

THE GREAT BOOK OF RANDOM TABLES

120 RANDOM TABLES FOR FANTASY ROLE-PLAYING GAMES

The
Great Book
of
Random
Tables

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How to Use this Book

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

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

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

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

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

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

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

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

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

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

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

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

*Matt Davids
1/11/2021*

Book Titles



Book Titles #1

1. Old Silver and New Gold (150gp)
2. The Golden Sceptre (1000gp)
3. The Fever Writings of the Crone (75gp)
4. A Hermit's Tale and Nonsense Rhymes (25gp)
5. Beyond Sight and Sound (10gp)
6. Skin for Skin (600gp)
7. Arcane Beasts (25gp)
8. The Undying Ones (100gp)
9. Wedding Customs (50gp)
10. The Book of Bone (15gp)
11. All Possible Worlds (50gp)
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13. The Grim Head (10gp)
14. The Art of Sword Fighting (15gp)
15. The Golden Hour (15gp)
16. The Art of Showmanship (600gp)
17. Studies of Water Fowl (300gp)
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19. The Breath of Fear (10gp)
20. Common Herbs (15gp)
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22. The Deep Cold of Wind and Water (75gp)
23. The Confounding Speech of the Soutwards (1000gp)
24. Potions: Recipes for the Most Common (600gp)
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26. The Peace Accords of the First Age (50gp)
27. Seashells (150gp)
28. The Wizards of Wardland (50gp)
29. The Goblin Empire (75gp)
30. The Book of Worms (50gp)
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33. When Giants Sleep (100gp)
34. An Examination of Farming in the Logon (75gp)
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36. The Toe of the Mountain (10gp)
37. Wolves of the Deep (75gp)
38. The Eyes That Hear (500gp)
39. The Woman Who Challenged the World (10gp)
40. The Dread Gates (150gp)
41. The Works of the Gods (150gp)
42. The Flame Brides (1000gp)
43. The Miller's Wife (25gp)
44. Freebooting: A Mercenary's Handbook (300gp)
45. Inspiration of the Gods (150gp)
46. Goblin's of Hinterlode (10gp)
47. Dragons Unbound (15gp)
48. The Anatomy of the Golden Eagles (50gp)
49. The Spirits of the Future (10gp)
50. Elven Verse from the Lost Period (600gp)
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60. When Kings Fall (10000gp)
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62. The Layers of Earth (10gp)
63. The Book of Shadow (300gp)
64. Herb Learning of the Dwarves (300gp)
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66. Shameful Deeds of Past Ages (10gp)
67. A Recording of Key Battles (150gp)
68. Boiling Blood (100gp)
69. A Copper Piece (300gp)
70. Raising Cattle (150gp)
71. The Lives of Ten Elven Rulers (75gp)
72. Taboos: An Examination of Cultures (150gp)
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Critical Rolls



