
OLDE WORLD LOOT



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OLDE WORLD LOOT

“I search the body.”

Gah! It’s like being stabbed in the earhole again and again, innit? And not in a good way. If only you had a coin for every time you heard this irksome grabation from your players?

Well now you shall. For within this spruce tome are not three, not five, but *eight* munificent d100 tables, proscribing all manner of rewards to offer your wearisome fortune hunters. Behold!

1. **Carry Loot** - 100 quick search results covering up to a dozen or so individuals.
2. **Trinkets & Curios** - 100 mysterious oddities to perplex and delight.
3. **Valuables** - 100 rare gems, jewellery, art objects, and other bespoke pieces.
4. **Lair Treasure** - 12 portly hoard categories worthy of treasure baths, befitting well guarded fortunes or the spoils of legendary foes.
5. **Permanent Enchantments** - 51 magical item themes for the GM to improvise from, tiding you over until more “official” examples become available.
6. **Permanent Item Forms** - 16 categories of physical forms for permanent magic items (or other valuables).
7. **Scrolls** - a pithy division of arcane and divine magics, for speedy scroll resolution.
8. **Potions** - 32 potion themes for the GM to improvise from, similar to (5) above.

As might be surmised, *Olde World Loot* is written with 4th edition Olde World gaming in mind. Numbers provided are based on related tables from 2nd edition, tweaked downwards to reflect 4th edition’s cheaper prices. Now go, gather thy dice kin, and exult in the spine tingling mystery of *Olde World Loot*.

Carry Loot

When the party starts looting the bodies of the fallen, it’s time to roll on the *Carry Loot* table. Some enemies might not carry any treasure (animals, giant vermin, etc), but most intelligent humanoids will.

If *Carry Loot* is appropriate, the GM rolls 1d100 twice and chooses the most appropriate result. GMs might make additional rolls depending on the number of bodies. Generally speaking a *Carry Loot* entry could cover as many as two dozen individuals.

1d100	CARRY LOOT
1	1d4 p and roll on the <i>Trinkets & Curios</i> table.
2	Coloured stone(s) worth 1d10 p.
3	1d4 p.
4	1d6 p and 50% chance of the corpse having a random disease.
5	Nothing of significance (besides clothes and other obvious gear).
6	1d6 p plus a random herbal tincture (50%) or manacles (50%) tucked into a pocket, pouch or belt.
7	1d8 p.
8	1d10 p.
9	1d12 p.
10	2d4 p and roll on the <i>Trinkets & Curios</i> table.
11	1d8 p plus a black obsidian or smoky crystal shard worth 5d10 p.
12	2d4 p.

13	2d6 p.
14	2d8 p.
15	Nothing of significance (besides clothes and other obvious gear).
16	1d10 yards of canvas (50%) or a timer candle (50%).
17	2d10 p.
18	2d12 p.
19	5d4 p.
20	3d4 p and roll on the <i>Trinkets & Curios</i> table.
21	2d6 p plus an uncut quartz or speckled elderstone worth 1d6 s.
22	1d8 s.
23	2d6 p and roll on the <i>Valuables</i> table.
24	1d10 s.
25	Nothing of significance (besides clothes and other obvious gear).
26	1d10 s plus a vial, bottle or dust pouch of perfume (50%) or random herbal tincture (50%).
27	1d12 s.
28	2d6 s.
29	2d8 s.
30	1d6 s and roll on the <i>Trinkets & Curios</i> table.
31	Unworked lumps of striped green malachite worth 1d20 s.
32	1d6 fish hooks (50%) or a quill pen (50%).
33	Roll on the <i>Valuables</i> table.
34	A roll of bandages (30%) or 1d4 days iron rations (70%).

35	Nothing of significance (besides clothes and other obvious gear).
36	2d4 p plus a sturdy leather case holding a worn but functional set of lockpicks (50%) or a pouch of charcoal (50%).
37	Flask of oil (70%) or 2 ft of hefty chain and a padlock/key (30%).
38	6d6 p and 50% chance of a cursed coin. Anyone retaining the coin inexplicably has a random luck related statistic reduced by 1 point. The point is restored at the start of the next adventure (assuming the coin has moved on).
39	2d10 s.
40	Roll on the <i>Trinkets & Curios</i> table.
41	Uncut rusty hued agate or blue skystone(s) worth 3d10 s.
42	Collapsible grappling hook (50%) or deck of cards (50%).
43	2d6 p and roll on the <i>Valuables</i> table.
44	5d8 s.
45	Nothing of significance (besides clothes and other obvious gear).
46	2d4 s plus 50 ft of rope (50%) or set of six iron spikes (50%).
47	6d8 s.
48	4d10 s.
49	7d6 s.
50	3d4 p and roll on the <i>Trinkets & Curios</i> table.
51	A handkerchief containing an azure lapis lazuli gemstone worth 5d20 s.
52	Pouch of chalk (50%) or random instrument (50%).
53	1d6 s and roll on the <i>Valuables</i> table.

54	Tinderbox (50%) or lantern (50%).
55	Nothing of significance (besides clothes and other obvious gear).
56	2d4 p plus a small mirror or signal whistle (50%).
57	A single, pristine gold crown.
58	1d2 gc.
59	1d10 s and 20% chance of a random magic potion.
60	3d4 s and roll on the <i>Trinkets & Curios</i> table.
61	Fragments of yellow amber or purple amethyst worth 1d4 gc.
62	A random herbal tincture.
63	5d20 s and 50% chance an ethereal force takes an interest in the adventurer, following him around for 1d4 days. During this time, spooky but harmless happenings occur (eg: creaky footsteps, items rolling off tables, muted whispering in the wind, and so on).
64	1d8 gc.
65	Nothing of significance (besides clothes and other obvious gear).
66	2d6 s plus an ivory poisoner's ring with a single dose of poison (random poison, not worth more than 5 gc).
67	1d10 gc.
68	1d12 gc.
69	1d4 gc plus a boot with a concealed toe blade (50%) or a homing pigeon or other messenger bird.
70	1d4 gc and roll on the <i>Trinkets & Curios</i> table.
71	2d8 s plus deeds to a mule or (50%) or pre-paid 1d4 week contract for a mercenary, from a nearby settlement.

