enough to outfit an army, feed a regiment or drown a whale – you can also end up with something absolutely unique, something special & known only to the elites, like yourself.

Claims – Roll on this table if you roll 1-5 on d20

Opinions I Claims							
1	Rowdy	26	Sly	51	Mighty	76	Helpful
2	Tireless	27	Easy	52	Obdurate	77	Formal
3	Powerful	28	Zealous	53	Ruthless	78	Macabre
4	Eerie	29	Scrupulous	54	Savage	79	Functional
5	Vindictive	30	Surreal	55	Ritualistic	80	Humble
6	Genius	31	Satisfactory	56	Agile	81	Sharp
7	Intimidating	32	Sadistic	57	Lofty	82	Magnificent
8	Strong	33	Secondhand	58	Villainous	83	Quaint
9	Comical	34	Cowardly	59	Lucid	84	Faulty
10	Impossible	35	Despicable	60	Delightful	85	Elite
11	Knavish	36	Curious	61	Brave	86	Regal
12	Nice	37	Worldly	62	Youthful	87	Regular
13	Timid	38	Terrible	63	Respectable	88	Odd
14	Only	39	Martial	64	Ambitious	89	Opportunistic
15	Grotesque	40	Subtle	65	Strange	90	Lousy
16	Dull	41	Stern	66	Plain	91	Fabulous
17	Thoughtful	42	Sophisticated	67	Poor	92	Outstanding
18	Noxious	43	Great	68	Garrulous	93	Putrid
19	Heroic	44	Dominant	69	Illustrious	94	Gentle
20	Personal	45	Tough	70	Resplendent	95	Overwhelming
21	Opulent	46	Interesting	71	Cultured	96	Radical
22	Random	47	Correct	72	Impressive	97	Wicked
23	Exemplary	48	Just	73	Pestilent	98	Hideous
24	Crude	49	Dolorous	74	Lordly	99	Useless
25	Vital	50	Simple	75	Ruined	100	Hardcore

Everyone's got opinions and most will tell you what they are without provocation. The opinions presented here are all of variable types – Claims are things that you might think about your item and want others to believe.

Beliefs – Roll on this table if you roll 6-10 on d20

Opinions II Beliefs							
1	Lovely	26	Winsome	51	Unique	76	Wise
2	Mysterious	27	Destined	52	Killer	77	Extraordinary
3	Puzzling	28	Zesty	53	Elaborate	78	Legendary
4	Harmful	29	Pretty	54	Fancy	79	Glorious
5	Rudimentary	30	Absolute	55	Accurate	80	Quality
6	Cunning	31	Jinxed	56	Jealous	81	Tepid
7	Clever	32	Jocose	57	Malefic	82	Perfect
8	Average	33	Boisterous	58	Normal	83	Exact
9	Ideal	34	Intense	59	Quiet	84	Vengeful
10	Furious	35	Egotistical	60	Gallant	85	Superior
11	Artistic	36	Preferred	61	Silly	86	Dangerous
12	Ludicrous	37	Pitiful	62	Ugly	87	Dreaded
13	Adequate	38	Quarrelsome	63	Majestic	88	Cantankerous
14	Kind	39	Hopeful	64	Vigorous	89	Dumb
15	Beautiful	40	Exotic	65	Merciless	90	Resolute
16	Awesome	41	Durable	66	Recreational	91	Final
17	Deadly	42	Junky	67	Wasteful	92	Irreplaceable
18	Careful	43	Homely	68	Yielding	93	Keen
19	Naughty	44	Inexplicable	69	Bold	94	Wonderful
20	Tasteful	45	Reactionary	70	Dutiful	95	Stylish
21	Precious	46	Admirable	71	Smart	96	Useful
22	Peculiar	47	Loathsome	72	Valuable	97	Lucky
23	Pious	48	Morbid	73	Repugnant	98	Enthusiastic
24	Sublime	49	Nubile	74	Reliable	99	Valiant
25	Unseemly	50	Tempestuous	75	Hearty	100	Outré

Here we think about what is believed about your item. By you, by others, by the world at large.

Beliefs – Roll on this table if you roll 11-15 on d20

Opinions III Judgements							
1	Charming	26	Worthy	51	Exhausting	76	Violent
2	Helpful	27	Extravagant	52	Representative	77	Whimsical
3	Cool	28	Yearning	53	Moribund	78	Extreme
4	Appealing	29	Zany	54	Affable	79	Yucky
5	Likeable	30	Ample	55	Benevolent	80	Able
6	Effective	31	Blameless	56	Capricious	81	Best
7	Puissant	32	Cautious	57	Deleterious	82	Crafty
8	Potent	33	Dubious	58	Evil	83	Delicate
9	Insidious	34	Elegant	59	Frightening	84	Empirical
10	Universal	35	Feeble	60	Gripping	85	Flimsy
11	Common	36	Grim	61	Handy	86	Gullible
12	Humorous	37	Honest	62	Intelligent	87	Hilarious
13	Noble	38	Implacable	63	Judicious	88	Improbable
14	Victorious	39	Jocund	64	Knowledgeable	89	Jumpy
15	Defeated	40	Kaput	65	Limited	90	Key
16	Shameful	41	Lost	66	Minor	91	Languid
17	Cruel	42	Memorable	67	Notorious	92	Miserable
18	Hostile	43	Neighborly	68	Optimal	93	Nameless
19	Pernicious	44	Ostentatious	69	Precise	94	Obsolete
20	Symbolic	45	Private	70	Quintessential	95	Prudent
21	Earnest	46	Quizzical	71	Ready	96	Quaking
22	Sincere	47	Robust	72	Stable	97	Rustic
23	Real	48	Stupendous	73	Tame	98	Stinging
24	Vain	49	Treasured	74	Ubiquitous	99	Turgid
25	Conceited	50	Utilitarian	75	Virtuous	100	Unusual

Your item has been judged and found to be _____. This is the consensus.

Smaller – Roll on this table if you roll 1-4 on d20

Size 1 Smaller							
1	Little	26	Petite	51	Meager	76	Lithe
2	Tiny	27	Mini	52	Strapping	77	Mesomorphic
3	Small	28	Compact	53	Measly	78	Tailored
4	Light	29	Average	54	Microscopic	79	Economical
5	Smallish	30	Scrawny	55	Elfin	80	Baggy
6	Medium	31	Short	56	Teensy	81	Cozy
7	Miniature	32	Teeny	57	Emaciated	82	Common
8	Insignificant	33	Teeny-Tiny	58	Minuscule	83	Average
9	Toy	34	Cute	59	Teeny-Weeny	84	Regular
10	Minute	35	Full Size	60	Narrow	85	Normal
11	Lilliputian	36	Disproportionate	61	Thin	86	Tailored
12	Intermediate	37	Baby	62	Full-Size	87	Standard
13	Common	38	Bony	63	Paltry	88	Little
14	Middling	39	Skeletal	64	Gaunt	89	Tiny
15	Regular	40	Lanky	65	Pint-Size	90	Small
16	Usual	41	Skimpy	66	Trim	91	Light
17	Normal	42	Brawny	67	Pocket-Size	92	Miniature
18	Standard	43	Skinny	68	Undersized	93	Large
19	Modest	44	Broad	69	Underweight	94	Heavy
20	Diminutive	45	Lean	70	Unlimited	95	Big
21	Trifling	46	Slender	71	Scanty	96	Immense
22	Wee	47	Life-Size	72	Scraggy	97	Giant
23	Infinitesimal	48	Limitless	73	Enlarged	98	Middling
24	Slight	49	Squat	74	Full	99	Oversize
25	Puny	50	Stocky	75	Lengthened	100	Undersize

In general an item is of a size that's normally useful to you, in some cases though you end up with something oddly sized. This table isn't constrained toward smaller objects but it does tend toward the small.

Larger – Roll on this table if you roll 5-8 on d20

Size 11 Larger							
1	Larger	26	Bulky	51	Doughty	76	Elongated
2	Huge	27	Behemoth	52	Boundless	77	Maximal
3	Large	28	Prodigious	53	Life-Size	78	Tailored
4	Heavy	29	Normal	54	Slim	79	Elephantine
5	Sizable	30	Intermediate	55	Chunky	80	Astronomical
6	Enormous	31	Common	56	Corpulent	81	Immeasurable
7	Hefty	32	Middling	57	Stout	82	Brodingnagian
8	Gigantic	33	Regular	58	Cosmic	83	Common
9	Medium	34	Usual	59	Strapping	84	Average
10	Gargantuan	35	Plump	60	Epic	85	Regular
11	Massive	36	Thick	61	Expansive	86	Normal
12	Big	37	Towering	62	Obese	87	Tailored
13	Colossal	38	Great	63	Thickset	88	Standard
14	Giant	39	Significant	64	Extensive	89	Endless
15	Immense	40	Standard	65	Outsized	90	Sturdy
16	Jumbo	41	Imposing	66	Oversize	91	Curvy
17	Mammoth	42	Average	67	Fleshy	92	Little
18	Monstrous	43	Fat	68	Overweight	93	Tiny
19	Tremendous	44	Tall	69	Titanic	94	Small
20	Vast	45	Robust	70	Full-Size	95	Light
21	Whopping	46	Full Size	71	Tubby	96	Modest
22	Pudgy	47	Double	72	Grand	97	Diminutive
23	Considerable	48	Huge	73	Portly	98	Trifling
24	Hulking	49	Illimitable	74	Rotund	99	Great
25	Voluminous	50	Beefy	75	Wide	100	Disproportionate

Larger items aren't ordinarily so large that they're unusable, sometimes a normally small item can be larger and evolve a whole new utility.

Sequence – Roll on this table if you roll 1-8 on d20

Sequence I							
Ages							
1	Old	26	Outdated	51	Hundredth	76	Trendy
2	Ancient	27	Outmoded	52	Thousandth	77	Next
3	New	28	Obsolete	53	Millionth	78	Revolutionary
4	Antique	29	Unspoiled	54	Next	79	Pioneering
5	Antediluvian	30	Novel	55	Last	80	Fossilized
6	Futuristic	31	Fashionable	56	Final	81	Juvenile
7	Contemporary	32	Distinct	57	Eternal	82	Gaudy
8	Antiquated	33	Superannuated	58	Eleventh	83	Earliest
9	Baroque	34	Venerable	59	Shopworn	84	Mature
10	Modern	35	Timeworn	60	Twelfth	85	Immature
11	Prehistoric	36	Worn	61	Newest	86	Ripe
12	Fresh	37	Elderly	62	Latest	87	Unripe
13	Newfangled	38	Archaic	63	Tired-Old	88	First
14	Old Fashioned	39	Fossil	64	Brand-New	89	Second
15	Primal	40	Rusty	65	Nouveau	90	Third
16	Primeval	41	Hoary	66	Thirteenth	91	Fourth
17	Current	42	Gleaming	67	Fourteenth	92	Fifth
18	Young	43	Older	68	Ten Thousandth	93	Sixth
19	Untouched	44	Moth Eaten	69	Fifty Thousandth	94	Seventh
20	Advanced	45	Early	70	Billionth	95	Eighth
21	Familiar	46	Late Model	71	Recent	96	Ninth
22	Innovative	47	Cutting Edge	72	Rectified	97	Tenth
23	Rustic	48	Avant Gard	73	Reformed	98	Twentieth
24	Experimental	49	Chic	74	Perpetual	99	Fiftieth
25	Ceaseless	50	Timeless	75	Infinite	100	Undying

Sequence reflects where the item's existence occurs relative to others of its kind or to contemporary timelines or even to your own possession of it. Rarely an item will be too old or too weathered to function properly.

Form – Roll on this table if you roll 1-8 on d20

Shape I							
Form							
1	Rectangular	26	Irregular	51	Bristling	76	Porous
2	Torn	27	Symmetrical	52	Diagonal	77	Retractable
3	Partial	28	Asymmetrical	53	Dorsal	78	Standardized
4	Broken	29	Smooth	54	Finned	79	Taloned
5	Bound	30	Patterned	55	Dyed	80	Tubular
6	Serrated	31	Grooved	56	Disclike	81	Tattered
7	Slender	32	Faceted	57	Elliptical	82	Feathered
8	Triangular	33	Boxy	58	Eyed	83	Geometric
9	Winged	34	Flat	59	Fanned	84	Encircled
10	Narrow	35	Curved	60	Flexible	85	Double
11	Square	36	Shapely	61	Hooked	86	Ventral
12	Cubic	37	Textured	62	Icosahedral	87	Left
13	Pyramidal	38	Twisted	63	Immutable	88	Right
14	Circular	39	Woven	64	Edged	89	Chiral
15	Conical	40	Rough	65	Jutting	90	Ethereal
16	Toroidal	41	Rigid	66	Lacy	91	Empty
17	Concave	42	Wide	67	Latticed	92	Cloaked
18	Convex	43	Broad	68	Lidded	93	Cloven
19	Angular	44	Ringed	69	Oblong	94	Conjoined
20	Spatulate	45	Ridged	70	Hexagonal	95	Chained
21	Pointy	46	Blocky	71	Orthogonal	96	Patched
22	Thorny	47	Dried	72	Palmate	97	Cultured
23	Horned	48	Whole	73	Parallel	98	Asymmetrical
24	Branched	49	Flanged	74	Polyhedral	99	Regular
25	Split	50	Bearded	75	Polymorphous	100	Sharp

Things tend to be shaped like what they are. Swords are sword-shaped, dogs are dog-shaped. Still, sometimes there are variants with their own distinctive form & altered function

Coloration – Roll on this table if you roll 1-8 on d20

Colors I Coloration							
Roll	Shade	Roll	Shade	Roll	Shade	Roll	Shade
1	Green	26	Emerald	51	Colorless	76	Coruscating
2	Dusty	27	Ruby	52	Pearly	77	Shiny
3	Colorful	28	Maroon	53	Gilt	78	Glossy
4	Shining	29	Jet	54	Lavender	79	Glistening
5	Glimmering	30	Sable	55	Indigo	80	Lambent
6	Yellow	31	Onyx	56	Violet	81	Blazing
7	Purple	32	Ebony	57	Amaranthine	82	Camouflaged
8	White	33	Silvery	58	Spectral	83	Amber
9	Carmine	34	Light	59	Vivid	84	Saffron
10	Cyan	35	Alabaster	60	Glowing	85	Citrine
11	Orange	36	Argent	61	Brilliant	86	Aureate
12	Azure	37	Candent	62	Bright	87	Fulvid
13	Verdigris	38	Immaculate	63	Murky	88	Tawny
14	Gray	39	Dirty	64	Dark	89	Crimson
15	Luminous	40	Striped	65	Flashy	90	Scarlet
16	Fuligin	41	Tarnished	66	Shimmering	91	Infrared
17	Red	42	Blemished	67	Kaleidoscopic	92	Ultraviolet
18	Blue	43	Lurid	68	Cerulean	93	Cerise
19	Verdant	44	Faded	69	Transparent	94	Rufescent
20	Verdigris	45	Drab	70	Rainbow	95	Vanishing
21	Opalescent	46	Ashen	71	Iridescent	96	Beaming
22	Pearlescent	47	Chromatic	72	Lustrous	97	Heated
23	Russet	48	Metallic	73	Prismatic	98	Oxidized
24	Vermillion	49	Bleached	74	Nacreous	99	Shadowed
25	Garnet	50	Ghastly	75	Effulgent	100	Colorless

Notable or particularly vivid colors are worthy of comment here, otherwise things have the color that you expect them to have.

Physical Origin – Roll on this table if you roll 1-4 on d20

Origins I Physical							
Roll	People	Roll	Group	Roll	Place	Roll	Ecology
1	Elvish	26	Imperial	51	Metropolitan	76	Forest
2	Dwarvish	27	Unnatural	52	Northern	77	Jungle
3	Human	28	Revolutionary	53	Southern	78	Urban
4	Foreign	29	Federal	54	Eastern	79	Abyssal
5	Goblin	30	Pagan	55	Western	80	Tropical
6	Orcish	31	Reptilian	56	Equatorial	81	Desert
7	Halfling	32	Maternal	57	National	82	Planar
8	Demonic	33	Paternal	58	Underground	83	Volcanic
9	Angelic	34	Canine	59	Labyrinthine	84	Chthonic
10	Insectine	35	Feline	60	Lunar	85	Alpine
11	Fiendish	36	Avian	61	Solar	86	Rural
12	Familial	37	Piscine	62	Stellar	87	Sinister
13	Serpentine	38	Hermetic	63	Exotic	88	Wild
14	Vampiric	39	Magical	64	Polar	89	Palatine
15	Alien	40	Fey	65	Summer	90	Blasphemous
16	Elemental	41	Noble	66	Winter	91	Cataclysmic
17	Bestial	42	Ducal	67	Autumnal	92	Naval
18	Ancestral	43	Regal	68	Spring	93	Aquatic
19	Hereditary	44	Masculine	69	Agricultural	94	Riparian
20	Seraphic	45	Feminine	70	Wilderness	95	Arboreal
21	Congressional	46	Barbaric	71	Feral	96	Aetheric
22	Empyrean	47	Divine	72	Familiar	97	Netherworldly
23	Native	48	Juridical	73	Natural	98	Wasteland
24	Draconic	49	Majestic	74	Sepulchral	99	Factory
25	Cyclopean	50	Traditionalist	75	Otherworldly	100	Physiological

Where is your item physically from? Who made it, where did you get it?.