Critical Fails for Melee Attacks

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

Critical Fails for Spell Attacks

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

Critical Fails for Spell Attacks

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

Critical Success for Spell Attacks

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

Critical Success for Spell Attacks

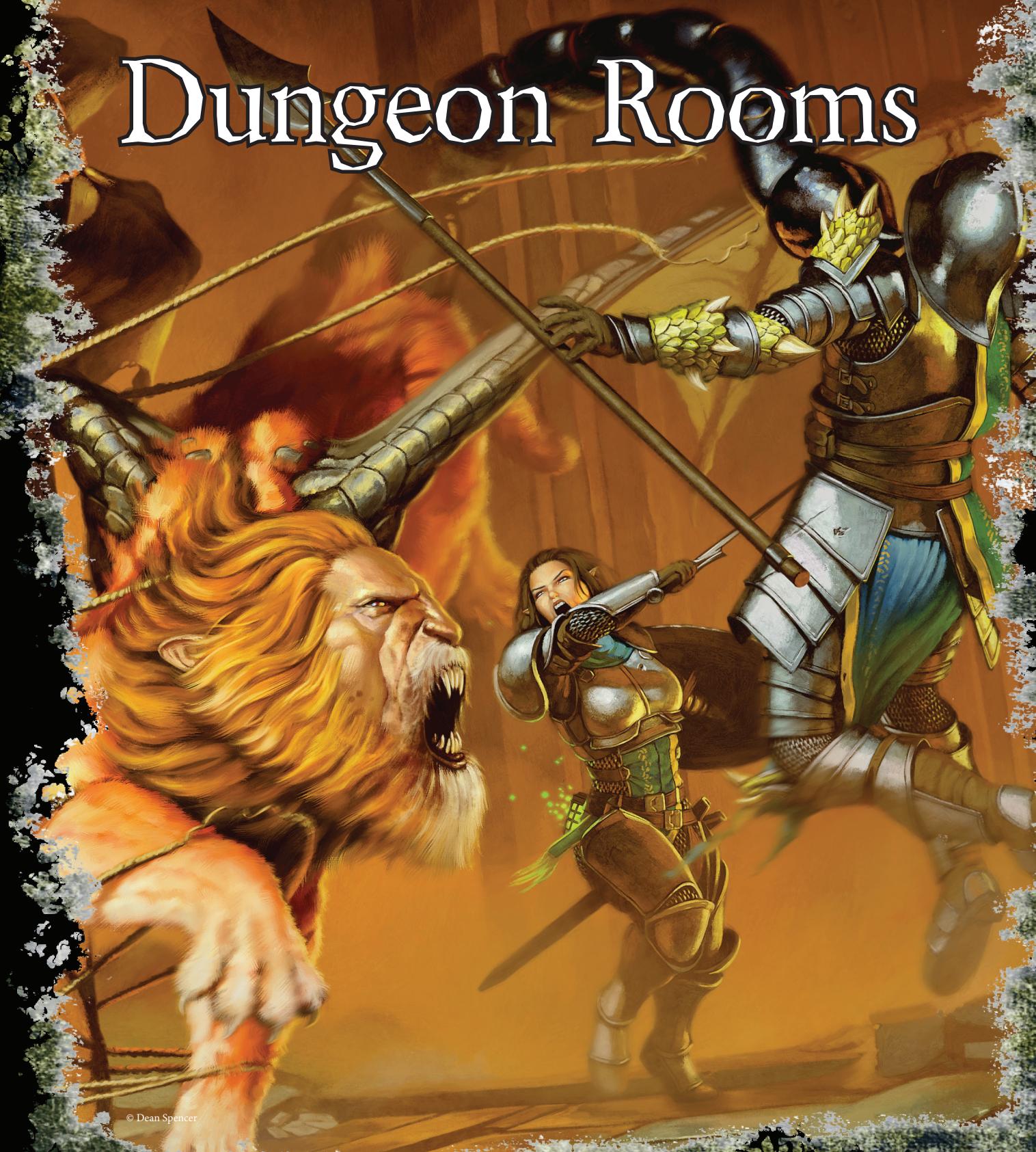
40. Deafening Blast- All creatures within 10ft of the target must make a constitution save or be deafened
41. Transformative Ray- The target is transformed into a beast of a small size
42. Wrecking Ball- Throw the target at any other creature within 30ft of it. Both creatures take 3d6 damage and are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