72	2d10 s.
73	1d6 s and a pouch of fine quality snuff.
74	3d10 s.
75	Nothing of significance (besides clothes and other obvious gear).
76	2d8 s plus 1d4 vials of acid (50%) or tripwires (50%).
77	4d12 s.
78	5d20 s.
79	3d12 s and 50% chance of a random magic potion.
80	1d4 gc and roll on the <i>Trinkets & Curios</i> table.
81	1d6 gc.
82	1d8 gc.
83	1d10 gc and 50% chance this corpse isn't completely dead! The dying (or undead, or animated?) creature might seek to take action one last time, or simply expire in an alarming manner. Magical or apothecary intervention might save the creature at the GM's discretion.
84	1d10 gc.
85	Nothing of significance (besides clothes and other obvious gear).
86	1d4 gc plus 1d3 healing salves (50%) or antitoxin (50%) tucked into a pouch, sack or backpack.
87	A random book or document.
88	A vial containing a random poison.
89	A random holy symbol worth 2d6 gc.
90	1d4 gc and roll on the <i>Trinkets & Curios</i> table.

91	2d8 gc.
92	2d10 gc.
93	2d6 gc and roll on the <i>Valuables</i> table.
94	2d12 gc.
95	Nothing of significance (besides clothes and other obvious gear).
96	3d10 gc plus a brace of 2d4 torches (50%) or 1 pint of lamp oil (50%).
97	4d10 gc.
98	5d10 gc.
99	A small red garnet worth 6d10 gc.
100	3d10 gc and a random magic potion.



Trinkets & Curios

The *Trinkets & Curios* table is for those oddball items adventurers sometimes stumble across. About 90% of the items are non-magical. Many have a touch of mystery about them, or the seed of a side trek. About 10% of the items have a minor enchantment.

If a *Trinket* or *Curio* is appropriate, the GM rolls 1d100 twice and chooses the most appropriate result.

1d100	TRINKETS & CURIOS
1	A 1 ft antler stained deep red. If inspected closely, tiny black writing can be seen along the shaft. The writing is in a lost language. If translated, it reads “ <i>The Seeking of the Green God is ended.</i> ”
2	A stained scroll case containing an old chart revealing directions to the <i>Lost Ruins of Ashabat</i> .
3	A jet black music horn, made of a shell like material, that appears to be in working order. When blown it produces a deep and strangely disturbing sound. If by the water, crabs crawl up onto the shore, drawn to the music.
4	A single bloodstained tarot card: <i>The Seven of Swords</i> (signifying betrayal and deception).
5	The broken horn of some bestial creature, hung on a leather thong.
6	Tied up with string are the title deeds to <i>The Hunting Harlot</i> , a brothel at a nearby (or distant) settlement.
7	A decrepit, and slightly malodorous, preserved rabbit’s foot on a metal chain. Anyone who keeps the foot for a day increases a luck related attribute by 1 point. The point is lost if the owner is separated from the lucky paw.
8	An intricate eyeglass shaped in the likeness of a yellow cat’s eye.
9	Three small crystal vials of what appear to be red blood. The vials are marked with druidic signs for <i>son</i> , <i>beast</i> and <i>bird</i> .
0	A varnished case containing a string of garlic, two wooden stakes and a silver cross.
11	A fragile black paper fan. When unfolded, the fan depicts two mesmerising snake eyes. Once per month one target who observes the

	snake eyes has a 50% chance of being charmed by the user for 1d12 minutes.
12	A folded piece of parchment reveals a charcoal sketch of a stunning young woman. A wide lake and a large tree split by lightning are depicted behind her
13	A dog whistle fashioned of bone. When used at night, there is a 50% chance of a wild dog with a patch eye appearing from the wilderness. The dog is smart, brave, and friendly to the owner, happy to keep watch or perform other minor tasks if well treated. The dog disappears back into the wilderness every dawn.
14	A six inch clockwork knight, made up of patchwork metal parts. If wound, the knight shuffles forward up to 6 yds, whirring and clicking, before making a single strike with his miniature sword.
15	A purple silk scarf, bearing the insignia of a prominent noble family.
16	A wide leather belt with a studded bronze buckle. One of the studs opens a secret compartment in the buckle (50%) or releases a two inch buckle blade (50%).
17	An iron wrought rose of spectacular craftsmanship.
18	An envelope, wax sealed with the mark of an infamous tax collector of a nearby settlement.
19	Folded parchment containing the notes to a whimsical tune. If hummed, sung or played on a wind instrument, there is a 50% chance a handful of butterflies surrounds the musician. The butterflies depart when the tune ends.
20	A painted toy boat, in excellent condition. A single child figurine steers the ship. There is space for a second figurine, but it appears to be missing.
21	Tucked away in a water proof satchel is a sea blue masquerade mask, with a slim wooden handle.
22	A small, nickel edged book with a hummingbird motif lock. If successfully unlocked, the book