Notional Origin – Roll on this table if you roll 5-9 on d20

Origins II Notional							
Roll	Purpose	Roll	Provenance	Roll	Source	Roll	Uses
1	Naval	26	Handmade	51	Lunar	76	Tyrannical
2	Magical	27	Stolen	52	Matriarchal	77	Religious
3	Mystical	28	Organic	53	Angelic	78	Hierarchical
4	Military	29	Imaginary	54	Barbarous	79	Governmental
5	Bardic	30	Ersatz	55	Authoritarian	80	Pagan
6	Marital	31	Spontaneous	56	Titanic	81	Orthodox
7	Kabbalistic	32	Scavenged	57	Devilish	82	Wild
8	Meditative	33	Evolved	58	Draconic	83	Nomadic
9	Occult	34	Manufactured	59	Gnomish	84	Shepherds
10	Evangelistic	35	Experimental	60	Elemental	85	Herders
11	Illusory	36	Domestic	61	Fairy	86	Farmers
12	Equestrian	37	Chemical	62	Empyrean	87	Cetacean
13	Hermetic	38	Bestowed	63	Familial	88	Whalers
14	Religious	39	Authentic	64	Fiendish	89	Magical
15	Professional	40	Borrowed	65	Foreign	90	Unseelie
16	Official	41	Abandoned	66	Goblin	91	Corrupt
17	Illusory	42	Discovered	67	Heavenly	92	Queenly
18	Therevadic	43	Lost	68	Patriarchal	93	Regal
19	Medicinal	44	Artisanal	69	Tribal	94	Childish
20	Lawful	45	Counterfeit	70	Arachnid	95	Rumored
21	Criminal	46	Arcane	71	Local	96	Ceremonial
22	Anarchic	47	Summoned	72	Monstrous	97	Idiomatic
23	Biological	48	Forged	73	Cherubic	98	Juridical
24	Cavalry	49	Deciphered	74	Reptilian	99	Majestic
25	Enchanted	50	Learned	75	Ghoulish	100	Supernatural

What's the purpose of your item & how does that relate to its origins?
Was it made for a particular group or function?

Solids – Roll on this table if you want your item to be solid
Or – if you roll 1-6 on d20

Materials I							
Solids							
Roll	Animal	Roll	Vegetable	Roll	Mineral	Roll	Metals
1	Bone	26	Oak	51	Crystal	76	Iron
2	Horn	27	Elm	52	Gemstone	77	Steel
3	Shell	28	Yew	53	Sand	78	Bronze
4	Carapace	29	Pine	54	Rock	79	Copper
5	Chitin	30	Wood	55	Basalt	80	Platinum
6	Flesh	31	Bark	56	Lava	81	Gold
7	Keratin	32	Leaf	57	Ceramic	82	Silver
8	Hair	33	Larch	58	Coal	83	Electrum
9	Fur	34	Hemlock	59	Plaster	84	Tin
10	Quill	35	Redwood	60	Flint	85	Orichalcum
11	Spine	36	Walnut	61	Plastic	86	Uranium
12	Antler	37	Cherry	62	Limestone	87	Cobalt
13	Tusk	38	Vegetable	63	Ice	88	Aluminum
14	Ivory	39	Grass	64	Salt	89	Bismuth
15	Feather	40	Paper	65	Concrete	90	Mithril
16	Talon	41	Seed	66	Fossil	91	Blagarn
17	Scale	42	Fruit	67	Rock	92	Vanadium
18	Silk	43	Wicker	68	Obsidian	93	Titanium
19	Coral	44	Cypress	69	Quartz	94	Manganese
20	Tooth	45	Maple	70	Granite	95	Molybdenum
21	Claw	46	Camphor	71	Silicon	96	Zinc
22	Pearl	47	Elder	72	Glass	97	Nickle
23	Cuttle	48	Cork	73	Sandstone	98	Chrome
24	Nacre	49	Ash	74	Clay	99	Lead
25	Skull	50	Root	75	Slate	100	Adamantium

Liquids & Gasses – Roll on this table if you want a fluid item,
Or – if you roll 7-12 on d20

Materials II							
Liquids & Gasses							
Roll	Animal	Roll	Vegetable	Roll	Mineral	Roll	Flavors
1	Blood	26	Juice	51	Water	76	Mint
2	Bile	27	Sap	52	Mercury	77	Citrus
3	Spit	28	Syrup	53	Oil	78	Menthol
4	Urine	29	Scent	54	Miasma	79	Almond
5	Gall	30	Pollen	55	Neon	80	Caramel
6	Slime	31	Wine	56	Elan	81	Chocolate
7	Colostrum	32	Spirits	57	Foam	82	Vanilla
8	Secretions	33	Liquor	58	Aether	83	Berry
9	Musk	34	Beer	59	Acid	84	Rose
10	Venom	35	Ester	60	Air	85	Coconut
11	Sweat	36	Oil	61	Mist	86	Pine
12	Breath	37	Vinegar	62	Vapor	87	Bitter
13	Odor	38	Pulp	63	Cloud	88	Sweet
14	Milk	39	Mash	64	Wind	89	Savory
15	Phlegm	40	Rubber	65	Magma	90	Salty
16	Alicorn	41	Dye	66	Orgone	91	Tangy
17	Sebum	42	Ether	67	Hydrogen	92	Sour
18	Pus	43	Ammonia	68	Alkahest	93	Umami
19	Glue	44	Exhalations	69	Smoke	94	Astringent
20	Fat	45	Amber	70	Aerosol	95	Cool
21	Oil	46	Tar	71	Snow	96	Spicy
22	Honey	47	Lotion	72	Ozone	97	Hearty
23	Cytoplasm	48	Latex	73	Helium	98	Starchy
24	Yolk	49	Resin	74	Plasma	99	Pungent
25	Wax	50	Gum	75	Solvent	100	Greasy

Fabrics & Cloths – Roll this table if your item should be flexible, Or – if you roll 13-19 on d20

Materials III							
Fabrics & Cloths							
Roll	Animal	Roll	Vegetable	Roll	Patterns	Roll	Textures
1	Leather	26	Flax	51	Tartan	76	Rough
2	Hide	27	Cotton	52	Argyle	77	Smooth
3	Fur	28	Hemp	53	Harlequin	78	Braided
4	Sinew	29	Acetate	54	Tweed	79	Woven
5	Silk	30	Jute	55	Pinstripe	80	Encrusted
6	Meat	31	Raffia	56	Hound's-tooth	81	Brocade
7	Wool	32	Rattan	57	Polka dot	82	Veined
8	Shell	33	Baize	58	Plaid	83	Sheer
9	Angora	34	Calico	59	Gingham	84	Barbed
10	Qiviut	35	Chiffon	60	Quilted	85	Bushy
11	Tweed	36	Lace	61	Rag	86	Bumpy
12	Felt	37	Damask	62	Felted	87	Downy
13	Cashmere	38	Felt	63	Woven	88	Itchy
14	Skin	39	Velvet	64	Buttoned	89	Diaphanous
15	Vellum	40	Textile	65	Beaded	90	Corrugated
16	Baleen	41	Brocade	66	Dyed	91	Patterned
17	Catgut	42	Paper	67	Denim	92	Shaggy
18	Bristle	43	Canvas	68	Corduroy	93	Wooly
19	Cordovan	44	Burlap	69	Poplin	94	Tiled
20	Fleece	45	Rope	70	Gabardine	95	Elastic
21	Coat	46	Tweed	71	Jacquard	96	Pliable
22	Suede	47	Knit	72	Twill	97	Metallic
23	Flesh	48	Xuan	73	Knotted	98	Itchy
24	Scale	49	Satin	74	Damask	99	Fluffy
25	Down	50	Cardboard	75	Flannel	100	Bolstered

Functions – Roll on this table if you roll 1-4 on d20

Purposes I Functions							
Roll	Affecting	Roll	Somatic	Roll	Activities	Roll	Tasks
1	Stinging	26	Sitting	51	Painting	76	Surviving
2	Poisoning	27	Feinting	52	Praying	77	Hoarding
3	Maddening	28	Jumping	53	Wagering	78	Preserving
4	Shrinking	29	Crawling	54	Wandering	79	Healing
5	Growing	30	Kneeling	55	Viewing	80	Curing
6	Cleaning	31	Standing	56	Writing	81	Improving
7	Blessing	32	Floating	57	Sailing	82	Coloring
8	Sleeping	33	Walking	58	Learning	83	Transforming
9	Hating	34	Running	59	Teaching	84	Helping
10	Ruling	35	Bulging	60	Sleeping	85	Trying
11	Enchanting	36	Leaping	61	Reading	86	Forging
12	Tangling	37	Crouching	62	Drawing	87	Crafting
13	Tripping	38	Flailing	63	Hiding	88	Stealing
14	Surprising	39	Sorting	64	Building	89	Enchanting
15	Encouraging	40	Ramming	65	Riding	90	Digging
16	Whipping	41	Leering	66	Swimming	91	Excavating
17	Orphaning	42	Eating	67	Flying	92	Calming
18	Busting	43	Stumbling	68	Climbing	93	Drinking
19	Guiding	44	Seeing	69	Wrestling	94	Eating
20	Tricking	45	Clutching	70	Boxing	95	Searching
21	Leaving	46	Grasping	71	Fighting	96	Playing
22	Cooling	47	Holding	72	Battling	97	Constructing
23	Aging	48	Posing	73	Warring	98	Matching
24	Nurturing	49	Reaching	74	Leading	99	Wishing
25	Healing	50	Biting	75	Hunting	100	Watching

Knowing your item has a special or distinguished purpose can draw it into sharper focus. Here you find the common use for your item.

Functions – Roll on this table if you roll 5-8 on d20

Purposes II Tendencies							
Roll	Destructive	Roll	Mental	Roll	Sounds	Roll	Seems
1	Burning	26	Frightening	51	Screaming	76	Stinking
2	Cursing	27	Disconcerting	52	Yelling	77	Freezing
3	Damaging	28	Blinding	53	Whispering	78	Alarming
4	Killing	29	Deafening	54	Muttering	79	Changing
5	Murdering	30	Menacing	55	Swearing	80	Mutating
6	Slaughtering	31	Confusing	56	Beating	81	Appearing
7	Breaking	32	Terrifying	57	Lying	82	Longing
8	Smashing	33	Dooming	58	Singing	83	Seeming
9	Cutting	34	Delaying	59	Ringling	84	Lurking
10	Severing	35	Vexing	60	Thumping	85	Ailing
11	Destroying	36	Startling	61	Bleating	86	Blinking
12	Crushing	37	Disturbing	62	Howling	87	Creeping
13	Skinning	38	Scourging	63	Mewling	88	Dreaming
14	Melting	39	Tormenting	64	Roaring	89	Engaging
15	Bursting	40	Intimidating	65	Exploding	90	Fuming
16	Ruining	41	Confounding	66	Sighing	91	Galling
17	Searing	42	Puzzling	67	Shouting	92	Harrowing
18	Shattering	43	Disorienting	68	Whistling	93	Imagining
19	Mauling	44	Screaming	69	Humming	94	Jarring
20	Chopping	45	Doubting	70	Knocking	95	Looming
21	Slaying	46	Deceiving	71	Wailing	96	Matching
22	Drowning	47	Scaring	72	Speaking	97	Opposing
23	Electrocuting	48	Bending	73	Announcing	98	Sinning
24	Piercing	49	Draining	74	Praising	99	Tipping
25	Culling	50	Hurting	75	Laughing	100	Yawning

Strange or particular tendencies can make your item more functional, or more specialized.



Item Table 1 – Weapons

Roll on this table if you want a weapon

Table 1 Weapons							
Roll	Melee	Roll	Ranged	Roll	Thrown & Innate	Roll	Blades
1	Ax	26	Longbow	51	Bolas	76	Knife
2	Battleaxe	27	Shortbow	52	Dagger	77	Dagger
3	Mattock	28	Arrow	53	Tomahawk	78	Sword
4	Pick	29	Crossbow	54	Chacram	79	Shortsword
5	Cestus	30	Decurve Bow	55	Shuriken	80	Longsword
6	Pike	31	Recurve Bow	56	Javelin	81	Broadsword
7	Glaive	32	Composite Bow	57	Spear	82	Katana
8	Halberd	33	Crossbow Pistol	58	Trident	83	Dirk
9	Guisarme	34	Lockbow	59	Net	84	Scimitar
10	Flail	35	Grastraphetes	60	Atlatl	85	Falchion
11	Chain	36	Sling	61	Harpoon	86	Katar
12	Whip	37	Blowgun	62	Boomerang	87	Rapier
13	Club	38	Stave Sling	63	Darts	88	Flamberge
14	Mace	39	Harquebus	64	Rock	89	Greatsword
15	Maul	40	Blunderbuss	65	Hatchet	90	Falcata
16	Sap	41	Pistol	66	Spur	91	Macuahuitl
17	Truncheon	42	Cannon	67	Claw	92	Machete
18	Shillelagh	43	Ballista	68	Stinger	93	Sickle
19	Lance	44	Catapult	69	Punch	94	Estoc
20	Cane	45	Repeating Crossbow	70	Bite	95	Khopesh
21	Staff	46	Pellet Bow	71	Kick	96	Sabre
22	Warhammer	47	Arbalest	72	Hold	97	Cutlass
23	Adze	48	Firelance	73	Grenade	98	Talwar
24	Goad	49	Bow	74	Headbutt	99	Misericorde
25	Scythe	50	Slingshot	75	Throw	100	Wakizashi

Item Table II – Armor

Roll on this table if you want armor

Table II Armor							
Roll	Helmets	Roll	Limbs	Roll	Body	Roll	Shields
1	Corinthian	26	Bracer	51	Cloak	76	Targe
2	Barbute	27	Pouldron	52	Quilted Armor	77	Buckler
3	Morion	28	Spaulder	53	Brigandine	78	Kite
4	Coif	29	Vambrace	54	Gambeson	79	Round
5	Close	30	Gauntlet	55	Doublet	80	Wall Shield
6	Bascinet	31	Glove	56	Parka	81	Heater
7	Thracian	32	Guard	57	Duster	82	Escutcheon
8	Mask	33	Greaves	58	Jacket	83	Targa
9	Greathelm	34	Sabatons	59	Greatcoat	84	Parma
10	Zischagge	35	Boots	60	Ring Armor	85	Ishlangu
11	chichak	36	Shoes	61	Linothorax	86	Scuta
12	Helmet	37	Kilt	62	Aketon	87	Mantlet
13	Skull Cap	38	Bracelet	63	Cape	88	Pavise
14	Cap	39	Faulds	64	Cuirass	89	Lantern
15	Hat	40	Rerebrace	65	Breastplate	90	Hoplon
16	Mask	41	Cuisse	66	Gorget	91	Adarga
17	Kettle	42	Tasset	67	Lamellar	92	Kurabit
18	Nasal	43	Poleyn	68	Laminar	93	Manica
19	Basket	44	Spaulders	69	Scale	94	Rondel
20	Sallet	45	Shinguard	70	Mail	95	Leaf
21	Kabuto	46	Codpiece	71	Cuisses	96	Almond
22	Galea	47	Tabi	72	Pouldron	97	Shield
23	Goggles	48	Sandals	73	Hauberk	98	Spiked
24	Hood	49	Rings	74	Bevor	99	Square
25	Cowl	50	Bases	75	Jazerant	100	Chīmalli