Critical Success for Spell Attacks

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



Dungeon Rooms



Items in a Dungeon Room #1

1. Elf skull
2. Torn leggings
3. Dead snake
4. Beads (1D4)
5. Leather apron
6. Soap (half bar)
7. Human skull
8. Colored pebbles (1D8)
9. Silver button with an anchor design
10. Trowel
11. Dwarf skull
12. Dead toad
13. Rusted iron spikes (1D8, 10")
14. Wax-sealed book (Roll once on a Book Title Table)
15. Bear trap
16. Thimble
17. Halfling skeleton
18. Bear claw
19. Tin plate
20. Dead bird
21. Goblin toenail clippings
22. Blue glass bottle
23. Melted gold piece
24. Lock of blonde hair
25. Leather helmet
26. Brooch (silver)
27. Tiny golden snowflake
28. Tiny iron chain (24")
29. Moth-eaten jerkin
30. Blocks of wood (1D12, 3" x 3")
31. Small elephant statue (lapis lazuli)
32. Human femur
33. Bead necklace
34. Bone staff
35. Chessboard
36. Chalk (1D8)
37. Silver brooch with a leaf design
38. Small stone with "M" carved in it
39. Tin mask
40. Bag of bones
41. Old boot
42. Marbles (1D10)
43. Rusted crossbow
44. Brooch (gold)
45. Chrysalis (1')
46. Rusted topaz ring
47. Phoenix feather
48. Rope (20')
49. Windchime
50. Brass spoon
51. Wooden token
52. Red ribbon (2')
53. Moldy apple
54. Dog skeleton
55. Dead groundhog
56. Pewter chess piece (bishop)
57. Silver pieces (1D8)
58. Broken short bow
59. Broken broom
60. Dwarven waistcoat
61. Bent crowbar
62. Dead body (orc)
63. Signet ring of a missing noble
64. Glass vial (empty)
65. Broken clay pot
66. Orc teeth (1D8)
67. Gold pieces (1D8)
68. Books (1D8 rolls on a Book Title Table)
69. Purple glowing stone
70. Basket
71. String (84")
72. Dead spider
73. Glass eye
74. Rusted iron spikes (1D10, 8")
75. Painting of a landscape
76. Wooden box (no lid, 2' x 3')
77. Butterfly carving (mahogany)
78. Dagger (new)
79. Wooden staff
80. Bent tin fork
81. Orc teeth (1D6)
82. Small dragon statue (jade)
83. Colored pebbles (1D12)
84. Gold necklace
85. Small stone statue of a dwarven warrior
86. Tiny silver horse statue
87. Belt buckle
88. Burlap tunic
89. Pewter bowl
90. Goblin teeth (1D4)
91. Sundial
92. Warm cup of tea
93. Oak leaf
94. Dented tin cup
95. Tin dragon figurine
96. Broken spear
97. One gold piece
98. Gold hairpin
99. Human scalp
100. Dead dog

Items in a Dungeon Room #2

1. Tiny glowing stone
2. Ripped bloody jerkin
3. Key (iron)
4. Brass button
5. Torn pants
6. Fossilized walrus tusk
7. Torture tool kit
8. Piece of red glass
9. Rusted longsword
10. Piece of coral
11. Books (1D6 rolls on a Book Title Table)
12. Iron nose ring
13. Loaf of moldy bread
14. Snakeskin (4')
15. Elephant tusk
16. Ivory earring
17. Silver pieces (1D20)
18. Quill
19. Burnt body (halfling)
20. Ceramic funeral urn (full of ashes)
21. Wooden box (lid, 2' x 2')
22. Glass jar full of eyeballs
23. Silver ingot
24. Whetstone
25. Leather pouch (empty)
26. Jug of water full of tadpoles
27. Small green glass bottle
28. Large clay pot
29. Rusted needle
30. Small glass globe with a figurine inside
31. Stuffed beaver tail
32. Severed orc arm
33. Cat skeleton
34. Stuffed oxtail
35. Broken longsword
36. Jack o' lantern
37. Sack (empty)
38. Iron mask
39. Map of a bandit camp
40. Candles (1D10)
41. Dead rat
42. Ogre skull
43. Iron ingot
44. Dead fish
45. Metal chest
46. Dead lizard
47. Goblin skeleton
48. Beads (1D12)
49. Goblin skull
50. Small gear
51. Mosquito trapped in amber
52. Peg leg
53. Severed kobold head
54. Hat with "Crilis" embroidered in it
55. Button (gold)
56. Iron ring
57. Wolf pelt
58. Small leaf (glass)
59. Broken harp
60. Hawk talon
61. Shattered glass
62. Button (copper)
63. Cocoon (1' x 3')
64. Rotten waterskin
65. Decayed book
66. Dragon claw
67. "Fuller" written in blood on the floor
68. Silver pieces (1D4)
69. Dead mule
70. Pile of large bones (1D20)
71. Tin knee guard
72. Leather strap (1" x 2')
73. Silver necklace
74. Musty cloak
75. Cracked crystal orb
76. Pile of dead flies
77. Goblin teeth (1D20)
78. Broken vase
79. Glass box full of butterfly wings (1D12)
80. Tin hook
81. Torn backpack
82. Rotten gourd
83. Orc fang
84. Brass key with a dragon head design
85. Iron shears
86. "Morling" scratched on the wall
87. Silver knife
88. Wooden pole (10')
89. Broken short sword
90. Cloven shield
91. Cowhide
92. Nail
93. Wooden shoe
94. Halfling skull
95. Rusted shackles
96. Blocks of wood (1D10, 2" x 5")
97. Burned body (gnome)
98. Rags (1D8)
99. Half a gold piece
100. Lead nugget