	contains hand written essays on avian husbandry and training by the reputable (and deceased) <i>Falconer Njord</i> , of considerable worth to the right collector.
23	Fossilized tree sap encasing a six inch dragonfly with elongated tentacles instead of mandibles.
24	A hemp sack contains a two ft length of reinforced, silvered chain, attached to silvered manacles.
25	A completely sealed, six inch oak barrel, with sloshing liquid inside.
26	An impeccable leather carry case marked with the twin moons sigil of the <i>Aegir Brotherhood</i> . Inside are the pieces of an exquisitely crafted miniature crossbow. Assembling the crossbow takes 1 minute. Three needle like bolts with tiny poison compartments are set into the lid.
27	An incredibly heavy, bronze like cube, with alien hieroglyphs marking each side. Once per month, if the hieroglyphs are pressed in a particular order (requiring an intelligence related check), the cube resonates a low frequency thrumming, causing all creatures within 12 yds (excluding the user) to develop a splitting headache. Each time the cube is used, the order of hieroglyphs changes, requiring a check to decipher.
28	The serrated tooth of a huge bear (or similar creature), fashioned into a scary looking knife.
29	A counterfeit coin of the local currency, weighted to favour one side (70% chance of coming up heads). The replica is a perfect copy, apart from the weight, which can be detected by handling the coin and making an appropriate check.
30	A tiny gilded cage with a spotted moth inside, and a medicine dropper filled with nectar. If the moth is released underground, it unerringly flies towards the nearest surface exit. If offered nectar, the moth will happily follow the adventurer, returning to the

	cage to rest or for protection against predators.
31	A copper ring with a flat shield motif, polished to a mirror like state.
32	A fine hide throat collar with bone studs. Once every 1d4 days, the user may press one of the studs to magnify their voice up to 10 times as loud for a few seconds. The enchanted voice may be modified in pitch, and/or accompanied by the sound of distant thunder, lightning or high winds.
33	A strange yellow candle of foul smelling wax. Inscribed on the bottom of the candle is a single word: the adventurer's name.
34	An apparently empty glass jar with a whitewood lid. Any attempt to twist the lid loose is immediately met with a loud hissing noise, as if the jar is under extreme pressure. If thrown, the bottle explodes in a 10 ft radius like a small blackpowder bomb.
35	This corpse has a map tattooed on its back. The map is in an ancient bestial tongue. If translated, the map reveals the secret location of the <i>Spire of Abartu</i> .
36	A secure, enamelled box, bound with silver cord. Inside is a purple seedling growing a single golden leaf. A herbalism related check reveals the plant is <i>Goldenward</i> , long thought to be extinct. Some records suggest it can be made into a special tonic with protective properties.
37	A multi-coloured gemstone of curious origin. No stone dealer alive is able to identify it.
38	In a small pouch is a tuft of thick, dark brown hair, bound with string. Over the next few days, hair towards the centre of the tuft seems to grow slightly longer. The hair is somehow alive, and might be a valuable potion or medical ingredient.

39	A sturdy hide pouch sewn shut with strong fishing line. Something small wriggles inside.
40	A spare boot stuffed with straw. If the boot is emptied, a dark green, scaled egg is found. The egg is about the size of a child's fist, and is warm to the touch.
41	A promissory note to <i>Ms Lorth Toureme</i> , entitling her to "three of the finest racing steeds of <i>Vervagen Steeds & Tannery</i> ."
42	A very ancient and ornate bronze oil lamp, badly tarnished and in need of a thorough clean up. From time to time, the lamp seems to creak of its own accord.
43	A crimson envelope bearing a blue star sigil. Inside is a fine piece of folded parchment in a rare language. If translated, it reads: <i>Alive as thee but absent breath Cold in life as we're in death Always a thirst we ever drink Clad in mail but never clink</i> ¹
44	Wrapped in a gold handkerchief is a red bamboo Chinese finger puzzle patterned with white stars. Suspended in the middle of the puzzle is a small, fluffy feather.
45	A small velvet bag with a tiny padlocked draw chain. If opened, the bag contains the varnished skull of a human baby.
46	A false eye (either in a pocket or the corpse's replacement eye). The iris snaps open to reveal a small secret compartment.
47	A gold coloured pill box depicting a single cat on the lid. Inside are the shadows of eight cats. The next time the owner dies, they instead somehow mysteriously survive (unless impossible - GM's call). Upon waking, if the owner attempts to locate the box, it cannot be found.
48	Wrapped in a clean linen cloth is a single, ordinary looking acorn. Sewn

¹ The riddle answer is fish.

	into the corner of the cloth are the words <i>High Aldwin</i> .
49	A wine case containing a bottle labelled <i>Rowfred's Finest Red</i> , depicting a cheery bald fellow, raising his glass with a sly wink. There is a 50% chance the wine has been poisoned.
50	The left side of a white gold two halves heart necklace. Inscribed on the back are the words <i>Till next we meet</i> .
51	A pair of fine, leather gloves, black in colour. The right glove has six fingers.
52	A cold iron cage lantern, with no oil reservoir or candle spike. The oversized handle ring has a broken chain link attached to it. The lantern is inscribed with runes of holy abjuration.
53	A small book entitled <i>Path to Forgiveness</i> , edged in gold filigree. Inside, some pages have been cut away to insert a small gold ingot and a handwritten note, stating " <i>As agreed, three more once Father Moon is crow pickings.</i> "
54	An antique crystal perfume dispenser with a hose and squeeze pump. The top of the dispenser is decorated with a pewter octopus. A green liquid can be seen inside.
55	A small cane box with the words " <i>Eat Me</i> " imprinted on small nickel plate set into the top. Inside is a small iced cake.
56	A polished jet black orb that reflects nothing, wrapped in cloth. If the orb is revealed within 2 ft of a small open flame, such as a torch or candle, the flame is extinguished and the orb grows warm for 1d4 hours. Larger fires such as a campfire have a 50% chance of being extinguished. Magical fire, or fires of humanoid size or greater are unaffected. The orb may absorb up to 1d4 fires each day.
57	A brass amulet stamped with geometric designs not attributable to any current day culture. Anyone who wears the amulet does not dream.