Item Table III – Tools

Roll on this table if you want a tool

Table III Tools							
Roll	Documentary	Roll	Construction	Roll	Survival	Roll	Culinary
1	Ink	26	Hammer	51	Compass	76	Cauldron
2	Parchment	27	Clay	52	Astrolabe	77	Pot
3	Book	28	Timber	53	Firebox	78	Fork
4	Scroll	29	Ingot	54	Striker	79	Spoon
5	Codex	30	Prybar	55	Blanket	80	Pan
6	Dictionary	31	Saw	56	Bedroll	81	Skillet
7	Stylus	32	Drill	57	Pillow	82	Cooker
8	Pencil	33	Trowel	58	Tent	83	Grill
9	Crayon	34	Shovel	59	Fishing Tackle	84	Oven
10	Pen	35	Hoe	60	Rope	85	Spice
11	Quill	36	Rake	61	Chain	86	Jar
12	Signet	37	Wrench	62	Lantern	87	Salt
13	Sealing Wax	38	Pliers	63	Lamp	88	Chopsticks
14	Papyrus	39	Shears	64	Torch	89	Bowl
15	Vellum	40	Pitch	65	Fish Hooks	90	Plate
16	Tablet	41	File	66	Canteen	91	Stirrer
17	Map	42	Anvil	67	Waterskin	92	Bottle
18	Guide	43	Bellows	68	Flask	93	Tankard
19	Novel	44	Awl	69	Bag	94	Cup
20	Poster	45	Needle	70	Knapsack	95	Knife
21	Paint	46	Thread	71	Sack	96	Timer
22	Brush	47	Yarn	72	Firebow	97	Dish
23	Chalk	48	Cloth	73	Pitons	98	Platter
24	Engraving	49	Tongs	74	Pulley	99	Peeler
25	Story	50	Pipe	75	Grapnel	100	Demitasse



Item Table IV – Supplies

Roll on this table if you want supplies

Table IV Supplies							
Roll	Consumable	Roll	Medicinal	Roll	Outdoors	Roll	Adventuring
1	Trail Rations	26	Potion	51	Arrows	76	10 Foot Pole
2	Hard Tack	27	Suture	52	Snare	77	Spikes
3	Bread	28	Pills	53	Stakes	78	Climbing Claws
4	Jerky	29	Salve	54	Trap	79	Marbles
5	Water	30	Poultice	55	Cage	80	Mirror
6	Wine	31	Tincture	56	Manacles	81	Oil
7	Spirits	32	Bandage	57	Camouflage	82	Ladder
8	Beer	33	Plaster	58	Spyglass	83	Crowbar
9	Juice	34	Injection	59	Tarp	84	String
10	Glue	35	Medication	60	Rope	85	Soap
11	Solvent	36	Syringe	61	Matches	86	Lock
12	Vinegar	37	Crutch	62	Lantern	87	Flint & Steel
13	Lye	38	Scalpel	63	Oar	88	Battering Ram
14	Milk	39	Dental Tools	64	Kayak	89	Pouch
15	Coffee	40	Compress	65	Canoe	90	Spade
16	Tobacco	41	Sling	66	Fuel	91	Mallet
17	Chocolate	42	Cure	67	Funnel	92	Whetstone
18	Candy	43	Anesthetic	68	Lamp	93	Bell
19	Sugar	44	Stethoscope	69	Torch	94	Whistle
20	Salt	45	Powder	70	Cot	95	Pouch
21	Fat	46	Ointment	71	Handcart	96	Lockpicks
22	Booze	47	Splint	72	Wagon	97	Grapnel
23	Tea	48	Soap	73	Sundial	98	Rope
24	Firewood	49	Lotion	74	Clock	99	Chain
25	Seasoning	50	Tweezers	75	Kite	100	Candle

Item Table V – Apparel

Roll on this table if you want Clothing

Table V Apparel							
Roll	Clothing	Roll	Effects	Roll	Embellishments	Roll	Outerwear
1	Trousers	26	Earring	51	Fez	76	Parka
2	Socks	27	Nosering	52	Belt	77	Overcoat
3	Shoes	28	Necklace	53	Buckle	78	Jacket
4	Shirt	29	Bracelet	54	Wallet	79	Boots
5	Sweater	30	Pectoral	55	Purse	80	Waders
6	Vest	31	Talisman	56	Symbol	81	Gaiters
7	Chemise	32	Ring	57	Armband	82	Scarf
8	Shawl	33	Spectacles	58	Tie	83	Balaclava
9	Stocking	34	Monocle	59	Button	84	Leggings
10	Spats	35	Crown	60	Ruff	85	Apron
11	Chaps	36	Tiara	61	Snuffbox	86	Poncho
12	Toga	37	Choker	62	Card Case	87	Cape
13	Robe	38	Anklet	63	Calling Card	88	Robe
14	Dress	39	Bangle	64	Watch	89	Beret
15	Gown	40	Hairpin	65	Eyepatch	90	Turban
16	Suit	41	Torc	66	Umbrella	91	Veil
17	Bandana	42	Bindi	67	Kerchief	92	Toque
18	Scarf	43	Pendant	68	Headband	93	Bonnet
19	Dashiki	44	Regalia	69	Gloves	94	Cap
20	Sash	45	Armlet	70	Mittens	95	Cloak
21	Costume	46	Kakute	71	Parasol	96	Hood
22	Kimono	47	Emblem	72	Suspenders	97	Slicker
23	Gi	48	Seal	73	Bandolier	98	Muffler
24	Sari	49	Diadem	74	Pouch	99	Wimple
25	Kaftan	50	Circlet	75	Fetish	100	Capotain



Item Table VI – Accoutrements

Roll on this table if you want accessories

Table VI Accoutrements							
Roll	Recreation	Roll	Toiletries	Roll	Carrying	Roll	Study
1	Toy	26	Perfume	51	Case	76	Guide
2	Ball	27	Cologne	52	Baldric	77	History
3	Cards	28	Razor	53	Scabbard	78	Grimoire
4	Dice	29	Soap	54	Wallet	79	Recipe
5	Game	30	Wax	55	Purse	80	Primer
6	Lute	31	Pomade	56	Pouch	81	Astrological Chart
7	Banjo	32	Makeup	57	Holster	82	Map
8	Horn	33	Rouge	58	Arm-Slide	83	Gazetteer
9	Flute	34	Lipstick	59	Backpack	84	Cookbook
10	Dulcimer	35	Laquer	60	Bag	85	Prayerbook
11	Harpsichord	36	Dye	61	Hammock	86	Hymnal
12	Harmonica	37	Wig	62	Kitbag	87	Manual
13	Harp	38	Cloth	63	Chest	88	Codex
14	Lyre	39	Sponge	64	Trunk	89	Theogony
15	Sitar	40	Towel	65	Luggage	90	Catalogue
16	Drum	41	Dentifrice	66	Pouch	91	Candle
17	Bongo	42	Cleaner	67	Satchel	92	Calendar
18	Figurine	43	Toothpick	68	Haversack	93	Almanac
19	Cipher	44	Brush	69	Hanger	94	Encyclopedia
20	Racquet	45	Comb	70	Valise	95	Atlas
21	Drug	46	Plait	71	Bindle	96	Vocabulary
22	Pipe	47	Barrette	72	Sabretache	97	Compendium
23	Violin	48	Hairnet	73	Bandolier	98	Glossary
24	Bell	49	Ribbon	74	Sledge	99	Notebook
25	Rattle	50	Cleanser	75	Sheath	100	Lexicon

Item Table VII – Inherent

Roll on this table if you want Inherent Qualities

Table VII Inherent							
Roll	Innate	Roll	Acquired	Roll	Interior	Roll	Exterior
1	Smile	26	Handshake	51	Soul	76	Ancestor
2	Pose	27	Salute	52	Spirit	77	Future
3	Look	28	Skill	53	Vision	78	Past
4	Stare	29	Technique	54	Dream	79	Emolument
5	Style	30	Method	55	Cause	80	Stipend
6	Demeanor	31	Greeting	56	Belief	81	Destiny
7	Manner	32	Insult	57	Wish	82	Vendetta
8	Glare	33	Compliment	58	Desire	83	Bounty
9	Grin	34	Fashion	59	Memory	84	Career
10	Wink	35	Dance	60	Fear	85	Vocation
11	Appearance	36	Song	61	Love	86	Inheritance
12	Laugh	37	Cry	62	Rage	87	Authority
13	Appetite	38	Story	63	Hate	88	Responsibility
14	Voice	39	Speech	64	Rhythm	89	Master
15	Scent	40	Habit	65	Power	90	Servant
16	Grimace	41	Opinion	66	Affinity	91	Friend
17	Stride	42	Tradition	67	Addiction	92	Enemy
18	Sense	43	Accomplishment	68	Ambition	93	Descendant
19	Perspective	44	Experience	69	Conscience	94	Lover
20	Quality	45	Aptitude	70	Humor	95	Spouse
21	Disposition	46	Talent	71	Despair	96	Experience
22	Tooth	47	Gift	72	Joy	97	Associate
23	Frown	48	Knack	73	Attitude	98	Father
24	Sneer	49	Bow	74	Identity	99	Mother
25	Yawn	50	Connection	75	Heart	100	Child

Item Table VIII – Animals

Roll on this table if you want an animal

Table VIII Animals							
Roll	Pets	Roll	Mounts	Roll	Totems	Roll	Bugs
1	Mouse	26	Horse	51	Eagle	76	Scorpion
2	Rat	27	Pony	52	Fox	77	Spider
3	Squirrel	28	Donkey	53	Raccoon	78	Cricket
4	Cat	29	Mule	54	Weasel	79	Locust
5	Dog	30	Dog	55	Otter	80	Butterfly
6	Monkey	31	Rhino	56	Wolf	81	Worm
7	Ape	32	Elephant	57	Bear	82	Caterpillar
8	Bird	33	Ox	58	Lion	83	Moth
9	Lemur	34	Cow	59	Tiger	84	Tarantula
10	Snake	35	Llama	60	Dolphin	85	Orb Weaver
11	Falcon	36	Alpaca	61	Coyote	86	Crab
12	Alligator	37	Camel	62	Jackal	87	Lobster
13	Frog	38	Ram	63	Kangaroo	88	Shrimp
14	Toad	39	Ostrich	64	Robin	89	Weta
15	Pig	40	Tortoise	65	Goose	90	Centipede
16	Goat	41	Deer	66	Swan	91	Wasp
17	Rabbit	42	Elk	67	Chicken	92	Bee
18	Ferret	43	Caribou	68	Octopus	93	Ant
19	Hedgehog	44	Buffalo	69	Mammoth	94	Hornet
20	Fish	45	Yak	70	Panther	95	Snail
21	Chicken	46	Dinosaur	71	Leopard	96	slug
22	Seal	47	Boar	72	Capybara	97	Animalcule
23	Turtle	48	Zebra	73	Vulture	98	Grasshopper
24	Lizard	49	Equine	74	Crow	99	Starfish
25	Parrot	50	Goat	75	Sparrow	100	Mollusk

Item Table IX – Items

Roll on this table if you don't know what you want

Table IX Items							
Roll	Macabre	Roll	Jaunty	Roll	Conveyance	Roll	Crafts
1	Skull	26	Puppet	51	Sleigh	76	Clay
2	Corpse	27	Doll	52	Sled	77	Potter Wheel
3	Tooth	28	Joke	53	Wagon	78	Pigments
4	Skin	29	Jig	54	Cart	79	Illustrations
5	Bones	30	Cane	55	Coach	80	Paintbrush
6	Ashes	31	Marionette	56	Saddle	81	Nails
7	Hand	32	Whistle	57	Stirrups	82	Embroidery
8	Eye	33	Bouquet	58	Bridle	83	Chisel
9	Mummy	34	Banner	59	Spurs	84	Thread
10	Tongue	35	Flag	60	Goad	85	Knot
11	Organ	36	Icon	61	Glider	86	Scissors
12	Gallstone	37	Relic	62	Canoe	87	Pattern
13	Bezoar	38	Roar	63	Raft	88	Palette
14	Scalp	39	Totem	64	Boat	89	Easel
15	Whisper	40	Talisman	65	Bicycle	90	Wreath
16	Trophy	41	Standard	66	Chariot	91	Garland
17	Ear	42	Passport	67	Ship	92	Uniform
18	Fossil	43	Letter	68	Saddlebag	93	Poison
19	Disease	44	Sign	69	Howdah	94	Seed
20	Tumor	45	Tattoo	70	Oars	95	Flower
21	Cough	46	Scar	71	Sail	96	Prophecy
22	Compulsion	47	Idol	72	Escort	97	Cameo
23	Phobia	48	Statuette	73	Wheel	98	Camera
24	Tombstone	49	Painting	74	Sedan Chair	99	Root
25	Bile	50	Portrait	75	Rickshaw	100	Leaf



Item Table X – Provisions

Roll on this table if you want food & drink

Table X Provisions							
Roll	Preserved	Roll	Drinks	Roll	Animal	Roll	Vegetable
1	Jam	26	Wine	51	Beef	76	Stew
2	Pickles	27	Beer	52	Pork	77	Soup
3	Preserves	28	Whiskey	53	Chicken	78	Banana
4	Jelly	29	Water	54	Poultry	79	Pear
5	Jerky	30	Gin	55	Eggs	80	Apple
6	Trail Mix	31	Coffee	56	Steak	81	Cherry
7	Hardtack	32	Rum	57	Mutton	82	Grape
8	Chips	33	Tea	58	Ribs	83	Tomato
9	Nuts	34	Mate	59	Sweetbreads	84	Plum
10	Raisins	35	Soda	60	Tuna	85	Asparagus
11	Flour	36	Juice	61	Venison	86	Bread
12	Sugar	37	Ale	62	Veal	87	Pineapple
13	Salt	38	Stout	63	Shellfish	88	Coconut
14	Sausage	39	Port	64	Mussel	89	Cabbage
15	Cheese	40	Cider	65	Ham	90	Onion
16	Garum	41	Milk	66	Bacon	91	Lettuce
17	Kimchi	42	Chocolate	67	Fish	92	Orange
18	Chutney	43	Vodka	68	Carp	93	Carrot
19	Saltmeat	44	Liqueur	69	Turkey	94	Potato
20	Smokemeat	45	Lager	70	Chicken	95	Yam
21	Crackers	46	Malbec	71	Goose	96	Sorghum
22	Biscuit	47	Spirits	72	Game	97	Melon
23	Rations	48	Tequila	73	Quail	98	Maize
24	Bullion	49	Aperitif	74	Liver	99	Peas
25	Marmalade	50	Digestif	75	Pâté	100	Beans

Item Table XI – Peculiar Pets

Roll on this table if you're not sure what you'd like

Table XI Peculiar Pets							
Roll		Roll		Roll		Roll	
1	Crocodile	26	Fly	51	Meerkat	76	Hare
2	Anteater	27	Fossa	52	Marten	77	Hawk
3	Bull	28	Amoeba	53	Mastiff	78	Hen
4	Buzzard	29	Cassowary	54	Panda	79	Heron
5	Gaur	30	Antelope	55	Hound	80	Hippopotamus
6	Gibbon	31	Armadillo	56	Hummingbird	81	Hog
7	Giraffe	32	Asp	57	Gecko	82	Leech
8	Mink	33	Catfish	58	Gerbil	83	Lemming
9	Mole	34	Baboon	59	Demon	84	Mandrill
10	Mongoose	35	Badger	60	Dingo	85	Mantis
11	Moose	36	Bandicoot	61	Dodo	86	Reptile
12	Porcupine	37	Chameleon	62	Dove	87	Roach
13	Possum	38	Bat	63	Dragon	88	Rascal
14	Predator	39	Cheetah	64	Duck	89	Raven
15	Ocelot	40	Chimp	65	Dugong	90	Squid
16	Okapi	41	Beast	66	Emu	91	Salamander
17	Ono	42	Beaver	67	Finch	92	Shark
18	Opossum	43	Beetle	68	Gorilla	93	Stork
19	Orangutan	44	Cobra	69	Gull	94	Vole
20	Oryx	45	Birds	70	Hamster	95	Wallaby
21	Owl	46	Constrictor	71	Puffin	96	Husky
22	Hyena	47	Chinchilla	72	Puma	97	Marmot
23	Iguana	48	Civet	73	Cormorant	98	Wolverine
24	Imp	49	Clam	74	Ladybug	99	Platypus
25	Impala	50	Cougar	75	Sheep	100	Pest

Das ist das fechten mit dem halbs und vortzen

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Item Table XII – Potpourri

Roll on this table if you're uncertain what you want

Table XII Potpourri							
Roll		Roll		Roll		Roll	
1	Axe	26	Certificate	51	Morning Star	76	Reagents
2	Abacus	27	Chair	52	Mortar & Pestle	77	Reflex Bow
3	Altar	28	Garrote	53	Mouser	78	Remedy
4	Crowbill	29	Charm	54	Mug	79	Sharpener
5	Cutter	30	Gaze	55	Myna	80	Skink
6	Cymbal	31	Drink	56	Naginata	81	Skunk
7	Dao	32	Guitar	57	Needles	82	Sloth
8	Dart	33	Infusion	58	Nunchaku	83	Sparker
9	Disguise	34	Inks	59	Blade	84	Stave
10	Gesture	35	Insect	60	Bomb	85	Stick
11	Bardiche	36	Jaguar	61	Bonesaw	86	Stiletto
12	Billhook	37	Journal	62	Box	87	Suruchin
13	Gladius	38	Kastane	63	Brand	88	Swallow
14	Elixir	39	Kit	64	Broadaxe	89	Tacklebox
15	Herbs	40	Koi	65	Broom	90	Tekko
16	Hook	41	Kukri	66	Clamps	91	Tepoztopilli
17	Bayonet	42	Lasso	67	Claymore	92	Terrapin
18	Epee	43	Leg	68	Measuring Rod	93	Toiletries
19	Eyes	44	Lens	69	Medicine	94	Tonic
20	Fan	45	Macana	70	Meteor	95	Tool
21	Fang	46	Machine	71	Caltrops	96	Toolbox
22	Fauchard	47	Magnifying Glass	72	Can	97	Tools
23	Feather	48	Mambele	73	Paper	98	Wand
24	Fiddle	49	Cosmetics	74	Parakeet	99	Wire
25	Baton	50	Cord	75	Parasite	100	Paints