Items in a Dungeon Room #3

1. Leather gauntlet
2. Copper pieces (1D10)
3. Voodoo doll (with pins)
4. Goat hide stretched over tanning rack
5. Beads (1D20)
6. Arrowhead (iron)
7. Dragon scale
8. Copper pieces (1D20)
9. Candles (1D6)
10. Leather pouch (empty)
11. Leather strap (1" x 2")
12. Bloody bandage
13. Small polished black stone
14. Severed dwarf finger
15. Brass nose ring
16. Rope (100')
17. Chalk (1D6)
18. Broken shovel
19. Colored pebbles (1D20)
20. Jawbone of a donkey
21. Iron tongs
22. Rotten wood (3" x 2")
23. Dead pig
24. Gold ring
25. Faded painting of a little girl
26. Pool of a tar-like substance
27. "Gulwulf" scratched into the floor
28. Partially burned blanket
29. Longsword (orc make)
30. Crushed candle
31. Pile of small bones (1D100)
32. Silver ring
33. Puddle of slime
34. Books (1D10 rolls on a Book Title Table)
35. Pair of bone dice
36. Eagle talon
37. Half a silver piece
38. Mouse droppings
39. Books (1D12 rolls on a Book Title Table)
40. Mirror (1' x 4')
41. Candles (1D4)
42. One silver piece
43. Chalk (1D20)
44. Copper pieces (1D6)
45. Square gold coin with a torch design
46. Blood-soaked cloak
47. Copper wire
48. Tiny gold nugget
49. Half-burned love letter
50. Button (silver)
51. Scarecrow
52. Short sword (goblin make)
53. Teacup
54. Orc teeth (1D20)
55. Bent longsword
56. Broken wine bottle
57. Wine bottle (full)
58. Silver arrow
59. Leather armor
60. Leather strips (1D6, 1"x6')
61. Silver earring
62. Gold key with a shield design
63. Barrel (empty)
64. Puddle of blood
65. Pile of dead ants
66. Shattered clay pot
67. Dead bat
68. Torn tunic
69. Dead sapling
70. Dented bronze basin
71. Keyring (1D6 keys, iron)
72. Chalk (1D10)
73. Roc feather
74. Small piece of flint
75. Small brass tree
76. Goblin droppings
77. Horse collar
78. Glass jar with an orc ear inside
79. Orc droppings
80. Broken porcelain bowl
81. Wax sealed vial that appears empty
82. Bent tin spoon
83. Dead body (adventurer)
84. Small clay figurine of an elven female
85. Lead balls (1D4, 3")
86. Severed orc hand
87. Mushrooms
88. Orc skeleton
89. Glass jar with a green vapor inside
90. Broken table
91. Broken chain link
92. Hammer
93. Burned body (human)
94. Sling stones (1D6)
95. Silver coin from an ancient kingdom
96. Cat of nine tails
97. Elf skeleton
98. Map to a dungeon
99. Hawk feather
100. Blocks of wood (1D6, 2" x 2")