58	A small drawstring pouch containing a 4 inch statuette of gold, shaped to resemble a field mouse standing on its hind legs, pawing at the sky (50 gc, but cursed).
59	An ebony ring carved like entwined vines. If exposed to water, the ring sprouts tiny green leaves.
60	Wrapped in colourful braided cord, are legal papers entitling the bearer to a one half share in <i>Delecarte's Circus Les Wonderment</i> .
61	A 100 ft coil of giant spider silk rope. The rope is extraordinarily light and strong, with incredible tensile strength and resistance to severing. On the other hand, the rope is highly flammable and burns quickly.
62	The blackened, clawed finger of the ancient hag <i>Menethorii</i> . Some say the spiteful hag comes for her missing digit every blood moon.
63	A bronze tablet bound in human skin. The tablet is inscribed in an ancient tongue on both sides. If translated, a rambling account is revealed, seeming to expound the means of communicating with (or perhaps binding?) the demon <i>Uln-Rgaoon, Child of Whispers</i> .
64	In a cracked, old map case, is a nautical map with co-ordinates to a mysterious isle recorded as <i>Varn Karagoss</i> (translation <i>Place of Ending</i>). The island is many leagues to the distant north, and is surely encased in snow and ice. The island does not appear on contemporary maps, but is referenced in some rare texts as a burial ground for ancient giant kin.
65	A crystal bracelet fashioned in a fog motif, with three animal charms attached: a bird, a wolf and an octopus. There are links for two other charms, but they are missing.
66	A brass bicep bracer engraved with an demon like figure. Anyone that wears the bracer for 24 hours becomes immune to fire, including magical fire, as long as the bracer is worn.

67	A lightweight wooden case containing a luxurious feather quill. Two small bottles of ink are also set into the case. The first ink is a faint brownish yellow, and smells like bile. The second is congealed blood.
68	A hand sized ball of parchment tied up with string. If the string is removed, and the many parchment layers unwrapped, at the centre is a pinch of odourless and tasteless white powder.
69	A fine ring case festooned with silver filigree, but with no ring inside. A false bottom reveals a coin sized, obsidian disk, depicting a black raven with three eyes.
70	A pair of plain leather gloves. Across the back of the left glove is concealed a very flat skeleton key/lockpick of incredible workmanship.
71	A tarnished gold anklet chain with three tarnished charms: a windmill, a boot and a torch. A fourth, gleaming and untarnished charm, is also attached: a sailing ship.
72	A brass bas-relief, depicting a life like image of the finder's parent, sibling, or childhood imaginary friend, trapped within a gilded cage.
73	A heavy eight inch gate key, fashioned of iron, inscribed with hieroglyphs from an earlier age. If translated, the hieroglyphs translate to <i>Star Door</i> .
74	A seal stamp made of dark yellow stone that is always cool to the touch. The seal is a leafless tree.
75	A kraken like statuette, carved from blue and white coral.
76	In a padded pouch is a small, brass hourglass, filled with a very dense, dark red mist, instead of sand. It is surprisingly heavy.
77	A tiny opal jar containing two pinches of extremely fine, bright blue dust. If the dust is sprinkled on a non-magical object, it forms into an exact, permanent copy.
78	A thick journal bound in grubby fur, filled with awful, highly disturbing sorcerous ramblings. Anyone who

	studies the journal intently (taking a number of days, if not weeks) may learn to cast one spell per week, but also develops a random madness.
79	A white veil with a slim silver chain. The chain is preternaturally strong, and could be used as a garrote.
80	An ebony canister sealed with wax. The canister is filled with ash, in the middle of which are a pair of pulsating, purple pods, connected together by slick, black tendrils.
81	A hemp sack filled with coal. If the coal is examined, small bite marks can be seen on some pieces. Concealed in the sack are 1d2 <i>Rocklings</i> , diminutive fey that eat rocks and metals. The <i>rocklings</i> have been eating coal for quite a while, and are ready to move onto something more appetising, like steel. Or gold.
82	A padded tube holds a small, adjustable convex mirror, connected to an extendable rod (enabling the user to peek around corners without exposing himself). The base of the rod includes a small hidden compartment, big enough to fit a small gem, coin or similar object.
83	A colourful seashell amulet on a string of dark beads. A friendly, amphibious hermit crab lives in the shell, venturing out at night to eat leaves, fruit or meat. If treated well, the crab keeps watch for the wearer, scaring off vermin or pinching the wearer awake if danger threatens.
84	A drawstring pouch containing three sticks of green incense, stamped with a two headed monkey. Anyone who breathes the smoke of the incense for more than 5 minutes has a 50% chance of developing a random madness that lasts 1d10 hours.
85	A stout smoking pipe apparently made of lacquered wood. In fact the pipe is made from hardened iron, expertly painted to pass for wood, and makes for an excellent bludgeon. The pipe can be used to smoke, but is very heavy, requiring at least one hand.