Item Table XIII – Random

Roll on this table if you want something really random

Table XIII Random							
Roll		Roll		Roll		Roll	
1	Partridge	26	Earring	51	Knife	76	Ranseur
2	Pelican	27	Anklet	52	Broadsword	77	Spike
3	Penguin	28	Arbalest	53	Canoe	78	Yari
4	Personality	29	Armlet	54	Clock	79	Yatagan
5	Pet	30	Arrow	55	Cot	80	Brandistock
6	Pigeon	31	Ballista	56	Cutlass	81	Crayons
7	Pilum	32	Bangle	57	Dagger	82	Flintlock
8	Pins	33	Bindi	58	Dirk	83	Twine
9	Pole	34	Blowgun	59	Estoc	84	Ukulele
10	Polearm	35	Blunderbuss	60	Falcata	85	Unicorn
11	Poniard	36	Bow	61	Falchion	86	Valaska
12	Punching Dagger	37	Bracelet	62	Flamberge	87	Vice
13	Qama	38	Cannon	63	Fuel	88	Arrows
14	Quiang	39	Catapult	64	Funnel	89	Snare
15	Rod	40	Choker	65	Greatsword	90	Stakes
16	Rooster	41	Circlet	66	Handcart	91	Trap
17	Saber	42	Composite Bow	67	Katana	92	Cage
18	Scepter	43	Crossbow	68	Katar	93	Manacles
19	Scourge	44	Crossbow Pistol	69	Kayak	94	Camouflage
20	Seeds	45	Crown	70	Khopesh	95	Spyglass
21	Shadow	46	Decurve Bow	71	Kite	96	Tarp
22	Sheet	47	Diadem	72	Lamp	97	Rope
23	Shiv	48	Emblem	73	Longsword	98	Matches
24	Shuckra	49	Firelance	74	Machete	99	Lantern
25	Trumpet	50	Grastraphetes	75	Macuahuitl	100	Oar



Glossary

- 10 Foot Pole: Just what it says
- Abacus: Frame with beads or the like - used for calculations
- Accomplishment: Something you're proud of
- Adarga: Crescent shaped light shield
- Addiction: Something you don't want to stop doing
- Adze: An axe-blade without a handle
- Affinity: Something you're good at & like
- Aketon: Thick cloth armor shirt
- Ale: Sweet beer
- Alligator: A good kind of crocodile
- Almanac: A guide to what happens on a given day
- Almond: A tear shaped nut - also a tear shaped shield
- Alpaca: A smaller, cuter Llama
- Altar: Table or platform used in ceremonial worship some are quite large some are portable
- Ambition: That thing you want to do real bad
- Amoeba: An amorphous Animalcule - usually predatory sometimes illness inducing
- Ancestor: Someone dead who is related to you
- Anesthetic: A thing that makes the pain go away, consciousness too
- Animalcule: Protozoans
- Anklet: A bracelet, but for your ankle
- Ant: A colony dwelling beetle
- Anteater: A cool quadrupedal animal that eats ants
- Antelope: Prong-horned grazing deer found in grasslands
- Anvil: A heavy piece of metal used for smashing other pieces of metal
- Ape: A kind of animal that looks like a person but can't talk
- Aperitif: A cloying liqueur you drink before eating
- Appearance: A way that you look that may be deceiving
- Appetite: Something you want & like
- Apple: A kind of fruit that's good in pies
- Apron: A covering to protect your clothes from messes
- Aptitude: Some kind of potential & skill
- Arbalest: A levered crossbow
- Armadillo: Small armored quadrupedal animal
- Armband: A belt or sash for your arm
- Armlet: A bicep bracelet
- Arm-Slide: A secret holster in your sleeve
- Arrow: A pointed stick shot with a bow
- Arrows: More than one arrow
- Ashes: The remains of what has burned
- Asp: Venomous snake
- Asparagus: An arrow shaped vegetable
- Associate: Someone who knows about you and who you know about
- Astrolabe: Analog computer for astronomy
- Astrological Chart: A guide to the stars and their meanings
- Atlas: A bunch of maps in a book
- Atlatl: A stick that helps you throw other sticks harder
- Attitude: Outward display of insight & perspective
- Authority: Kind of power over those who respect it
- Awl: A big needle for punching holes
- Ax: A cutting blade on a handle
- Axe: A wedge shaped blade mounted to a long handle
- Baboon: Terrestrial monkey that lives & hunts in packs, colorful butts
- Backpack: A pack you wear on your back
- Bacon: Smoked & salted meat that is crispy when cooked
- Badger: low-built digging quadruped with a triangular head & long claws
- Bag: Like a sleeve but with only one hole
- Balaclava: A hat that covers your whole head, less your mouth & eyes
- Baldric: A scabbard you wear on your back
- Ball: A three dimensional circle
- Ballista: A cart-mounted crossbow, it's pretty big
- Banana: Clonal fruit that has its own case
- Bandage: Cloth used to hold your fluids inside
- Bandana: Cool accessory you wear on your head or wherever
- Bandicoot: Bug eating exotic type of mouselike creature
- Bandolier: Belts you wear over your chest
- Bangle: A big floppy bracelet
- Banjo: A kind of lute
- Banner: Small flag you can even wear
- Barbute: Intimidating looking helmet, covers most of your face
- Bardiche: Another type of pole-axe
- Barrette: A hair accessory
- Bascinet: Pointy-nosed helmet that covers your whole head
- Bases: Armored kilt that's part of a larger suit of plate
- Basket: A porous kind of woven bag
- Bat: Flying mammalian creature - some are mouse-like some are fox-like

Baton: light club with symbolic significance & often lot of embellishment-

Battering Ram: A heavy tool for smashing down doors & gates

Battleaxe: A big ax with two heads



Bayonet: long Stabbing knife affixed to another weapon
but also removable

Beans: A musical type of fruit, best when ground up and
deep fried

Bear: A terrible animal that destroys & never stops

Beast: A nonspecific animal, usually fairly dangerous

Beaver: Large plump mouse that chews wood, swims &
builds

Bedroll: a thin bed you can roll up and carry

Bee: A good animal that makes honey & lives in a hive

Beef: The meat of a cow or similar

Beer: A drink essential for happiness

Beetle: A common shelled insect - often quite large

Belief: Something you consider to be true sometimes for
no reason

Bell: A metal dish that makes a noise when you shake it.

Bellows: A bag with handles that helps you shoot air into
things

Belt: Holds your pants up

Beret: A cool hat that not everyone can pull off

Bevor: Metal plate covering your chin & shoulders

Bezoar: A partly metabolized hairball

Bicycle: Like a horse but with wheels instead of legs

Bile: One of the fluids inside of animals

Billhook: A pole-mounted hook-shaped blade, useful for
pulling people off of horses

Bindi: a jewel for your forehead

Bindle: like hobos carry - a handkerchief & stick combo

Bird: A kind of fish that goes in the air

Birds: More than one bird

Biscuit: Hard bread that keeps for a while

Bite: A move where you attack people with your teeth &
mouth

Blade: Just a no-frills edged weapon

Blanket: What you use when you get tucked in

Blowgun: A tube you spit darts out of

Blunderbuss: A real old-timey gun that shoots junk &
makes a crazy noise

Boar: mean kind of pig

Boat: A wagon, but for in the water

Bolas: Some weights on a string that when you throw it at
someone, it makes them trip

Bomb: An explosive device that can cause much harm to
people and structures, one use only

Bones: Parts of a skeleton possibly your own

Bonesaw: Surgical tool used for severing limbs

Bongo: A portable drum that's pretty hip

Bonnet: Hat that covers your hair and keeps you modest &
protected from the sun

Book: Like the one you're holding

Boomerang: A stick that you can throw, and what the heck
- comes back every time

Boots: Tall shoes

Booze: strong drink that helps you forget

Bottle: A tapered container for liquids

Bounty: The prize someone gets for capturing or killing
you

Bouquet: Flower bundle

Bow: Either a kind of weapon that shoots arrows, a move
where you show respect by ducking your head or
looped ribbon

Bowl: A deep plate

Box: Regular shaped open-ended object, sometimes with a
lid

Bracelet: A ring for your wrist

Bracer: A guard for your arm that helps you at archery

Brand: Either a permanent mark burned into your flesh,
or a tool for marking other people and animals -
usually a distinctive symbol

Brandistock: Pole mounted fork, useful for restraining &
incapacitating people

Bread: flour, water & sometimes yeast - baked

Breastplate: A plate that covers your whole torso

Bridle: leash for a horse's mouth

Brigandine: Metal plated leather clothing, often in a robe-
like format

Broadaxe: Wide bladed ax

Broadsword: A wide, two edged sword

Broom: Stiff fibers attached to a stave - used for cleaning

Brush: Bristles attached to a stick, sometimes used for
cleaning, sometimes for grooming

Buckle: A fastener for belts

Buckler: A little shield you use to deflect hits

Buffalo: A big & wild cow

Bull: A bovine, frequently dangerous & aggressive

Bullion: Either a bit of dried up broth concentrate or an
amount of precious metals

Butterfly: A pleasant bug with big, colorful wings

Button: fastener - often decorative

Buzzard: Large raptor - principally a carrion eater

Cabbage: leafy vegetable

Cage: box for containing captives, usually with bars
instead of solid walls

Calendar: A list of days in sequence, useful for knowing
when a holiday or moon phase will occur

Calling Card: Memento of your visit & a reminder of who
you are and what you do

Caltrops: Sharp tacks or thorns that are tossed on the ground and made to always land point-up - used to discourage pursuit

Camel: Lumpy desert horse with pretty eyelashes - doesn't drink much

Cameo: Like a locket, has engravings & sometimes a silhouette of someone you miss

Camera: Box that uses chemicals to turn light into pictures

Camouflage: tricky pattern that blends in with specific surroundings

Can: A cup or box that is frequently metal & can be usually found alongside multiple identical objects

Candle: fiery string surrounded by a pillar of wax or fat.

Candy: delicious treat

Cane: a jaunty accessory for a gentleman or even a lady, also useful if your foot/leg is hurt

Cannon: a big, heavy tube that shoots shells and eats gunpowder & fire

Canoe: A little rowboat where everyone sits in a row, useful on rivers, not on seas

Canteen: A reusable cup that you can seal & which holds drinks

Cap: Something you wear on your head, possibly in a jaunty or dashing way

Cape: An open, hoodless cloak worn over the shoulders

Capotain: Tall Conical cap with a brim for pilgrims & witch hunters

Capybara: A huge mouse with charisma

Card Case: A case for carrying cards in

Cards: For playing games or divining the future. 2-10 Suits, all the colors etc....

Career: A real calling, a vocation with a path & a future

Caribou: A reindeer, fuzzy antlered arctic deer

Carp: A big ugly fish

Carrot: A nutritious root

Cart: a wheelbarrow or a pushcart - a wheeled human powered wagon

Case: An easy to open rigid case for carrying things

Cassowary: Large, very aggressive flightless bird with a murderous kick

Cat: A kind of animal that hunts mice and seems affectionate but isn't

Catalogue: Book listing a series of items all of a type or perhaps of many types

Catapult: A sprung lever for launching objects often very large but not always

Caterpillar: An insect that looks a lot like a worm, it eventually turns into a more bug-ish bug

Catfish: A whiskered small-scaled mudfish

Cauldron: A small, sturdy kettle that sits in or hangs over a fire

Cause: Your reason for doing something

Centipede: Usually horrific, sometimes gigantic but always a bit too big for anyone's liking

Certificate: A document of some type indicating an achievement or status

Cestus: Metal gauntlet and arm-guard usually in a linked set, only for the one side

Chacram: a disc or hoop that you throw and has a razor edge on the outside

Chain: Links of metal all connected - good for binding, climbing, whipping and chaining

Chair: 3-5 legged platform, often with a back, used to avoid sitting on the ground

Chalk: Rocks that make colorful marks on other objects

Chameleon: Predatory lizard that hunts by launching its sticky tongue - can change color

Chaps: Pants that cover your pants protectively

Chariot: a two wheeled cart pulled by smaller animals, like ponies & goats, usually in war

Charm: Either an object that's attached, commonly in bunches to another piece of jewelry - or the quality of being charming

Cheese: spoiled milk that has become a solid block of delicious sustenance

Cheetah: A fast running hunting cat

Chemise: A type of underpants

Cherry: A fruit, appealing to the eye, tart & plentiful. Also a beautiful wood & type of tree

Chest: The upper part of your thorax as well as a big hinged watertight box for storing

Chichak: An intricate conical helmet with a visor & a cape for your neck

Chicken: A kind of bird that is best when fried

Child: A person who looks like you but is younger

Chimalli: A shield made of wrapped up fabric

Chimp: A very clever ape, commonly very aggressive

Chinchilla: Fluffy & adorable mouse

Chips: thin cut & fried vegetables that are salted & preserved

Chisel: a knife that's useful for shaping wood & rock, usually paired with a hammer

Chocolate: A delicious food & drink that is exotic

Choker: A ribbon or necklace worn around the neck that's tight & close

Chopsticks: Difficult to use eating tools

Chutney: Savory jam made of vegetables

Cider: Beer made of fermented fruit

Cipher: A puzzle or a code, one you know or one you're trying to solve

Circlet: A thin crown worn around the forehead

Civet: Small wild cat

Clam: An archetypal mussel

Clamps: Hinged tools for gripping & or securing items

Claw: Either a creepy hand with dangerous specialized nails or a single long nail

Clay: Wet dust that is thicker than regular mud

Claymore: A basket hilted longsword

Cleaner: Tool used for cleaning, such as a pick chamois or buffer

Cleanser: chemical substance used for intensive cleaning

Climbing Claws: a worn tool that helps you to climb sheer objects like walls or trees

Cloak: A hooded cape

Clock: Driven by water, springs, sand or another type of force. It needs winding daily

Close: A type of helmet that covers the face & has a visor

Cloth: A bit of woven fabric that is useful for cleaning or swabbing

Club: A simple or elaborate blunt object that has been used since prehistory

Coach: Either a well appointed carriage with springs or a helpful mentor figure

Cobra: Hooded snake that is pretty neat as a cool symbol

Coconut: A gigantic seed with delicious meat & nourishing interior fluid

Codex: A book or similar that lists laws, rules or other types of regulations

Codpiece: Armor that protects your genitals

Coffee: Essential, addictive drink that aids awareness & consciousness

Coif: Mail cowl that covers the head & shoulders

Cologne: A robust fragrance that masks unseemly odors

Comb: For styling hair & personal grooming - potentially it is also a serrated flap of head skin

Compass: An instrument useful for navigating which indicates north, or a tool for drawing circles

Compendium: Book or similar that contains lists & descriptions of a type of thing

Compliment: A pat phrase or kind word that has served you well

Composite Bow: A bow made of more than just wood or bone but both

Compress: A dense poultice that is mashed against wounds to aid healing

Compulsion: Something you feel you must do and do unconsciously when idle

Connection: A person who can guide and assist you who has some insight into specific activities

Conscience: Guiding anima that prevents or encourages certain behaviors

Constrictor: Large snake that kills by crushing prey in its coils

Cookbook: List of recipes useful for creating food items or possibly other cookery

Cooker: A pair of pans that combine to make a steam oven

Cord: A thick braided rope

Corinthian: A type of helmet that seems to have a face, often worn tilted back as a cap

Cormorant: Seabird with a long mean beak that does a comical dance

Corpse: A body of some kind, the mortal remains, probably of a person

Cosmetics: A collection of makeup items usually in complimentary shades

Costume: An unconventional outfit worn for certain occasions often for ritualistic reasons

Cot: A folding portable bed, useful for when you don't want to sleep on the ground