Items in a Dungeon Room #4

1. Dagger (goblin make)
2. Old rope (8')
3. Rat's nest
4. Human teeth (1D8)
5. Branch with a flowering bud
6. Moldy piece of cheese
7. Colored pebbles (1D4)
8. Iron collar
9. Broken abacus
10. Sole of a shoe
11. Bronze bust a noble
12. Gold pieces (1D4)
13. Book with blank pages
14. One copper piece
15. Copper pieces (1D4)
16. Whip
17. Rusted iron ring
18. Ornate smoking pipe
19. Dead body (goblin)
20. Silk scarf
21. Dead mice (1D20)
22. Clay figurine of a warrior
23. Copper button with a crown design
24. Gold pieces (1D20)
25. Gold button with a lion design
26. Cocoon (3'x4')
27. Live fireflies (1D100)
28. Shattered onyx orb
29. Silver spoon
30. Pitchfork
31. Human tooth
32. Feather pillow
33. Burnt torch
34. Tiny golden scarab
35. Glass slipper
36. Old glove
37. Lantern
38. Blocks of wood (1D10, 3" x 6")
39. Broken arrow
40. Broken crossbow bolt
41. Map case (locked)
42. Dog skull
43. Fireplace poker
44. Bucket of filthy water
45. Silver pieces (1D10)
46. Child's rag doll
47. Bronze belt buckle
48. Dented bronze cup
49. Dead chicken
50. Lion skull
51. Bridle
52. Copper armband with battle scene design
53. Shattered mirror
54. Crutch
55. Tinder box
56. Rusted iron spikes (1D4, 6")
57. Rusted dagger
58. Rusted mace
59. Half-burned map
60. Burned body (elf)
61. Wax-sealed letter
62. Glass jar with a fairy inside
63. Books (1D4 rolls on a Book Title Table)
64. Colored pebbles (1D10)
65. Moldy rations
66. Dead beetle
67. Beartrap
68. Sword hilt
69. Candles (1D8)
70. Bloody goblin footprint
71. Remnants of a burned map
72. Broken pike
73. Small piece of quartz
74. Remnants of a burned book
75. Severed goblin foot
76. Orc skull
77. Small fossil
78. Pulley
79. Adventurer's notebook
80. Cat tooth
81. Map of a nearby town
82. Ancient key (bone)
83. Broken quarterstaff
84. Blocks of wood (1D20, 4" x 4")
85. Copper pieces (1D8)
86. Mirror (1' x 4')
87. Piece of coal
88. Rusty hooks (1D4)
89. Blocks of wood (1D6, 3" x 3")
90. Preserved raven wing
91. Silver key with a star on it
92. Large iron hook
93. Bloody handprint (human)
94. Lamp
95. Glass vial (one drop of clear liquid)
96. Broken porcelain vase
97. Wooden pole (8')
98. Small seashell
99. Shoe buckle
100. Dead horse