86	A glass jar with air holes in the lid, containing a dozen small beetles and some lettuce leaves. If the jar is tapped, the beetles glow brightly, softly illuminating a 5 ft radius.
87	A brick. Looks harmless enough, but then, most bricks do. Might be inscribed with the words <i>Mr Brick</i> in small writing on one side (50%).
88	A two inch lead figurine, depicting a striking young priestess, holding aloft a tentacled orb. From time to time, very faint muttering can be heard coming from the figurine. If placed next to a person's ear, the tentacled orb animates, caressing the holder's ear and enabling the muttering to be understood. There is a 50% chance the figurine imparts useful information betwixt disturbing truths mankind ought never know. After learning any useful information, the user must make an appropriate check or their soul suffers a small degree of taint.
89	A drawstring pouch of fifty caltrops.
90	A scroll of complex formulae and charcoal sketches, depicting some manner of winged flying contraption.
91	Two old, stained jars, containing an awful smelling, yellowed viscous sludge. The mix inside is a unique chemical of rare concoction, producing a fast acting glue effect when exposed to air. If thrown at a creature, there is a 50% chance the target is glued to the spot, has his arms glued, his face glued, or some other similar setback. A trapped creature may spend their turn trying to break free with an appropriate check.
92	A steel flask with a safety latch attached. A sloshing liquid can be heard inside. The flask contains a black, putrid smelling brine (diseased; anyone exposed to the smell contracts a random disease (50%), or a delicious fey honey that nourishes the user for 2d6 days (50%). Either way, the flask contains two doses.

93	A thick cotton pouch containing a handful of powerful lodestones (magnets). A single lodestone within two feet of a compass produces false readings.
94	A sheet of tin rolled up into a scroll bound with platinum cord. The scroll must be unwound to be read, and reveals a chronological star chart, annotated in an alien language. If translated, the chart suggests a once in 433 year planetary alignment, the <i>Ark of Phobos</i> , is imminent.
95	Mixed in with some coins is a two inch disk of ebony. One side of the disk is inscribed with three intertwined serpents. Those in the know understand the ebony tri-serpent is a symbol of the <i>Six Eyes</i> , a network of informants with links to a nearby city.
96	A steel hipflask filled with a fiery whiskey. The brew is particularly potent, requiring an appropriate check to avoid becoming intoxicated earlier than the imbiber expects.
97	A small wooden box containing three inches of a pearl coloured horn. A small glass bottle inside the box holds what appears to be powdered horn. A person knowledgeable in arcane lore might identify the material as unicorn horn, legendary for its healing properties.
98	A wooden witchdoctor mask, trimmed with bright feathers and two horns made from the teeth of a large cat or other predator. The mask has three painted eyes and a beak instead of a mouth.
99	A seven inch, primitive cutting blade made of basalt stone. Wide grooves are carved into the blade and handle to channel blood down to the pommel. The pommel has been crudely worked to resemble a human heart.
100	Roll on the <i>Valuables</i> table.



Valuables

The *Valuables* table represents treasure that is not coins, including for example jewellery, ingots, gemstones and art objects.

Rolls on this table are primarily generated from the *Lair Treasure* table, occasionally from *Carry Loot*, and any other time the GM feels one or more individual items of value are required.

If a *Valuable* object is appropriate, the GM rolls 1d100 twice and chooses the result that best fits the circumstances.

1d100	VALUABLES
1	Roll on the <i>Trinkets & Curios</i> table.
2	Pieces of quartz in a pouch (8 s.)
3	A handful of agate shards (10 s) in a pocket.
4	A three inch carving of a sabretooth cat made from a jungle tree (13 s).
5	A steel hand mirror with pearl edging (15 s).
6	An ornate nickel bell (18 s).

7	A tin ring with geometric designs (20 s).
8	An intricate bronze necklace (30 s).
9	A small nickel ingot (2 gc).
10	A gold gilded lantern of the sun goddess (3 gc).
11	Roll on the <i>Trinkets & Curios</i> table.
12	1d8 white quartz stones worth 1 gc each.
13	1d10 rust coloured agate stones worth 1 gc each.
14	A fine painting of the legendary temple of <i>Ortu Menon</i> , hidden in a lost valley (4 gc).
15	An ancient but well preserved random book.
16	A set of tiny diamond encrusted eating utensils: a fork, knife and spoon (5 gc).
17	A intricate bronze bicep bracer, inlaid with a silver eagle icon (6 gc).
18	A black hematite nose ring from a long extinct jungle civilization (7 gc).
19	A pure brass ingot (8 gc).
20	A trio of three ancient coins (9 gc).
21	Roll on the <i>Trinkets & Curios</i> table.
22	1d12 black hematite stones worth 1 gc each.
23	1d6 translucent rock crystals worth 1 gc each.
24	An immaculate, water proof wolf pelt cloak, marked with icons of war (10 gc).
25	An obsidian circlet of dwarven design (11 gc).
26	A five inch ivory statuette of a handsome bard playing a lute (12 gc).
27	A ironbark ring with an twisting vine motif (13 gc).

28	A finely detailed brass amulet, depicting weighing scales (14 gc).
29	A bundle of promissory notes from the <i>Seigard Mercantile Collective</i> (15 gc).
30	A jade encrusted hook hand (16 gc).
31	Roll on the <i>Trinkets & Curios</i> table.
32	2d10 deep blue lapis lazuli stones worth 1 gc each.
33	2d12 light purple amethyst stones worth 1 gc each.
34	A mahogany harp with silver edging (16 gc).
35	An intricate grey cobalt candelabra, set with bright precious stones (17 gc).
36	A three inch brass orb decorated with a platinum rope pattern (18 gc).
37	A silver anklet with a dragon motif (19 gc).
38	A leather forearm bracer with a raven icon, studded with small aqua turquoise stones (20 gc).
39	A pure brass ingot (21 gc).
40	A holy symbol in the shape of a comet, inscribed with gold (22 gc).
41	A random magic potion.
42	2d8 white veined black onyx stones worth 2 gc each.
43	2d10 striped green malachite stones worth 2 gc each.
44	A bronze chalice studded with small onyx gemstones (23 gc).
45	A finely crafted silver brooch with a falcon motif (24 gc).
46	A six foot tapestry depicting a ferocious battle between foul mutant warriors in storm clouds (25 gc).
47	A bronze bracelet with gold charms depicting the four elements (26 gc).
48	A silver necklace with an amethyst pendant (27 gc).