Cougar: A mountain based big cat

Cough: Expectorant sound, may be chronic, irregular or never heard

Cow: A creature that is herded and gives milk - useful for meat & hides & horns

Cowl: A kind of shawl that wraps around the neck & snugly around the face

Coyote: A vicious kind of feral dog

Crab: A ten legged arthropod that is sometimes eaten & that has mean pincers

Crackers: Dried, crisp breads that do not readily rot or spoil

Crayon: A wax stylus infused with pigments

Crayons: more than one crayon

Cricket: Musical chirping insect with distinctive appearance

Crocodile: A kind of alligator

Crossbow: A bow with a stock & a trigger, useful for inexperienced fighters

Crossbow Pistol: A small crossbow that can be used one handed

Crow: A black bird that caws, pecks & scavenges

Crowbar: A metal bar with a claw, useful for breaking & entering

Crowbill: Half hammer half pick - all useful for killing guys

Crown: Regal hat with ceremonial significance, often lavish & made of precious materials

Crutch: Walking aid useful for the injured, lame or amputees

Cry: Type of shout, scream or similar call, often affected with a sworn oath or exclamation

Cuirass: Chest & back protector, a tight armored vest

Cuisse: thigh covering armor

Cuisses: armor covering the thighs, front & back

Cup: a one holed tube or similar used for carrying fluid, often drunk from - frequently embellished

Cure: Remedy for some ailment or possibly mainly ailments, usually works

Cutlass: Curved one edged sword commonly with a basket hilt & thick, heavy blade

Cutter: Generic blade intended for slicing through a specific type of material

Cymbal: Thin plate that, when struck, makes a loud ringing noise- often come in pairs

Dagger: Knife suited for throwing & piercing in preference to cutting

Dance: Either a specific routine, a singular move or possibly an elaborate display

Dao: Curved one edged sword with a conspicuous tassel

Dart: Miniature arrow that can be thrown or spit through a blowgun

Darts: More than one dart

Dashiki: Loose, short, multicolored robe

Decurve Bow: Bow with arms that are curved opposite the arrow's path

Deer: Hooved quadruped with antlers, often abundant & frequently favorite prey animal

Demeanor: Visible disposition portrayed as a kind of mask or pose

Demitasse: Small cup or set of small cups for ceremonial drinking

Demon: A creature from another dimension, commonly very evil & usually linked to a specific crime or sin

Dental Tools: generic probes, drills & mirrors useful for extracting & repairing teeth

Dentifrice: Solution, powder or paste useful for keeping teeth healthy & clean

Descendant: Someone that looks like you and is younger than you

Desire: A thing you want, badly

Despair: A kind of sadness that does not preclude happiness but which lingers like regret

Destiny: Possible calling or future

Diadem: Jeweled headband

Dice: Come on.

Dictionary: Book of words listing obscure & difficult words possibly in multiple languages

Digestif: A sweet liqueur drunk after meals

Dingo: A desert or brush dwelling wild dog

Dinosaur: Reptilian theropod

Dirk: Long dagger, not commonly thrown

Disease: A sickness of some kind, some may even be beneficial, in a way

Disguise: Either a specific fake identity that you can perform - or a costume that lets you pass for someone else

Dish: Either a tray for eating from or a specific type of meal that you perhaps know to prepare

Disposition: Character qualities & outlook

Dodo: A fat flightless bird with a kind of comical dignity

Dog: Quadrupedal companion animal, easily trained & obedient, often vicious

Doll: Toy that resembles or represents a person, often an infant

Dolphin: Small whale

Donkey: Small equine with long ears & tasseled tail

Doublet: Thick, tight jacket that is functional armor, usually cloth

Dove: Serene looking passerine bird, commonly a symbol of peace

Dragon: Usually a very large winged lizard that breathes fire & is quite intelligent and greedy

Dream: Possibly a vision of a wished for future or possibly a recurring nighttime hallucination

Dress: Conical clothing constituting a shirt or blouse attached to a conical skirt

Drill: Twisted spike useful for gouging regular holes in solid matter

Drink: A certain beverage that you have or possibly one that you know how to make

Drug: Bioactive substance, often contraband, usually therapeutic but sometimes purely recreational

Drum: A taut hide or cloth stretched over a frame or hoop, tapped to make a noise

Duck: An iconic type of waterfowl. Quacks

Dugong: Marine mammal whose habits resemble those of terrestrial cows

Dulcimer: Stringed fiddle played in the lap using hammers

Duster: Long, loose coat

Dye: A pigment for coloring cloth, liquids, hair or other things

Eagle: A large raptor, commonly piscatarian

Ear: Either a disembodied ear or the quality of having a good ability to hear something specific

Earring: A ring worn in a piercing in the cartilage of the ear

Easel: A standing frame that objects can rest upon, useful for painting or writing

Eggs: The embryonic form of most animals

Elephant: Large quadruped with a prehensile trunk, large ears, herd identity & vague intellect

Elixir: A drink that has a curative property - often seemingly miraculous

Elk: A larger deer or deer variant

Emblem: Distinctive symbol that represents you or some affiliation related to you

Embroidery: Cloth decorated with stitching or supplies related to creating same

Emolument: A fee earned for a specific action

Emu: Flightless bird with shaggy feathers, usually has a dangerous kick

Encyclopedia: A series of texts that contain brief explanations about many significant topics

Enemy: Someone or something that is opposed to you, possibly hateful

Engraving: Design or image scratched into a hard surface

Epee: Heavy cut & thrust fencing sword

Equine: A type of quadruped related to modern horses

Escort: Possibly a guide or chaperone, possibly a hired courtesan

Escutcheon: A shield with incorporated heraldic devices

Estoc: Straight pointed sword for thrust & slash maneuvers

Experience: Something that has happened to you that has altered your life

Eye: Either a disembodied eye or potentially a visual talent that grants you specific types of insight

Eyepatch: Covering for one or both eyes, used primarily to conceal a missing or damaged eye

Eyes: More than one eye

Falcata: Axe-like sword with a forward hooked leaf-shaped blade

Falchion: Long sword with a backswept curve toward its point

Falcon: Fast raptor that preys mainly upon other birds

Fan: A flat paddle attached to a handle used for cooling - sometimes might indicate an admirer or devotee

Fang: A single long, pointed & sharp tooth

Fashion: Either a faddish style or a method for getting things done

Fat: The stored calories of an animal, useful for lubrication & cooking

Father: Ask your mother

Fauchard: A fancy halberd

Faulds: Short armored skirt, usually fixed to a cuirass

Fear: Something you are averse to, either as an eventuality or as a common experience

Feather: A bird leaf

Ferret: Small, long, long-tailed animal with clever hands & a distinctive smell

Fetish: Either a small lucky idol, often representative of an animal spirit, or a sexual kink

Fez: Flat topped conical round cap - usually with a tassel

Fiddle: Stringed instrument played with a bow comes in many sizes

Figurine: Unarticulated representative carving, sometimes purely decorative, sometimes with cult significance

File: Either a toothed metal blade used for shaping material or a collection of related documents

Finch: Bird with notable beak types

Firebow: Small bow used in firemaking

Firebox: A large, old-fashioned lighter, flint & steel & kindling in one package

Firelance: A kind of staff that fires burning gunpowder but which does not project a shot - like a firework but meaner

Firewood: Combustible wood prepared for use in a fire

Fish: An underwater bird

Fish Hooks: Hooks useful for snaring fish & other marine animals

Fishing Tackle: Materials including lures, rod & baits for hunting fish & marine animals

Flag: A rectangular piece of cloth with simplified heraldry that indicates a country or affiliation

Flail: One or more heavy attachments connected to a handle by a cord or chain - useful for whipping & for ensnaring & crushing

Flamberge: A wave-bladed sword, looks pretty cool

Flask: a flat, resalable container for carrying liquids inconspicuously on your person

Flint & Steel: A spark striker - either as a piece or as a pair of the two materials used for igniting kindling

Flintlock: Pistol or long gun that fires with the striking of a flint against steel

Flour: Ground up grains which are the basis of all baking

Flower: The attractive & pleasant smelling generative organs of many types of plants

Flute: A tube with finger-holes that produces music when properly respired through

Fly: Obnoxious, antagonistic and filthy bug that flies and eats feces

Fork: Tiny spear of between 2 and 6 points that is used for eating, or a large version of same used for fighting

Fossa: Long tailed doglike cat or catlike dog

Fossil: Remains of a living creature replicated in sedimentary rock

Fox: A plump-tailed clever canine-like creature usually the enemy of farmers. Traditionally thought of as clever

Friend: Someone who likes you and who you like back

Frog: Amphibious creature with a distinctive lifecycle, known for hopping & singing

Frown: A look of displeasure or hostility

Fuel: Material consumed by fire

Funnel: tapered tube useful for pouring liquids, also a type of helmet with a similar shape

Future: Expected outcomes or likelihoods emanating from the past & present

Gaiters: Coverings for the lower legs

Galea: Visored helmet with hinged cheek-plates

Gallstone: A type of mineral deposit occurring within an organ - either in your body or something you have as an oddity

Gambeson: Long heavy sweater-like garment that is functional armor

Game: Something you play, you probably get the idea

Garland: Branches or young shoots of a flowering tree - sometimes worn as a kind of crown

Garrote: Length of cord or wire used for strangling & murdering the unsuspecting

Garum: Fermented fishes

Gauntlet: An armored glove or mitten

Gaur: A curve-horned bison

Gaze: A far off or contemplative look - sometimes a scrutinizing stare

Gazetteer: List of geographical places or geological phenomena

Gecko: adhesive lizard that is good at climbing

Gerbil: small long tailed hopping mouse

Gesture: Motion of the hands or body in some regular combination that conveys meaning more or less universally

Gi: A loose costume allowing movement, usually a uniform of a fighting school or style

Gibbon: Tiniest type of ape, charming and good at climbing

Gift: A present, either given or received - also, potentially, a special & distinctive talent

Gin: Spirits made of distilled berries

Giraffe: Very tall, long necked equine like creature

Gladius: A leaf shaped thrusting shortsword

Glaive: Pole mounted axe

Glare: An angry look, emphasized by the narrowing of the eyes

Glider: A large kite, possibly big enough to convey a person short distances through the air, or to slow descents

Glossary: This thing you are reading is a glossary a list of relevant words & their definitions

Glove: Hand sock with individual finger tunnels

Gloves: More than one glove

Glue: Adhesive substance - usually a liquid or a paste

Goad: Rod or prong used for driving large dumb animals

Goat: Horned, bearded, small hoofed animal useful for its fur, pelt, milk & meat

Goggles: Protective, often watertight eye coverings

Goose: A large, usually aggressive duck

Gorget: Armored throat covering

Gorilla: Noblest, strongest and largest of apes

Gown: Like a dress but more elaborate or formal

Grape: Small, sweet fruit that grows in bunches on a vine

Grapple: Hook, usually attached to a rope or a chain, used for attaching same to a height

Grasshopper: Large hopping insect commonly found in tall grasses, spits

Grastraphetes: Very large crossbow shot from the torso instead of the shoulder

Greatcoat: A full length double breasted coat

Greathelm: Helmet that covers the entire head, usually with a hinged visor - often elaborated with heraldic carvings

Greatsword: Large sword requiring two hands, often as long as its wielder is tall

Greaves: Armor for the shins & knees

Greeting: Possibly a statement of salutation or an idiomatic wave, embrace or salute that others respond to

Grenade: Small thrown bomb, often a can containing powder and metal scrap

Grill: A mesh used for cooking over open flame

Grimace: Dubious or hesitant, wincing grin - generally indicating discomfort, pain or shame

Grimoire: A magical text regularly containing forbidden or secret mystic lore

Grin: Cheery or ingratiating large smile unambiguously indicating pleasure

Guard: An allied protector or a piece of equipment worn as protection over a specific body part

Guide: A hireling or ally who knows the local area well or a type of tool aiding in your aim & accuracy

Guisarme: A pole mounted axe-spear combination

Guitar: A flat backed lute

Gull: Seabird - notably dirty & loud

Habit: A religious shawl or a chronic repetitive activity

Hairnet: A mesh used for arranging & protecting your hair

Hairpin: A pin or stick used for securing & arranging your hair often a functional weapon

Halberd: A pole mounted spear-axe

Ham: The prepared and possibly preserved upper leg of an animal

Hammer: A mass of metal or wood attached to a wooden shaft useful for driving nails or crushing skulls

Hammock: A portable hanging bed made of netting or cloth

Hamster: Tailless fluffy mouse

Hand: Either a disembodied, detached hand or a peculiarity of your own hand or hands

Handcart: A small two wheeled wagon that can be pulled by a person or team of people

Handshake: A ritualistic gripping of hands meant as a greeting or symbol for swearing promises

Hanger: A hooked belt for stowing a weapon

Hardtack: A standardized type of trail ration

Hare:

Harmonica: Small reed instrument that can be carried in a pocket

Harp: A stringed instrument

Harpoon: A barbed spear used in hunting

Harpichord: A keyboard based musical instrument, often quite large

Harquebus: A rifle that fires shot or a single bullet, loaded through the muzzle

Hat: A piece of clothing for your head

Hatchet: A small handaxe

Hate: A vendetta, a foe or possibly just the expression of your deepest animosities

Hauberk: A mail shirt

Haversack: A pocketed knapsack

Hawk:

Headband: a band worn around the head

Headbutt: A move where you mash your forehead onto someone, usually on the face

Heart: Either a disembodied heart, or you own heart - as in your spirit, courage & sincerity

Heater: Curved or creased large shield

Hedgehog: Small prickly animal that is very charming

Helmet: A protective type of hat

Hen: Chicken kept for egg production

Herbs: Collection of plants - often dried or preserved, frequently possessing curative or therapeutic qualities

Heron: Spear-billed crane, regularly having large crests

Hippopotamus: Water based river pig - exceptionally large & aggressive

History: Either a record of past events or a personal recollection or narrative

Hoe: An implement for excavating dirt

Hog: Large pig kept for meat

Hold: A move where you pin or incapacitate an adversary's limbs or joints

Holster: Pouch or strap granting ready access to a stored weapon

Hood: Head covering that may conceal the face, easily doffed

Hook: Possibly a curved implement used as a weapon - also, potentially a prosthetic hand or finger

Hoplite: Round bronze shield, quite large, intended for phalanx operations

Horn: Possibly a blown wind instrument, a bony or keratinous protrusion -either as a possession or a feature of your physiology

Hornet: A large mean bee that gives no honey or mercy

Horse: An archetypal equine, big, fast and common

Hound: Larger dog, bred to aid in hunting

Howdah: Hut-like saddle for riding very large animals

Hummingbird: Hovering, quick flying nectar drinking bird, usually quite tiny

Humor: Either a quasi-biologic substance that is the basis of personality - or a comical sensibility

Husky: Working dog bred for hauling sleighs

Hyena: Vicious wild canine, spotted and pack-based

Hymnal: Book or collection of religious music & poetry

Icon: Religious object usually depicting a god or religious servant, often prayed to

Identity: Persona - either your native self or a kind of interior mask you are able to put on and take off

Idol: Either an individual you hold in high esteem or an object that represents a god

Iguana: Crested lizard with long striped tail

Illustrations: Drawings, paintings or other depictions, gathered together, possibly in a book

Imp: A small demon that frequently tempts others to commit small inconsiderate or perverse acts

Impala: Bounding prong-horned desert deer

Infusion: Medication applied to the bloodstream, usually a potent sort of last resort as healing goes

Ingot: A regular amount of material, usually metal, in a standardized weight

Inheritance: Possibly an amount of wealth or property gifted from a dead ancestor - or possibly a trait or quality derived by same

Injection: Medicine or drug that is administered by a puncture or injury or possibly an injection

Ink: Indelible dye used for writing or marking

Inks: Multiple quantities of ink - likely in multiple colors

Insect: A small six legged invertebrate - this is one with indistinct features

Insult: Particular phrase, word or simple shouted curse that has the effect of hurting someone else's feelings.