Items in a Dungeon Room #5

1. Crystal ball
2. Rusted iron spikes (1D6, 6")
3. Shiny rock
4. Yellow flower growing in a clay pot
5. Flask of holy water
6. Inkwell (dry)
7. Stuffed monkey doll
8. Broken longbow
9. Frying pan
10. Ornate beer stein
11. Bust of an ancient queen
12. Colored pebbles (1D6)
13. Glass pitcher filled with yellow dust
14. Wolf's tooth
15. Wooden mask
16. Rusted iron spikes (1D20, 4")
17. Hymnbook
18. Silver pieces (1D12)
19. Shattered hourglass
20. Chicken feather
21. Broom
22. Tin ring
23. Ceramic funeral urn (empty)
24. Music box
25. Bloody handkerchief
26. Iron bar (2')
27. Wooden chest
28. Beads (1D8)
29. Gold pieces (1D6)
30. Bloody bandages
31. Broken viol
32. Beads (1D10)
33. Gold pieces (1D10)
34. Pan flute
35. Small clay pot
36. Message in a bottle
37. Half a copper piece
38. Raven beak
39. Sharpened iron spoon
40. Glass skull
41. Small glass orb
42. Pin
43. Cloth shears
44. Eagle skeleton
45. "Help me," spelled with small stones
46. Pile of kindling
47. Large cat paw print
48. Small wooden flute
49. Broken lyre
50. Small polished red stone
51. Lead balls (1D8, 1")
52. Wine bottle (half full)
53. Dead swan
54. Sharktooth
55. Fragments of a hatched egg (small)
56. Silver fork
57. Orc teeth (1D10)
58. Rat droppings
59. Wolf tooth necklace
60. Goblin tooth
61. Goblin teeth (1D10)
62. Ivory staff
63. Broken candle
64. Stuffed lizard
65. Dogtooth
66. Jar with a human eye floating in liquid
67. Blocks of wood (1D4, 3" x 3")
68. Longbow
69. Pouch (empty)
70. Quadrant
71. Orc bodies (1D8)
72. Silver button with an "S" design
73. Blocks of wood (1D6, 3" x 3")
74. Dagger sheath
75. Caged butterfly
76. Gold pieces (1D12)
77. Raven feather
78. Golden feather
79. Bloody rags
80. Dwarf skeleton
81. Ivory clasp with a whale design
82. Starving dog
83. Silver pieces (1D6)
84. Rusted chain (2')
85. Dead robin
86. Severed human head
87. Amber with a mosquito inside
88. Rusted lock
89. Map of the dungeon
90. Stone basin
91. Tiger skull
92. Dead squirrel
93. Tiny jade lion statue
94. Arrow (bone)
95. Burnt body (dwarf)
96. Chalk (1D4)
97. Copper ring
98. Fragments of a hatched egg (large)
99. Spear (goblin make)
100. Chalk (1D12)

Items in a Dungeon Room #6

1. Stuffed cat
2. Holy symbol
3. Marbles (1D20)
4. Rusty nails (1D6)
5. Broken chair
6. Crumbled hat
7. Flask of oil
8. Basket of fresh fruit
9. Human skulls (1D10)
10. Rusted iron spikes (1D8, 6")
11. Paintbrush
12. Glass beads (1D100)
13. Broken staff
14. Iron door handle
15. Dagger with a bone hilt
16. Dead cockroaches (1D100)
17. Weeping Statue
18. Human teeth (1D10)
19. Blocks of wood (1D8, 3" x 4")
20. Drawing of a shooting star on parchment
21. Iron arm bracelet
22. Dagger
23. Inkwell
24. Ash in the shape of a body
25. Dead raven
26. Fish hook
27. Leather-working needle
28. Nails (1D12)
29. Rusted iron spikes (1D12, 6")
30. Wooden spoon
31. Pewter amulet
32. Book (Roll once on a Book Title Table)
33. Rusted short sword
34. Astrolabe
35. White flowers growing on the floor
36. Broken hammer
37. Auger
38. Arrowhead (flint)
39. Small lizard statue (ivory)
40. Goblin teeth (1D6)
41. Crystal shard
42. Small wooden boat
43. Canvas (2' x 6')
44. Bronze candlestick
45. Quill dipped in blood
46. Human skeleton
47. Cow skull
48. Ox horn
49. Old belt
50. Copper coin from a legendary kingdom
51. Pile of fine sand
52. Rusty horseshoe
53. Candleholder
54. Ivory chess piece (queen)
55. Bear skull
56. Wooden pole (6')
57. Beads (1D6)
58. Rotten wood (5" x 3')
59. Shovel
60. Wooden bowl full of berries
61. Caged monkey
62. Lizard skeleton
63. Iron box (locked, 1'x2')
64. Large cat skeleton
65. Small rock carved like an eye
66. Rusted battleaxe
67. Small glass swan
68. Dead rose
69. Glass vial (full of a red liquid)
70. Ivory comb
71. Ogre's toe
72. Wooden bowl
73. Silver locket
74. Deer antlers
75. Severed human finger
76. Lute string
77. String bracelet
78. Broken lantern
79. Dead raccoon
80. Small brass horse statue
81. Dustpan
82. Iron key with a skull design
83. Caltrops (1D20)
84. Copper pieces (1D12)
85. Decayed leather armor
86. Torn burlap sack
87. Handkerchief with an "S" on it
88. Lead balls (1D12, 2")
89. Golden Harp
90. Decayed scroll
91. Bedroll covered in mildew
92. Leather belt
93. Goblin bodies (1D20)
94. Eagle beak
95. Unfinished poem on vellum
96. Ripped pouch
97. Butterfly carving (jade)
98. Remains of a campfire
99. Pewter cup
100. Dead butterfly