49	A four ft chest containing colourful bolts of only the finest exotic silks (28 gc).
50	A copper bell decorated with small yellow and blue topaz stones (29 gc).
51	A random magic scroll.
52	A snuff box inlaid with opal (30 gc).
53	A silver locket with a broken heart motif (33 gc).
54	A trio of ebony dice with pips inlaid with pearl (36 gc).
55	A teak masquerade mask, with ornamental jade and a dark purple feather (40 gc).
56	A one ft bronze sceptre with a dragon claw on the end, encrusted with small bloodstones (42 gc).
57	An intricate silver double finger ring, shaped like a pair of swords (44 gc).
58	Ivory earrings studded with tiny diamonds (46 gc).
59	A small silver ingot (50 gc).
60	An oak telescope inlaid with an orange jasper wave motif (52 gc).
61	Roll on the <i>Scrolls</i> table.
62	1d3 pink spinel stones worth 20 gc each.
63	1d3 yellow zircons worth 30 gc each.
64	A one ft jade statue of a coiled serpent (54 gc).
65	An ornate silver bowl with a sun motif, edged in gold (56 gc).
66	A six inch articulating hound, fashioned of burnished steel, with a gold key and small emerald eyes (58 gc).
67	A bronze circlet decorated with moonstones (59 gc).
68	A gold signet ring with an raven motif (60 gc).

69	A trio of silver bangles with a corded rope motif (61 gc)
70	A magnifying glass with a silver full moon motif (62 gc).
71	A random magic potion.
72	A single finely cut pink and green tourmaline stone worth 2d10+50 gc.
73	An uncut black jet stone worth 2d12+50 gc.
74	An antique wooden shield plaque, depicting a weeping eye sigil, decorated with dark opals and amethyst stones (63 gc).
75	A genuinely lifelike, five ft sandalwood statue of an attractive woman (66 gc).
76	A two ft mahogany chest edged with gold and studded with yellow amber stones. The chest's lock is inordinately difficult to pick (imposing penalties on pick attempts, 69 gc).
77	A silver necklace with a gold pendant in the shape of a cat about to pounce (72gc).
78	An ebony ring studded with small peridot gemstones (76 gc).
79	A four inch alabaster skull, decorated with platinum lines and tracings (80 gc).
80	An ivory signal horn with intricate bronze capping, encrusted with yellow amber stones (83 gc).
81	A simple looking dagger, with a hidden poison reservoir and latch (filled with one dose of a random poison).
82	A flawed blue sapphire worth 3d10+70 gc.
83	An uncut fire opal worth 3d12+70 gc.
84	An ancient pair of bronze gauntlets, decorated with winding spirals of moonstone (87 gc).
85	An ebony walking cane with a hardened platinum tip and opal octopus handle (90 gc).

86	An exquisite ten inch silver tree sculpture, leaves studded with tiny diamonds (93 gc).
87	A silver crown with platinum highlights with a serpent motif (97 gc).
88	A platinum ring with a white wolf sigil (100 gc).
89	A gold ingot, stamped with the hound icon of the <i>Rinwolde</i> nobles (125 gc).
90	A platinum compass with gold markings (150 gc).
91	A random magic potion.
92	A silver brooch decorated with orange jacinth stones (180 gc).
93	A unmarked platinum ingot (200 gc).
94	A blacksteel breastplate decorated with a gold and platinum griffon motif, highlighted with small moonstones (230 gc).
95	A silver incense brazier and chain, studded with blue sapphires (250 gc).
96	A gold ink quill statuette, studded with small white opals (300 gc).
97	A fine platinum necklace decorated with diamond encrusted teardrops (400 gc).
98	A gold crown decorated with small green emeralds (500 gc).
99	A perfect red ruby worth 1,000 gc.
100	Title deeds to <i>Eventide Isle</i> , located in one of the larger inlets of <i>Lake Argos</i> .



Lair Treasure

At the GM's option, Lair Treasure might be available at the completion of an important adventure. An entry generally covers up to several hundred monsters (consolidated in a base of operations such as a cave complex, temple, etc), or the coveted hoard of a legendary foe.

The *Magic Item* column indicates the chance of an enchanted object. The percentage in brackets indicates the probability that the item is single use (eg potion, scroll), as opposed to permanent (magic sword, etc).

Permanent magic items have their own special appearance or feel, and a unique history. An enchanted object need not be flashy or made of expensive materials, but anyone who wields it understands there is something different about it. Perhaps a sword never dulls, a gnarled staff is warm to the touch, or a breastplate moulds itself to fit the wearer perfectly. Items such as these endure over generations, developing histories of their own as they pass from one keeper to the next.

The GM determines the form of a magic item. Alternatively, roll twice on the *Item Form* table below and use the most appropriate result. *Coins Value* indicates the total value of coins, whatever their denomination might be. *Valuables* indicates the chance of a roll on the valuables table. Roll d100 or choose the appropriate category.