Ishlangu: Taut leather shield useful against ranged weaponry - particularly spears and arrows

Jackal: Vicious scavenging canine

Jacket: A heavy shirt worn over other clothes for warmth & protection

Jaguar: Small jungle leopard

Jam: Liquid fruit preserves

Jar: Sealable container for liquids or similar

Javelin: Spear specially weighted & designed for throwing

Jazerant: Armor infused clothing that is not obviously armored

Jelly: Congealed mass of homogeneous fruit preserves

Jerky: Salted & dried preserved meat

Jig: A specific joyful type of dance or possibly, a pattern useful for cutting regular sized objects

Joke: A bit of comedy that follows a specific format, yours is one you remember & can use readily

Journal: Either a diary or logbook of former events recorded by yourself or others, or a text documenting your ongoing experiences

Joy: Something that gives you extraordinary pleasure & happiness

Juice: The watery component of most vegetables & fruits

Kabuto: Segmented shell like helmet that protects the neck & shoulders

Kaftan: Long belted tunic

Kakute: Horned or spiked ring useful for punching, climbing & delivering poisons

Kangaroo: Jumpy bipedal animal with a long tail & pouch

Kastane: Bowed, single edged sword with no discernable piercing point

Katana: Curved single edged sword used with one or two hands

Katar: Punching dagger

Kayak: small one-person row boat

Kerchief: a folded piece of cloth, a personal napkin

Kettle: sealed pot with a spigot - used for boiling liquids

Khopesh: Scythe-like sword with outward curving blade

Kick: A blow delivered by the foot

Kilt: A skirt, usually pleated

Kimchi: Pickled cabbage

Kimono: Elaborate brocade robe fastened with a sophisticated sash

Kit: Some type of prepared material that can be assembled into a completed item

Kitbag: A segmented knapsack with different compartments

Kite: Either a piece of fabric on a frame that can glide in air or a type of teardrop shaped shield

Knack: A certain skill that you have a particular affinity for accomplishing

Knapsack: A backpack

Knife: A short blade, used mainly for cutting rather than piercing

Knot: Possibly a knotted wad of rope, but more likely a specific type of knot that you know how to tie well

Koi: Decorative carp

Kukri: Curved, long leaf shaped knife, almost like a scythe

Kurabit: Long and narrow shield-shaped shield, rather iconic

Ladder: A portable type of flat stairs

Ladybug: Distinctively colored hemispherical beetle

Lager: A type of beer best served very cold

Lamellar: Elaborate armor suit made of decoratively laminated bands

Laminar: Basic armor shell made of overlapping bands

Lamp: A fuel-consuming light source, often resembling a kettle or a lantern

Lance: A blade tipped stave - mainly used from horseback

Lantern: An enclosed fuel-fed flame that provides illumination of varying intensities & focus

Laquer: A thick coating of pigment, commonly applied to the nails

Lasso: Looped rope good for snaring and restraining

Laugh: a joyful sound of good humor - yours has some distinction

Leaf: A plant feather

Leech: Blood drinking parasitic worm

Leg: Either a disembodied leg or the specific description of one of your own legs

Leggings: wraps or coverings for the legs

Lemming: Plump mouse with herd-like behavior

Lemur: Nearly a monkey but also sort of cat-like, it climbs around and has big eyes and a long tail

Lens: Curved piece of glass or similar which alters light so that vision is altered, possibly corrected

Leopard: Vicious maneating ambush predator cat

Letter: A missive, composed by you for someone else, written to you and retained as a keepsake, or to be delivered

Lettuce: Leafy green vegetable

Lexicon: Book which lists words - commonly useful for those learning a new language

Linothorax: Armor that resembles woven clothing but which utilizes sturdier materials

Lion: King of the forest, a terrifying predatory pack hunter

Lipstick: Varnish or paint for the lips usually in the form of a soft crayon or stick

Liqueur: Distilled spirits derived, commonly, from sweet fruits & flavorings

Liver: Either the liver of an animal kept for eating, or your own liver, which has some type of notable quality

Lizard: A four legged reptile with a detachable tail

Llama: A big alpaca

Lobster: Gross mud bug that people somehow eat

Lock: Mainly a mechanism for securing doors & chains - occasionally refers to a segment of hair

Lockbow: A type of crossbow that is hand drawn, utilizing no cranks or lever

Lockpicks: Probes & hooks used for opening locks unauthorized

Locust: Somewhat like a grasshopper but generally encountered in massive quantities

Longbow: A very large bow with tremendous pull - easily up to the task of piercing steel

Longsword: Narrower type of sword that is long. One or two edged blades are both common

Look: Possibly a kind of fashion or stylish sensibility - just as likely a type of gesture made with the eyes

Lotion: An oily salve used for preventive care & curing certain skin conditions

Love: Something about which you have a great personal feeling of affinity & attachment or your capacity to experience such feelings

Lover: Someone who loves you and who you love back - or someone you are carnally affiliated with

Luggage: A bag or set of bags & rigid cases for carrying your stuff

Lute: A stringed instrument with a long neck & hollow body

Lye: Strong base

Lyre: A harp made of horns & tortoise shells or similar

Macana: An obscenely decorated truncheon

Mace: A metal headed club

Machete: A sword that is used mainly as an axe - useful for clearing brush

Machine: A device of some kind that has moving parts & which may consume fuel or require effort. Produces some type of effect or product

Macuahuitl : Sword made of sharpened stones or glass fixed to a wooden frame

Magnifying Glass: Lens that makes small or even microscopic objects visible

Mail: armor made of woven or linked rings

Maize: Comes on the cob

Makeup: For embellishing your appearance or disguising it

Malbec: A very good kind of wine

Mallet: Hammer used mainly for driving in pegs & spikes, functional for cracking heads as well

Mambele: Forward swept throwing dagger

Mammoth: Furred form of elephant

Manacles: Handcuffs or similar - restraints used to detain prisoners

Mandrill: Aggressive terrestrial primate with distinctive, bright coloration of the cheeks

Manica: Segmented arm guard

Manner: A method of behaving & seeming

Mantis: Insect that is principally a hunter of other insects

Mantlet: Large, wheeled shield that can protect multiple people

Manual: A guide to accomplishing a specific task or type of task - usually in book form

Map: Pictographic representation of geography - many kinds exist

Marbles: A collection of small spheres often of a regular size but sometimes variable

Marionette: Puppet manipulated by thin strands of wire and capable of very persuasive performances, many sizes & types

Marmalade: Fruit preserve that includes peels or rind

Marmot: Largest type of squirrel

Marten: foxlike weasel

Mask: A covering for the face, sometimes as a disguise, sometimes as armor, sometimes purely for fashion or caste

Master: Someone you are supposed to obey and who commands you

Mastiff: A war-bred or trained dog

Matches: Portable and consumable fire making items

Mate: Drink that falls into a spectrum between coffee & tea

Mattock: Pickaxe- useful in excavation, construction & killing

Maul: Big, heavy club - sometimes spiked or embellished with intimidating knobs of some kind

Measuring Rod: Any regular object that is of a standard length & which may include guides or divisions to help measure distances

Medication: Remedy for ailments or conditions - useful for treating sickness of the body & mind

Medicine: Substances that are applicable to many types of ailments including diseases & bodily injury

Meerkat: Colonial type of mongoose

Melon: Large seed filled fruit with thick rind

Memory: A recollection that serves you in some significant capacity

Meteor : Specifically a Meteor hammer - a heavy ball attached to a chain or rope, or possibly a falling or shooting star

Method: Specific technique for accomplishing a certain task that you have learned or developed

Milk: The thing that mammals feed their babies

Mink: Shaggy, silky type of arctic weasel

Mirror: Shiny object that reflects light - sometimes well enough to give a good view of your own face

Misericorde: Awl-like dagger used for executions usually punched through the spine

Mittens: Hand socks with thumb tunnels

Mole: Tunneling, mouselike creature that lives in the soil most of its life

Mollusk: Animal that lacks rigidity and has a variable shape, usually aquatic

Mongoose: Small hunting animals that resemble a cross between a monkey & a cat

Monkey: Animal that looks like a person but has a tail & is usually small

Monocle: Spectacle for one eye, useful for seeming pompous or refined

Moose: The largest of the deer, forest dwelling with preposterously large antlers

Morion: Peaked helmet with a brim

Morning Star: Mace or flail with a spiked head intended to pierce armor & cause bleeding

Mortar & Pestle: Grinding implements consisting of a masher & a deep dish - usually made of stone or similar

Moth: Dull colored butterfly

Mother: Ask your father

Mouse: Smallest type of rodent, often a pest

Mouser: Hunting animal, commonly a cat which is kept for pest control

Muffler: Scarf that is specifically meant to protect against the elements

Mug: Cup with a handle

Mule: Nonviable offspring of two similar equines

Mummy: Preserved corpse, often of a person, possibly useful for alchemy or dye making

Mussel: Bivalve mollusk contained in a pair of mobile shells

Mutton: Meat of goats & sheep

Myna: Loquacious passerine bird

Naginata: Staff mounted sword - a very long bladed spear

Nails: Possibly your finger or toe nails possibly some pointed pegs used for attaching wood and other materials

Nasal: A type of helmet with a nose guard

Necklace: bracelet for your neck

Needle: Thin spike commonly used for sewing but possibly useful in other arenas - such as tattooing or generic stabbing

Needles: Multiple needles, frequently of multiple gauges

Net: flexible mesh used for capturing prey - contextually useful as a weapon based on access to maneuvers

Nosering: piercing that is worn in the nose

Notebook: Book of notes, either a collection of notes in a dossier or a blank book used to record information

Novel: Document that relates a narrative, long form story

Nunchaku: Short chained flail where both segments are the same size

Nuts: The nourishing seeds of a plant - commonly salted

Oar: specialized stick useful for propelling boats

Oars: More than one oar

Ocelot: Tiny leopard

Octopus: multi-limbed, clever mollusk

Oil: Any number of organic or inorganic viscous flammable liquids, commonly useful as lubricants or cooking ingredients

Ointment: A salve applied to cure burns & contusions

Okapi: Partly striped equine

Onion: A multi-layered vegetable with a distinctive acidic taste

Ono: Straight bladed war axe

Opinion: An attitude or belief that you have about something or someone possibly granting you special insights

Opossum: Naked tailed marsupial tree beast

Orange: A citrus fruit with a thick rind

Orangutan: Clever forest ape

Orb Weaver: A type of spider known for elaborate & large web construction

Organ: Possibly an internal bodily organ such as a brain or stomach - possibly a keyboard based wind instrument, often very large

Oryx: Large type of bearded antelope

Ostrich: Very large flightless bird, may be ridden or used for meat, hide & eggs

Otter: Charismatic water weasel, sometimes quite large

Oven: Enclosed, heated box, fundamental to baking

Overcoat: Long coat worn over other clothes as defense against the elements

Owl: Big-eyed Nocturnal raptor preying primarily on small mammals

Ox: A bovine used principally for meat & to perform work - such as pulling carts or boats

Paint: Thick pigment that adheres to most objects & creates a permanent veneer once it has dried, comes in any color

Paintbrush: A brush for applying paints - comes in many sizes

Painting: An image applied to a flat surface using paint, sometimes representative

Paints: More than one individual paint - commonly found in multiple colors simultaneously

Palette: Handheld board used for mixing paint pigments & storing same

Pan: Low, wide pot used for cooking

Panda: Largest of the bear cat creatures

Panther: Large, predatory feline commonly solitary & forest dwelling

Paper: Comes in many colors & shapes, possibly bound in a book or even a single very large piece

Papyrus: Crude paper made of woven reed pieces

Parakeet: Small, long tailed parrot

Parasite: Most likely an internal worm or animalcule that lives off of your body, occasionally appears externally, usually bad for your health

Parasol: An umbrella used to protect against the sun rather than rain

Parchment: thick, sturdy paper

Parka: Insulated, hooded coat, sometimes water resistant

Parma: Round shield with a prominent boss

Parrot: Hook beaked quasi-passerine bird, commonly vegetarian sometimes capable of speech

Partridge: Fat forest quail

Passport: Documentation of your identity and right to travel issued by a government

Past: The story of you - where you have been & what you've done, a significant former status or experience

Pâté: Mashed up spread made of organ meats

Pattern: Frequently a form or mold useful for creating many identically sized objects, sometimes a frequent observable behavior

Pavise: Large shield planted into the ground to provide a stationary cover for archers

Pear: A long necked apple

Peas: beans that grow in a pod, often eaten unripe

Pectoral: An embellished gorget - often including symbolism or heraldry

Peeler: Specialized knife useful for removing scales, rinds & flesh

Pelican: Long beaked pouch throated water bird

Pellet Bow: Bow used for firing pebbles & bullets instead of arrows

Pen: A tool used for writing with inks. Sometimes a mechanical affair with nibs & accessories - sometimes a mere feather quill

Pencil: A bit of charcoal or graphite that can be used to make marks & write on a proper surface

Pendant: Bauble or jewel, usually hanging from a necklace

Penguin: Flightless waterbird

Perfume: Fragrance, generally floral or dainty - used to mask odors common to adventurers

Personality: Not necessarily your only personality - this is what is memorable about you that can't be seen

Perspective: Outlook on a specific topic unique to you that grants you advantages or disadvantages in your interactions

Pest: Any type of obnoxious or irritating animal that lingers & consumes or spoils possessions

Pet: Animal of no specific type that is your companion. Possibly unique in the world

Phobia: An irrational, intense fear you have

Pick: Sometimes a spike on a handle useful for excavation, sometimes a small spike used in grooming

Pickles: Foods preserved by brining in a salt solution

Pig: Quadrupedal omnivore, clever & unsanitary it is cannibalistic and an opportunistic predator

Pigeon: Fat type of dove found in flocks

Pigments: Colors that can be applied to other objects commonly for decorative purposes

Pike: A long, heavy spear for attacking at a distance, best used in large formations

Pillow: A soft object that you can rest upon comfortably, commonly made of stuffed cloth

Pills: Powders & dusts formed into small tablets & consumed for medicinal, therapeutic or psychoactive effect, sometimes all at once

Pilum: Javelin designed to break when thrown so as not to be thrown back by the enemy

Pineapple: Thorny, large fruit grown from a bush or shrub

Pins: Collection of spikes used for securing fabrics & the like

Pipe: Tube used for smoking leaves & other substances - or for transporting fluids, or for just braining guys

Pistol: Single handed firearm - muzzle loaded & fired by striking a flint or lighting a match

Pitch: Any type of tar or asphalt or, less commonly, a throwing technique & least commonly a string of comments to help you sell

Pitons: Spikes useful for climbing, frequently found as part of a boot or brace, but also in sets of loop-ended spikes meant for guiding a rope

Plait: A braid - possibly knowledge of a specific braid or possibly a braided rope or segment of hair

Plaster: This may be a crafting component but may also be a mud pack applied as a cure for burns & catarrhs

Plate: Possibly a small platter but more likely a suit of armor made of metal plates attached to a flexible inner shell

Platter: A large plate used for serving

Platypus: Preposterous but delightful egg-laying duck-billed animal or similar

Pliers: Pincer like wrenches used to strengthen & focus one's grip on a small or rigid object

Plum: Large pitted sweet fruit

Poison: Comes in many varieties with numerous applications & effects such as sleep, death or sickness

Pole: Usually cylindrical, a length of material several feet thick - useful for propelling boats or finding traps

Polearm: Nondescript term for many types of pole-weapons that are best used in infantry formations

Poleyn : Armor kneepads

Pomade: Preparation meant to shape & perfume hair

Poncho: Dense, woven blanket-like covering

Poniard: Small narrow dagger

Pony: Small, sturdy equine

Porcupine: Thorn-encrusted nocturnal animal

Pork: The meat of any type of swine

Port:	Sweet, syrupy wine or potentially access to or ownership of a city with sea access	Punch:	Notable kind of punch, either as part of a fighting style or simply owing to a physiological advantage
Portrait:	Illustration or similar of a person or people	Punching Dagger:	Thrusting dagger that relies upon a punching motion rather than a slashing move
Pose:	A stance that invokes a general response & portrays a specific attitude or possibly a false identity or skill set	Puppet:	Representative of a person or creature that can be animated, usually by hand, and can perform a kind of pantomime
Possum:	Like an opossum but mispronounced	Purse:	Small bag, generally secured to the belt or hidden on one's person, mainly used for carrying coins
Poster:	large portable image for pasting to walls	Qama:	Long, leaf shaped dagger for thrusting & slashing
Pot:	A deep pan, useful for boiling water & cooking broths, stews & the like	Quail:	Plump game bird with a distinctive chuckling vocalization
Potato:	Starchy tuber, a vital staple prepared in myriad ways	Quality:	Contextually linked, this is a trait that you have a feature of your mind or body or spirit
Potion:	Commonly a drink, confers some supernatural effect, usually curative or healing	Quiang:	Tasseled spear
Potter Wheel:	Disc attached to a wheeled mechanism that allows it to spin - used for throwing pots and forming pottery	Quill:	The spine of a porcupine or similar, or the modified feather of a bird used for writing, possibly growing from your body
Pouch:	Flap-sealed bag	Quilted Armor:	Heavy & heavily padded clothing with a quilted sewn pattern to hold everything in place
Pouldron:	Armored shoulder guards	Rabbit:	Long eared burrow dwelling vegetarian hopper, prince with a thousand enemies
Poultice:	Mass of material, usually wet & soft which is applied to wounds to encourage healing	Raccoon:	Stripe tailed trash eater, nighttime masked robber, a clean-handed apple washer
Poultry:	The meat of any of the large domestic birds	Racquet:	Modified paddle, often made of woven cord, used principally in games but sometimes has other uses
Powder:	Dust, usually manufactured from rock or some other coherent substance - used as a drug or curative	Raft:	Flat, usually crude boat, rarely fit for traveling in any type of weather or waves
Power:	Likely a type of inexplicable ability but possibly some kind of authority or inherent potency	Rage:	A quality of or origin of profound & deep anger
Prayerbook:	Text documenting canonical prayers & liturgy for ceremonial purposes such as funerals or weddings	Raisins:	dried up grapes or similar, preserved & useful as a food item
Predator:	Nonspecific hunting animal, possibly an evolved amalgam of many species or some kind of ur-creature	Rake:	Pole-implement with toothed projections used for grading furrows
Preserves:	Sugar-cured fruits stored in sealed jars	Ram:	A heavy object specially designed to break down doors or walls or a curling horned adult male goat
Primer:	Text with entry-level information regarding a particular subject, usually a language, a learning aid	Ranseur:	Pole weapon utilizing a single long point braced by a pair of shorter points in a forked formation
Prophecy:	Possibly a bit of poetry & lore which refers to your destiny, possibly a vision of the future you possess	Rapier:	Thin, versatile slashing blade common among societies that prize dueling for right or honor
Prybar:	Straight crowbar	Rascal:	Usually a small beast that is notably mischievous commonly in an endearing or charming manner
Puffin:	Charismatic little sea-bird, a wedge-beaked, long-necked penguin	Rat:	Large naked tailed rodent, usually infesting areas in massive quantities, frequently a vector for disease
Pulley:	Captured wheel on a spinning pivot, useful for lifting heavy articles - so long as a rope is handy		
Puma:	Hunting cat, common to the mountains - known for pouncing		

Rations: Nondescript food item which can last on the trail without spoiling

Rattle: Hollow bead filled object, frequently a gourd, which can be shaken to make a noise, sometimes occurs in physiology as with snakes

Raven: Fattest of the corvids - less gracious or slender than the crow, the raven is squatter & plumper

Razor: Thin, extremely sharp blade, very useful for shaving hair or slitting throats, easily concealed

Reagents: Any number of chemical & alchemical ingredients useful for magical applications, commonly in potions & spellcasting

Recipe: Plan of how to make something using multiple parts, commonly a food dish

Recurve Bow: Extra taut bow where the arms curve about in an S shape to add tension

Reflex Bow: Curl-armed bow

Regalia: Emblems of a royal dynasty - commonly baubles, crowns & pendants, but numerous variations exist

Relic: Bodily remains of a culture-hero or religious figure used in cult rites or for the invocation of miracles

Remedy: Cures & medicines that alleviate suffering, usually curative of a specific ailment or class of ailments rather than a panacea

Repeating Crossbow: This decumbent bow has an operating crank that allows it to fire bolts in quick succession

Reptile: Scaly, cold blooded creature, this is an indistinct or generic example

Rerebrace: Rigid arm-guard

Responsibility: Something you must do, or something you need to attend to or care for, a duty of some kind

Rhino: Horn-faced, heavy, large quadruped, generally quite aggressive

Rhythm: Your own innate sense of time or a certain musical structure you're familiar with

Ribbon: Woven strand of decorative cloth, used for fastening clothes and keeping your wife's head on

Ribs: Probably a food item, the meat & attached rib bones of an animal - possibly your own distinctive ribs

Rickshaw: Wheeled sedan chair

Ring: A bracelet for one or more fingers

Ring Armor: Armor made of linked rings, best for deflecting slashing rather than piercing blows

Rings: More than one ring

Roach: Notorious pest & vexation, commonly found in great numbers

Roar: Intimidating vocalization frequently linked to displays of rage, pain or dominance

Robe: Long garment that covers most of the body - often quite elaborate, sometimes multi-layered & heavy

Robin: Best of the birds, it has a red breast and signals the arrival of spring

Rock: A piece of the earth made of stone

Rod: Long club or truncheon, useful for driving off animals or beating down tall grass

Rondel: Circular elbow protector

Rooster: Crowing bird, a male counterpart to the hen, good for waking you and fighting in a gambling environment

Root: The parts of a tree or plant that extend below ground

Rope: Long braided cord - incredibly useful in most adventures

Rouge: Cosmetic application that is intended to give a livelier, healthier appearance

Round: Simple type of shield

Ruff: Commonly made of lace, an accessory that conveys elegance & wealth

Rum: Distilled molasses - popular among tropical islanders & their pirate cohort

Sabatons: Armored boots

Saber: Curved backsword, meant mainly for cavalry but versatile enough to be widely used

Sabre: A Saber from another culture

Sabretache: Flat satchel or handbag attached to shoulder straps

Sack: A big bag

Saddle: Usually a leather seat that rests on the back of a mount

Saddlebag: Bags that lay over the back of a mount, commonly as part of a saddle

Sail: Large cloth that captures wind, allowing a boat or similar conveyance to be propelled

Salamander: Newts & other amphibious creatures which have distinctive life cycles and that are long thin quadrupeds

Sallet: Backswept helmet that protects the back of the neck and shoulders

Salt: The most commonly consumed rock, useful for flavoring and preserving other foods

Saltmeat: meat that has been liberally salted so that it is less prone to rot

Salute: Formal gesture of some sort, usually martial in nature, yours is particular or conveys a certain affiliation

Salve: Curative lotion, usually applied to cuts or burns

Sandals: foot wraps with a rigid sole, common in warmer areas

Sap: The sticky blood of a tree or plant, sometimes nutritious or even curative

Sari: Cultural costume involving many layered cloth wrappings - usually brightly colored & frequently printed

Sash: Large, colorful ribbon worn decoratively, usually to indicate a rank or affiliation

Satchel: A bigger bag with a sealable flap, often worn using over the shoulder straps

Sausage: The organ meats of animals sealed inside their intestines - brutal, but easy to cure & stabilize

Saw: Toothed length of material useful for cutting other material, generally wood

Scabbard: A holster for a sword which protects the blade and the wearer

Scale: Type of armor made of overlapping layered scales resembling those of a fish

Scalp: Possibly indicating your own scalp's conspicuous qualities, more likely a grisly trophy taken from another person

Scalpel: Delicate surgical knife, commonly small but extremely sharp

Scar: A reminder of a previous injury, yours may have distinctive & notable features

Scarf: Long piece of woven cloth, wrapped around the neck & head to protect against the elements

Scent: Your own particular odor or an odor that you have a supply of, commonly used in hunting & trapping

Scepter: Stylized ornamental staff or mace - usually connoting power, authority & dominion

Scimitar: Deeply curved, single edged sword that retains its thrusting point

Scissors: hinged blades used to cut cloth or similar material

Scorpion: Stinger-tailed arthropod, intermittently eaten, commonly reviled & feared

Scourge: Multi-thonged whip adorned with hooks for extra cruelty

Scroll: Rolled document, comes in many sizes, some quite large & heavy, some very simple and light

Scuta: curved rectangular shield - resembling the outward segment of a cylinder

Scythe: Curved blade with agricultural origins, occasionally used as a weapon a long curved blade on a pole

Seal: Possibly a marine pinniped, more likely an official engraving indicating your ancestry or rank

Sealing Wax: Wax used along with a seal to bind documents, proving they have not been inspected

Seasoning: Any number of herbs, salts or flavorings useful in cooking, particularly when cooking poorer food

Sedan Chair: Platform mounted chair meant to be carried by two or more bearers, frequently covered with a canopy

Seed: The embryonic form of most plants

Seeds: Multiple seeds - commonly of the same type but not always

Sense: Contextually it is either a power of perception unique to you or a power of common thought you possess

Servant: Someone who is bound to obey you - likely due to financial circumstances but possibly for other reasons

Shadow: Something distinct about your shadow, distinguishing you from others

Shark: Terrifying hunter fish, commonly among the largest of the ocean's denizens

Sharpeners: Implement used to keep sharp things sharp or to add an edge to dull objects

Shawl: Headdress or shoulder covering that provides warmth and modesty

Shears: Crude scissors without a proper hinge, usually a single piece of bent metal

Sheath: A scabbard for a knife, meant to protect the blade and its bearer

Sheep: Woolly hoofed animal, kept for meat & for its fur & hide which are useful in cloth making

Sheet: Large regular fabric strip, versatile but commonly used as bedding

Shellfish: Any number of types of aquatic arthropods

Shield: Iconically shaped flattened piece of heavy material used to deflect weapons

Shillelagh: Heavy gnarled club

Shinguard: Protective armor that is worn over the shins

Ship: Large boat that carries smaller boats for disembarking

Shirt: T-shaped garment that covers the arms and torso

Shiv: Crude stabbing knife

Shoes: Sturdy foot bags

Shortbow: Small, curved bow without much pull, easy to use and carry

Shortsword: Somewhere between a knife and a longsword

Shovel: Spade-head attached to a pole, used for digging

Shrimp: Marine arthropod, a mud bug

Shuckra : Flexible pipe weapon which can be formed into a small spear

Shuriken: Star shaped throwing knives

Sickle: Handheld scythe, used in agriculture and possibly for fighting

Sign: Any number of placards or indicators designating any number of notions or instructions

Signet: Official personal seal, used to mark documents, often worn as a ring

Sitar: Large, recumbently played, plucked string instrument

Skill: Either a measure of your total puissance or a specific specialist ability you possess

Skillet: Blackened pan used for frying, commonly quite heavy

Skin: The skin of another animal or, possibly, distinctive features relating to your own flesh

Skink: Small, benevolent lizard

Skull: The skull of some person or animal you have, or perhaps your own skull's strange qualities

Skull Cap: Circular cap that closely forms against the head

Skunk: Smelly & distinctively colored burrowing weasel with an odor defense

Sled: board or similar used to travel quickly on snow

Sledge: Carriage or chariot which is optimized for travel through snow - it uses skids instead of wheels

Sleigh: A large sledge pulled by larger animals

Slicker: Water resistant outer garment

Sling: Thin piece of material useful for propelling stones - easy to fashion & to load

Slingshot: Extensible pouch attached to a pronged frame, it shoots stones & the like

Sloth: slow, long furred, hanging monkey with triangular head & long claws

slug: Shell-less snail, a slimy worm that propels itself over slime

Smile: Something special about your smile, or a certain type of smile you can use to influence others

Smokemeat: Meats of some animal that have been cured by smoke to preserve them

Snail: Shelled slug - a gastropod with eye-stalk horns and a large spiral shell it can retreat into

Snake: Legless reptile commonly feared, frequently venomous

Snare: A simple trap useful in wilderness environments

Sneer: Hateful look of contempt & disregard, yours is special

Snuffbox: Small box for carrying drugs

Soap: Usually a bar of cleaning material

Socks: light foot bags

Soda: Carbonated water

Solvent: Chemical compound which dissolves bonds, sometimes inimical to life

Song: Possibly an old standard, but likely an original composition you can play or sing

Sorghum: Grass with a nutritive corn, a variety of grain

Soul: The essential part of your identity that is eternal

Soup: Water based food substance made of multiple ingredients suspended in hot liquid

Spade: Flat-ended shovel

Sparker: Flint & steel attached to a type of shear, struck together to light fires

Sparrow: Small passerine bird, commonly found in huge swarming flights

Spats: Snappy shoe coverings

Spaulder: Segmented shoulder armor

Spaulders: More than one Spaulder but usually just two

Spear: Knifelike blade attached to the end of a pole, can be thrown or used in hand-to-hand combat

Spectacles: Usually a pair of lenses attached to a frame & worn on the face as an aid to sight

Speech: This is most likely a prepared series of comments that you can recite to some effect, may also be a language you have created

Spice: Generally a plant based food flavoring, intermittently this is animal or mineral based, sometimes psychoactive

Spider: Eight legged web-spinning predator, usually quite small

Spike: A thick & pointed bit of rigid material - effectively a very large nail

Spiked: A shield or a suit of armor which has offensive spikes attached to it or integral to its construction	Stinger: Possibly a type of weapon inflicting stinging hits - possibly a physiological phenomenon unique to you
Spikes: Multiple spikes	Stipend: Quantity of money or goods you receive at regular intervals
Spirit: This tends to refer to a spiritual quality or totemic identity - it may also refer to a type of liquor	Stirrer: Whisk, or spoon or simple rod used to thoroughly mix food items
Spirits: Usually a quantity of liquor - may also mean multiple ephemeral animating concepts	Stirrups: Foot rests attached to a saddle, essential for effective mounted combat
Splint: Used in healing, the splint can ameliorate injuries to the extremities	Stocking: A long sock
Sponge: Principally useful for cleaning, sponges are animals, after a fashion and could be made pets	Stork: Spear billed long legged marsh bird
Spoon: A small shovel for putting food & similar in your mouth	Story: Possibly a tale you know to tell or possibly a recollection of your own experiences
Spouse: Someone you're married to - commonly of the sex considered opposite to yours, may or may not be present	Stout: Thick dark beer
Spur: Mainly a barb worn on the heel for motivating horses - can also be a physical addition, such as a weaponized spine	Stride: Motion of your legs as you walk, possibly distinct, possibly stylish or efficient
Spurs: More than one spur	Striker: Flint or similar useful for striking sparks & lighting fires
Spyglass: The spyglass is a collapsible portable telescope	String: Strands of braided thread
Square: Refers here to a type of shield - in this instance the shield is square	Style: Innate quality of personal fashion which cannot be transferred, learned or taught
Squid: A multi-armed mollusk that grows to monumental lengths and dwells in the ocean deeps	Stylus: Pen or similar, commonly a solid stalk useful for scratching writing into clay or wax
Squirrel: Furry tailed tree dwelling rodent	Sugar: Sweet, addictive powder granting pep, vigor and happiness
Staff: A very large club or walking stick - one of the most common weapons, practical & useful	Suit: Multiple pieces of matched garments that together convey a specific status
Stakes: Wooden, or similar spikes, commonly used for placing tarps & tents, also killing vampires	Sundial: Some are elaborate some are simple, they track the motion of the sun to tell time
Standard: An emblem & sometimes a flag - sometimes a combination of both - a regimental trophy	Suruchin : rope or chain with weighted spikes at either end
Stare: Firm, hard look that you can muster at need, sometimes quite intimidating	Suspenders: Hold your pants up by connecting over your shoulders
Starfish: Five armed sea star, slimy & rough & peculiar	Suture: Stitch or staple for holding a wound closed, helpful when bleeding or cut
Statuette: A small, usually crude statue	Swallow: Small, quick fly catching bird
Stave: A staff which is shorter than its wielder	Swan: Large, territorial & iconic waterfowl
Stave Sling: A sling mounted to a flexible stave that propels the stone or bullet	Sweater: Knit upper garment, usually comprised of warm, insulated materials
Steak: he better cuts of meat from large quadrupeds	Sweetbreads: Organ meats & brains of animals slaughtered for food
Stethoscope: Listening device for discerning the internal bodily health of a patient, useful in curing	Sword: Iconic weapon of the fantasy genre, a very long knife
Stew: Thick, hearty soups	Symbol: Some type of material sign representing an idea, affiliation, culture or family
Stick: A length of material, usually wood	Syringe: Hollow needle useful for administering drugs, potions & the like
Stiletto: Slim dagger, easily concealed & useful for stabbing	