LAIR TREASURE			
ROLL	MAGIC ITEM	COINS VALUE	VALUABLES
1-20	5% (90% single use)	4d100 gc	30%
21-30	10% (90% single use)	5d100 gc	35%
31-40	15% (90% single use)	6d100 gc	40%
41-50	20% (80% single use)	7d100 gc	2 x 45%
51-60	25% (80% single use)	8d100 gc	2 x 50%

61-70	30% (80% single use)	9d100 gc	2 x 55%
71-75	35% (70% single use)	50 + 10d100 gc	2 x 60%
76-85	40% (60% single use)	150 + 10d100 gc	2 x 65%
86-90	50% (50% single use)	300 + 10d100 gc	3 x 70%
91-95	60% (40% single use)	500 + 10d100 gc	3 x 80%
96-98	70% (30% single use)	800 + 10d100 gc	4 x 90%
99-100	80% (20% single use)	1,500 + 10d100 gc	5 items



Magical Item Properties

The below table suggests some permanent magical item effects for the GM to improvise from.

1d100	MAGICAL PROPERTIES
1-2	<i>Lightbringer</i> : Once every 1d4 days, the user may spend an action to release a burst of blinding daylight.

3-4	<i>Winged:</i> Once every 1d4 days, the user may spend an action to sprout wings (feathered, scaled or membranous) to fly.
5-6	<i>Ghostform:</i> Once every 1d4 days, the user may spend an action to turn insubstantial for 2d4 rounds.
7-8	<i>Trickster:</i> Once every 1d4 days, the user may change their height, weight, build, hair colour and facial features within normal limits. The effect lasts 2d6 minutes.
9-10	<i>Fallbreaker:</i> The user of this object never takes fall damage, instead drifting safely to the ground.
11-12	<i>Lightning:</i> Once every 1d4 days the user may shoot lightning at one foe.
13-14	<i>Displacement:</i> From time to time, the user is protected by an illusory displacement effect, misdirecting physical assaults. Every physical attack that targets the user (only) has a 20% miss chance.
15-16	<i>Wolfblood:</i> Once per week, the user may spend an action to summon a large wolf. The beast follows the user's directions and remains until slain or 1d4 hours, whichever occurs first.
17-18	<i>Vampiric:</i> When the user is below half health, if the user injures a living creature, the user may heal a small amount.
19-20	<i>Frightful:</i> Once every 1d4 days, the user cause a burst of fear to all creatures within 12 yds.
21-22	<i>Disintegration:</i> Once per week, the user may touch the item to another object, instantly turning the target object to dust. The target object must fit within a 10 ft cube and unattended.
23-24	<i>Chaotic Boon:</i> Once every 1d4 days, this item mimics the effect of one random potion. The user understands the nature of the boon before deciding whether to spend an action to invoke it. The boon automatically changes every 1d4 days.
25-26	<i>Giantblood:</i> Once every 1d4 days, the user may spend an action to grow to 12 ft tall.

27-28	<i>Shifter:</i> Once every 1d4 days, the user may invoke the effect of a <i>Shape Change</i> potion, with a duration of 1d10 minutes.
29-30	<i>Spell Shield:</i> Once per week, the user may attempt (50% chance) to capture a spell that includes the user as a target, storing the magic in the item (and negating the spell's immediate effect). The user may spend an action to release stored spell at a later time.
31-32	<i>Reflection:</i> Once per week, the user may reflect a magical effect back on the attacker.
33-34	<i>Thunderclap:</i> Once every 1d4 days, the user may invoke a thunderous force, generating a 20 yard cone with a 6 yd base. Creatures and small objects in the cone are flung backwards 1d6 x 3 yds.
35-36	<i>Swiftness:</i> Once every 1d4 days, the user goes first in initiative and doubles her movement speed for 1d8 rounds.
37-38	<i>Leaping:</i> Once every 1d4 days, the user may add a 10 yd leap (in any direction or trajectory) to his normal move distance.
39-40	<i>Spider Soul:</i> Once every 1d4 days, the user may (i) move up walls or across the ceiling for 2d6 rounds (no action), or (ii) after hitting with a physical attack, cause a poison effect in addition to normal damage (poison details at GM's discretion).
41-42	<i>Wonderment:</i> Once per day, the user may spend an action to conjure a random magical effect. Consult the internet for a random effects table to your liking.
43-44	<i>Hurling:</i> After being thrown, this item flies back to the user's hand before the end of her turn (if desired).
45-46	<i>Fey Passage:</i> Once every 1d4 days, the user may turn invisible for 1d4 minutes (if the user attacks, the invisibility ends).
47-48	<i>Scrying:</i> Once per week, the user may scry a named entity on the same plane of existence for 1d6 minutes. The user must complete a ritual taking 1d4

	hours before invoking this effect. Scrying is blocked by a thin sheet of lead, or stone or wood more than 1 ft thick.
49-50	<i>Clouddriver</i> : Once per week, the user may spend an action to summon a small flying cloud chariot. The cloud chariot has a move rate of 20 yds and can carry two sitting humanoids or four standing. The chariot lasts for 1d4 hours.
51-52	<i>Serpentine</i> : The user may spend an action to transform the item into a giant serpent. The serpent obeys the user's directions. The monster remains until slain (reverting back to object form) or 1d4 hours, whichever occurs first.
53-54	<i>Storm Caller</i> : Once per week, the user may summon light, moderate or heavy weather of his choosing, ranging from pleasant sunshine, oppressive heat, torrential rain, thunderstorms and/or dangerous winds. Catastrophic weather such as cyclones or tsunamis is generally not possible. The unnatural weather lasts for 1d4 days and spreads over a 1d10 mile diameter region. In order to summon the weather, the user must complete a 1d4 hour ritual.
55-56	<i>Opening</i> : Once every 1d4 days, the user may spend an action to open any and all locks, manacles, knots, barred doors or blocked entry ways within 10 yds.
57-58	<i>Transforming</i> : This item has two forms: a weapon and a brooch, ring or other piece of innocuous jewellery. The user may spend an action to instantly transform the item from one form to the other.
59-60	<i>Obscuring Fog</i> : Once every 1d4 days, the user may spend an action to fill a 60 ft diameter area with thick smoke, fog or mist. All creatures in the area are blinded. The smoke, fog or mist naturally disperses after 1d6 x 10 minutes.