Tabi: Slippers or shoes with separate boss toe segments - useful for rope climbing	Timer: An hourglass or similar, useful for measuring a certain amount of time
Tablet: Could be a concentrated quantity of a drug, could as easily be a large rigid writing surface	Tincture: Drug suspended in an alcoholic drink - a kind of potent potion
Tacklebox: Compartmented box useful for keeping & stowing fishing supplies, usually comes stocked	Toad: An amphibian very similar to a frog but with a rougher appearance
Talent: An ability or specialist quality that you possess which gives you an edge beyond normal skill	Tobacco: Chemical laden leaf of a plant which can be consumed for a bit of joy, usually addictive & valuable
Talisman: Symbolic item worn as proof against a specific sort of harm, commonly in the form of jewelry or a written prayer	Toga: Elaborately draped cloth garment, in many instances quite substantial & heavy
Talwar: Deeply curved, single edged sword that retains its thrusting point	Toiletries: Undifferentiated items of self care such as razors, soaps & wipes
Tankard: Large mug, sometimes with a hinged cap	Tomahawk: Multipurpose axe that can be thrown or used hand to hand - also doubles as a smoking pipe
Tarantula: Large, hairy ground-spiders	Tomato: Red & plump fruit full of edible juice & seeds, usually delightfully savory
Targa: Small shield worn on one wrist	Tombstone: Grave marker, commonly a carved stone indicating name & lifespan
Targe: A more contemporary Targa	Tongs: heavy calipers used in smithing & food service
Tarp: Cloth, sometimes sealed or watertight used to protect articles & people from the elements	Tongue: The tongue of an animal or a person - could possibly refer to a language or speaking ability
Tasset: Segmented armor worn over the thighs	Tonic: Quinine infused, bubbly drink that is proof against some diseases & useful as a cure
Tattoo: Ink stained into a pattern on the flesh	Tool: Any number of nonspecific building or crafting items
Tea: Hot leaf juice	Toolbox: A conveyance for tools - usually specific to a type of job such as carpentry or masonry
Technique: A skill or ability that you have a special methodology for performing	Tools: Collection of tools, usually related to a specific kind of construction or craft
Tekko: Spiked knuckle guards for punching	Tooth: Likely the tooth of a person or animal, but possibly one of your own teeth literally or metaphorically
Tent: A tarp or similar that is designed to function as a proper shelter	Toothpick: Sliver used to clean your teeth
Tepoztopilli : Club studded with piercing & slashing components - commonly glass or obsidian	Toque: Knit cap for colder climes
Tequila: Distilled spirits derived from the sap of succulent desert plants	Torc: Jewelry used for securing a cloak
Terrapin: Small amphibious turtle	Torch: Stick or club that is set alight to provide illumination
Theogony: Account of the origins and works of gods - possibly the gods you yourself follow	Tortoise: Large terrestrial turtle, possibly remarkably large & functional as a mount
Thracian: A type of helmet with armored cheek & chin straps, commonly with a large crest	Totem: Possibly an object of cult significance, possibly a spiritual guide or patron
Thread: thin fibers useful for sewing & binding wounds	Towel: Absorbent length of cloth or similar, useful for cleaning & keeping dry
Throw: A martial move involving putting someone off their feet, usually by superior balance & strength	Toy: Any sort of amusement or novelty intended principally for children
Tiara: Delicate, jeweled crown typical of smaller, daintier people	Tradition: Something your family or culture does that you retain as a habitual observance
Tie: Possibly a binding of some kind, useful for strapping things down, maybe a decorative cravat	
Tiger: Huge, striped & murderous hunting cat	
Timber: Quantity of wood or building materials prepared for use, usually in substantial quantities	

Trail Mix: Variegated assembly of dried food items, usually a combination of salty & savory & sweet

Trail Rations: Nondescript food item which can last on the trail without spoiling

Trap: Any sort of mechanical snare or portable cage used for capturing

Trident: Three pointed forklike spear - usually shorter, useful for thrusting & throwing & pinning limbs

Trophy: An award of some kind or the conspicuously displayed remains of some challenger or adversary

Trousers: Pants, leg bags, shin-tunnels, hip hidiers

Trowel: Modified spade used for spreading paints & mortar

Trumpet: Any sort of musical horn that is played using the combination of strong lips & lungs

Truncheon: Specialized club used to detain & incapacitate

Trunk: Hinged, locked box for storing many items, commonly watertight

Tumor: Growth or carbuncle like item - usually culled from another person, but possibly present in your body

Tuna: Big, meaty bone-fish, a mainstay of sea cuisine

Turban: Headdress made of wrapped cloth

Turkey: Large semi-flighted forest bird, delicious when eaten, possibly domesticated

Turtle: Aquatic hard shelled lizard

Tweezers: small tongs for grooming & extracting miniscule articles

Twine: Rough corded string

Ukulele: Small guitar or lute, easily portable with a pleasant sound

Umbrella: Water-resisting parasol, usually retractable

Unicorn: Single-horned mythical horse-creature, usually only associates with virgins

Uniform: Costume or suit associated with a band or organized group such as a military

Valaska: Long handled battle axe

Valise: Small case for carrying documents & personal items

Vambrace: Armored forearm protectors

Veal: Meat of young cows & the like

Veil: Usually a cloth covering for the face that conceals identity & confers modesty

Vellum: Paper-like writing medium made of animal skin

Vendetta: Either your own drive to avenge yourself or another's drive to avenge themselves on you

Venison: The meat of game animals - commonly deer

Vest: Sleeveless overshirt, a waistcoat

Vice: Some habit or drive that you possess which is unsavory or gauche or harmful

Vinegar: Spoiled wine, useful for cleaning & pickling

Violin: Stringed instrument played with a bow comes in many sizes

Vision: Possibly refers to an aspect of your physiological ability to see - more likely a dreamlike plan

Vocabulary: A book of words & definitions, an aid to learning a language or possibly a facility with uncommon words

Vocation: Job or career which you can perform for pay

Vodka: Distilled spirits made of starchy tubers

Voice: Possibly an authorial writing style, but more probably an aspect of your singing or speaking voice

Vole: Small burrowing mouse

Vulture: Scavenging raptor, symbolic of death

Waders: Overpants that protect from water, useful in fishing & wading

Wagon: Wheeled conveyance that is pulled, usually, by large animals; May double as a home

Wakizashi: Small curved ceremonial sword, used in public displays of obedience & sacrifice

Wall Shield: Very large shield sometimes with built-in links to attach to the shields carried by others in the line

Wallaby: Small kangaroo

Wallet: Folding case for documents & paper checks & currency, usually somewhat concealable

Wand: Branch or rod which is imbued with a magical force, useful for casting spells or pretending to

Warhammer: Hammer used in war, usually a long handle with a small dense head

Wasp: Thin waisted flying & stinging beetle like creature, aggressive & spiteful

Watch: Clock or similar worn on the wrist

Water: The essential stuff of life itself

Waterskin: A watertight bag used for carrying water

Wax: Made by bees or the like, this is a thick viscous substance that is easy to shape & has many uses

Weasel: An untamed, vicious ferret

Weta: Extraordinarily large insect, something like a grasshopper

Wheel: A disc or torus shaped object that rolls

Whetstone: Stone used for sharpening the edges of cutting blades

Whip: Long piece of flexible material used as a weapon or a punitive hindrance

Whiskey: The water of life, distilled from grain & aged in barrels

Whisper: Your distinctive muttering speech, an aid in secrecy or trickery

Whistle: Possibly a physical object, like an instrument, possibly a physical ability to create a sound like a bird

Wig: Artificial hair worn as a disguise or to enhance one's appearance

Wimple: Headdress that covers the neck, head & face

Wine: Fermented grapes or possibly another fruit

Wink: A gesture involving blinking just one eye - frequently quite dashing

Wire: Length of semi-flexible material that can take a shape and retain it, usually fairly tough

Wish: Your heart's truest desire

Wolf: Large, wild canine, frequently encountered in familial packs, legendary adversary of people

Wolverine: Enormous & powerfully built weasel - usually very dangerous and quite hostile

Worm: A cylindrical invertebrate animal, some are parasitic

Wreath: Woven bundle of flowers & branches

Wrench: crescent shaped implement useful for turning bolts, pipes or other rigid items

Yak: Horned, shaggy bovine or a considerably huge goat

Yam: Sweet, delicious & nutritive tuber, excellent in pies

Yari: Sophisticated longbow capable of being fired from horseback

Yarn: woven strings comprising a soft cord useful for sewing

Yatagan: Forward swept single edge longsword

Yawn: Something distinctive about your yawn

Zebra: A striped & generally wild Equine, usually found in herds

Zischagge: Lobster-tailed helmet



Conditions

Many of the items that have been presented or that you may have imagined suggest one or more status conditions – such as sickened, maddened & so on. These conditions are components of The Game of the North – but they also provide a framework for useful randomized fun in any number of other applications. They're presented here for ease of reference.

All status conditions are rolled using a d4, d6, d8, d10, d12 or d20 – depending on the severity of the condition as determined by the referee. You will roll twice – once to set the condition, a second time to set the severity.

Defeated – Roll on this table when a character's HP are reduced below zero

Defeated		
Roll	Body Location	Severity
1	Finger	Broken
2	Toe	Crippled
3	Left Foot	Severed
4	Left Hand	Destroyed
5	Right Foot	Broken
6	Right Hand	Crippled
7	Left Arm	Severed
8	Left Leg	Destroyed
9	Right Arm	Broken
10	Right Leg	Crippled
11	Eye	Severed
12	Ear	Severed
13	Nose	Broken
14	Mouth	Crippled
15	Torso	Severed
16	Head	Destroyed
17	Voice	Broken
18	Mind	Crippled
19	Heart	Severed
20	Soul	Destroyed

Frightened – Roll when a charcter is subject to a fear effect

Frightened		
Roll	Fear Effect	Duration
1	Startled - You cannot make attacks	1 Turn
2	Jarred - You cannot make moves	2 Turns
3	Upset - You cannot speak or cast spells	3 Turns
4	Alarmed - You must run away & drop anything you are holding	4 Turns
5	Shocked - You can move or take actions not both	1 Round
6	Defensive Posture - You can take no actions but your AC increases by 4	2 Rounds
7	Soil Yourself - Halve movement & initiative	3 Rounds
8	Panicked - Run away for one round and then take actions to hide	4 Rounds
9	Terrified - You scream & scream and can't stop screaming	1 Minute
10	Cowed - You fall to your knees cowering and reduce your AC by 5	2 Minutes
11	Petrified - You cannot move or take actions	3 Minutes
12	Fits - You convulse and can't do anything and fail all saves	4 Minutes
13	Fainting - You fall unconscious	1 Hour
14	Terrorized - Run for 1 round and then discard all gear	2 Hours
15	Collapse - You go into shock & take 1 HP per minute in damage	1 Day
16	Shattered - You lose 1 HD	2 Days
17	Phobic - You run away and cannot will yourself to return	1 Week
18	Overcome - You fall into shock & take 1 HP damage per turn	2 Weeks
19	Maddened - Roll on the Maddened table	1 Month
20	Traumatized - Roll on the Defeat table	2 Months

Maddend – Roll when a character is subject to madness

Maddened		
Roll	Mental Effect	Duration
1	Phobia - You must save vs. Spells to interact at all with 1 type of being.	1 Hour
2	Phobia - You must save vs. Spells to enter a specific location.	2 Hours
3	Neurosis - You must spend d4 hours each day doing something pointless.	3 Hours
4	Psychosis - Reduce social dice by 1 step but increase initiative by 1 step.	1 Day
5	Psychotic Anger - Increase damage dice by 1 step & reduce social by 2.	2 Days
6	Melancholy - Require double sleep & rest.	3 Days
7	Fatigued - Reduce Initiative by 2 die steps.	4 Days
8	Paranoia - You cannot regain HP through rest.	1 Week
9	Delusions - You have outlandish beliefs that you hold true.	2 Weeks
10	Fragmented - You randomly present another identity/character	3 Weeks
11	Catatonic - You do not act & cannot be made to perform actions.	4 Weeks
12	Demented - You babble incoherently and cannot speak or think.	5 Weeks
13	Lost Nerve - Your To-Hit is reduced by 5.	1 Month
14	Addicted - You crave a certain substance and must have it.	2 Months
15	Sanguine - You weep & cry with little provocation.	3 Months
16	Hysteria - You panic easily & drive others to do the same.	4 Months
17	Lost Affect - You are immune to mental or emotion effects.	5 Months
18	Hysteria - You cannot stop laughing and cannot speak while laughing.	6 Months
19	Delusion - You have become a god and are invincible - so you think.	1 Year
20	Manic - You increase all of your dice by one step for the duration, then die.	Permanent

Poisoned – Roll when a character is subject to toxins

Poisoned		
Roll	Poison Type	Duration
1	Wasting - Lose 1 HP/Day	1 Save - 1/Minute
2	Searing - Lose 1 HP/Hour	2 Saves - 1/Minute
3	Sleep - Fall unconscious	3 Saves - 1/Minute
4	Paralysis - Become immobile	4 Saves - 1/Minute
5	Pain - Reduce AC by 5	5 Saves - 1/Minute
6	Retching - Reduce HD by 1	1 Save - 1/Hour
7	Sweating - reduce to-hit by 5	2 Saves - 1/Hour
8	Shakes - Cannot use skills	3 Saves - 1/Hour
9	Palsy - Cannot make stat checks	4 Saves - 1/ Hour
10	Convulsions - Cannot attack	5 Saves - 1/Hour
11	Muting - Cannot speak	1 Save - 1/Day
12	Hallucinations - Fail all saves	2 Saves - 1/Day
13	Deafening - Cannot hear	3 Saves - 1/Day
14	Blinding - Cannot see	4 Saves - 1/Day
15	Crippling - Cannot walk	5 Saves - 1/Day
16	Killing - Roll on Defeat table	1 Save - 1/Week
17	Boiling - Lose 1 HP/Minute	2 Saves - 1/Week
18	Asphyxiating - Lose 1 HP/Second	3 Saves - 1/Week
19	Maddening - roll on Maddened table	4 Saves - 1/Week
20	Necrotic - Cannot regain HP	5 Saves - 1/Week

Sickened 1 – Roll to learn a character's symptoms when they are sick

Sickened		
Roll	Sickness Type	Duration
1	Wasting - Lose 1 HP/Day	1 Save - 1/Minute
2	Searing - Lose 1 HP/Hour	2 Saves - 1/Minute
3	Sleep - Fall unconscious	3 Saves - 1/Minute
4	Paralysis - Become immobile	4 Saves - 1/Minute
5	Pain - Reduce AC by 5	5 Saves - 1/Minute
6	Retching - Reduce HD by 1	1 Save - 1/Hour
7	Sweating - reduce to-hit by 5	2 Saves - 1/Hour
8	Shakes - Cannot use skills	3 Saves - 1/Hour
9	Palsy - Cannot make stat checks	4 Saves - 1/ Hour
10	Convulsions - Cannot attack	5 Saves - 1/Hour
11	Muting - Cannot speak	1 Save - 1/Day
12	Hallucinations - Fail all saves	2 Saves - 1/Day
13	Deafening - Cannot hear	3 Saves - 1/Day
14	Blinding - Cannot see	4 Saves - 1/Day
15	Crippling - Cannot walk	5 Saves - 1/Day
16	Killing - Roll on Defeat table	1 Save - 1/Week
17	Boiling - Lose 1 HP/Minute	2 Saves - 1/Week
18	Asphyxiating - Lose 1 HP/Second	3 Saves - 1/Week
19	Maddening - roll on Maddened table	4 Saves - 1/Week
20	Necrotic - Cannot regain HP	5 Saves - 1/Week

Sickened 2 – An alternate version

Sickened		
Roll	Sickness Symptoms	Duration
1	Stomach Cramps- Halve your initiative	10 Minutes
2	Headache - Reduce Damage by 1 die step	1 Hour
3	Swelling - Increase difficulty of checks by 1 die step	2 Hours
4	Bowel Disorder - Halve movement & double ration requirements	3 Hours
5	Coughing - Reduce social dice by 2 steps	4 Hours
6	Vomiting - Reduce all dice by 1 step, no spellcasting	1 Day
7	Fevered - You can't use ranged attacks or spells	2 Days
8	Massive Swelling - You can't speak or eat	3 Days
9	Palsy - You cannot make stat checks or hold objects	4 Days
10	Convulsions - You cannot move & attack in the same turn.	1 Week
11	Tumors - Reduce your HD by 2	2 Weeks
12	Organ Failure - You can take only one action per scene.	3 Weeks
13	Buboes - Roll again & also provoke a save vs. this disease from anyone near.	4 Weeks
14	Hemorrhage - You cannot regain HP	1 Month
15	Blinding - you lose the use of your eyes	2 Months
16	Deafening -you lose the use of your ears	3 Months
17	Cancers - You lose 1 HD per week	4 Months
18	Parasites - You cannot regain HP & You triple your ration requirements	1 Year
19	Necrosis - You are reduced to 1 HP	Chronic
20	Consumption - take d6 damage every time you do anything.	Permanent

Victorious – Roll when a character has a victory

Victorious	
Roll	Victory
1	Insights - Gain 500 Xp
2	Cheerful Outcome - Increase 1 social die by 1 step.
3	Calm Confidence - Increase your HP by 2.
4	Skilled Aura - Increase your Skills by 1.
5	Deep Insights - Gain 1,000 Xp
6	Tricks of the Trade - Gain a free maneuver
7	Growing Daily - Improve a random statistic by 1.
8	Spring in your Step - Increase move by 5.
9	Great Learning - Gain 5,000 Xp
10	Self Assurance- Increase your HP by 5.
11	Great Confidence - Recalculate your HP to the maximum based on HD.
12	Can't Be Stopped - Improve all saves by 1.
13	Advancement - Increase two random stats by 1.
14	In Every Way - Gain a free HD.
15	On the Shining Path - Gain 2 free spell levels per day.
16	Improvement - Increase a random stat by 2.
17	Profoundly Empowered - Gain 2 free HD
18	The Master - Increase all your Skills by 2.
19	Superior - Increase 2 random stats by 2.
20	The Victor - Increase all your Stats by 1.