61-62	<i>Red Ruin</i> : Once per week, the user may spend an action to shoot a searing red beam at one target within 40 yds.
63-64	<i>Soul Trap</i> : Once every 1d4 days, the user may spend an action to trap the soul of a recently deceased creature (within 1d4 rounds) in the item by touching the corpse. At a later time, the user may speak with the soul, or harvest the soul and heal a moderate amount.
65-66	<i>Unseen Force</i> : Once every 1d4 days, the user may cause a weak telekinesis effect for 1d6 minutes.
67-68	<i>Shroud of Secrets</i> : The user has a 20% bonus on all knowledge related checks and may sometimes make a check for information she couldn't possibly know (GM discretion).
69-70	<i>Indestructible</i> : The item cannot be marked, damaged or destroyed by anything less than a supernatural entity of demigod like status.
71-72	<i>Beheading Blade</i> : This weapon is impossibly sharp against flesh, bone and sinew. On a crit, the target loses a limb or is beheaded.
73-74	<i>Telepathic</i> : the user may communicate telepathically with one intelligent creature at a time within 40 yds. A recipient may respond in kind if it wishes, assuming it understands the user's language.
75-76	<i>Magic Resistance</i> : The user gains continual 50% magic immunity (including against beneficial effects). The user can turn this resistance on or off with an action.
77-78	<i>Speaker of Tongues</i> : The user understands, speaks and reads all languages.
79-80	<i>Resilience</i> : The user's armour is increased by 1 points in all locations. This armour cannot be used to negate criticals.
81-82	<i>Fortune</i> : The user increases a single luck based attribute by 1 point.
83-84	<i>Deflection</i> : Once per round, after being hit by a ranged attack, the user

	may force the attacker to reroll and use the worst result.
85-86	<i>Darksight:</i> Once every 1d4 days, the user can see in the dark for 1d4 minutes.
87-88	<i>Mage Sight:</i> Once every 1d4 days, the user may spend an action to detect within 20 yds (i) magic, (ii) invisible creatures or objects, and (iii) illusions. The effect lasts for 1d6 x 10 minutes.
89-90	<i>Thiefly Arts:</i> Once every 1d4 days, the user may automatically succeed at picking a lock, picking a pocket, or hiding. This ability may be invoked immediately after failing the roll to attempt such an action.
91-92	<i>Iron Grit:</i> When below half health, the user subtracts 1 damage from all subsequent hits suffered.
93-94	<i>Sure Striking:</i> Once every 1d4 months, the user may turn a missed attack roll, or ordinary successful hit, into a critical hit instead.
95-96	<i>Uncanny Parry:</i> Once per day, the user may negate a melee weapon attack that would otherwise hit or damage him.
97-98	<i>True Blood:</i> The user is immune to poisons and diseases of all kinds (including magical).
99	<i>Whispers of the Watchers:</i> The subject is never surprised and automatically wakes from sleep if in danger.
100	<i>Dark Blessing:</i> The user does not age, and will not be attacked by undead unless there are no other viable targets within range.

Magical Item Forms

Roll 1d100 twice and choose the most appropriate form for the magical item to take (or other valuable item).

1d100	ITEM FORM
1-5	Roll on <i>Trinkets & Curios</i> Table

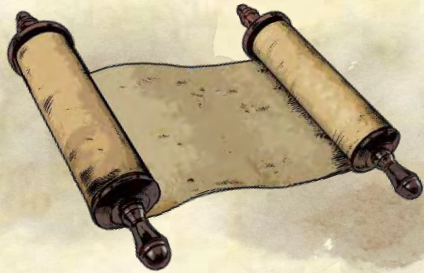
6-10	Gemstone
11-15	Ring, Earring
16-20	Glove, Gauntlet(s)
21-25	Forearm, Bicep Bracer(s)
26-30	Boots, Shoes
31-35	Cloak, Wrap
36-40	Helm, Hat, Crown
41-55	Armour, Shield
56-70	Weapon
71-75	Rope, Candle, Lantern
76-80	Belt, Girdle
81-85	Orb, Book, Holy Symbol
86-90	Clothes, Robes
91-95	Bowl, Mirror
96-100	Necklace, Amulet



Scrolls

Magical scrolls are divided into arcane and divine traditions. Roll on the table below to determine the nature of the spell.

1d100	SPELL(S)
1 - 50	Arcane, minor magic
51-80	Divine, minor magic
81-90	Arcane, major magic
91-100	Divine, major magic



Potions

Roll 1d100 to determine the theme of potion. GM's improvise the precise effect and/or extrapolate from existing spell lists.

1d100	POTION
1-2	Cursed!
3-5	Shrinking
6-7	Ghost Form
8-10	Silence
11-12	Good Fortune
13-15	Cold Immunity
16-17	Dragon's Breath
18-20	Courage

21-22	Treasure Finding
23-25	Invisibility
26-27	Fire Immunity
28-30	Unnatural Strength
31-32	Persuasiveness
33-35	Beast Control
36-37	Flying
38-40	Daemon Skin
41-42	Poison (or Antitoxin)
43-45	Summoning
46-47	Dispelling
48-50	Heightened Senses
51-52	Clairvoyance
53-55	Giant Form
56-57	Spider Walk
58-60	Polymorph
61-62	Shape Change
63-65	Telepathy
66-67	Speed
68-70	Water Breathing
71-72	Purification
73-88	Minor Healing
89-95	Major Healing
96-100	Limb Regeneration

Credits



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