Encounters, Jobs, & Rumors



Bounty Board

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

Bounty Board

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

Catastrophes

1-2.	Thunderstorm	51-52.	Darkness
3-4.	Earthquake	53-54.	Frogs
5-6.	Hurricane	55-56.	Sandstorm
7-8.	Meteorite	57-58.	Madness
9-10.	Small Pox	59-60.	Flood
11-12.	Conquered	61-62.	Disappearances
13-14.	Genocide	63-64.	Sleeping Sickness
15-16.	War	65-66.	Tornado
17-18.	Siege	67-68.	Serial Killer
19-20.	Troll Raiders	69-70.	Drought
21-22.	Mudslide	71-72.	Dancing Plague
23-24.	Blight	73-74.	Band of Thieves
25-26.	Poisoned Water	75-76.	Stampede
27-28.	Roving Giants	77-78.	Cholera
29-30.	Bands of Cannibals	79-80.	Hailstorm
31-32.	Wildfire	81-82.	Trickster Fairy
33-34.	Windstorm	83-84.	Undead Horde
35-36.	Tsunami	85-86.	Rats
37-38.	Volcanic Eruption	87-88.	Raiding Bands
39-40.	Locusts	89-90.	False Prophet
41-42.	Snakes	91-92.	Curse
43-44.	Scorpions	93-94.	Pirates
45-46.	Occupation	95-96.	Dragon
47-48.	Blizzard	97-98.	Hauntings
49-50.	Famine	99-100.	Packs of Wolves



Desert Encounters

1. Vultures picking an elf carcass clean
2. Stone statue of a man clad in armor
3. Old boot with a map inside
4. Small cave entrance
5. Shrubbery laden with berries
6. Pile of burning letters
7. Road sign too weatherworn to read
8. Necromancy ritual in progress
9. Sand golem
10. Camel (dead)
11. Merchant trying to sell a map to a forgotten library
12. Unmarked grave
13. Reanimated skeleton sweeping
14. Bandits (1D8)
15. Paladin searching for an evil cult
16. Skeleton clutching a piece of parchment
17. Crater with a meteor inside
18. Coyotes (1D6)
19. Squire weeping for his dead knight
20. Horse bones
21. Man dying of thirst
22. Smoldering remains of a caravan
23. Broken siege equipment
24. Table set for a feast, not a soul in sight
25. Sinkhole (6' diameter)
26. Caravan campsite
27. Giant scorpions (1D6)
28. Dead courier with undelivered messages
29. Camels (1D10)
30. Swordsman challenging any who pass by to a duel
31. Hermit who wants to be left alone
32. Lone skeleton clutching a rusty sword
33. Rock formation with strange carvings
34. Traveling merchants with common wares
35. Tracks of an orc war party
36. Sandstorm (1D20 turns until it arrives)
37. Merchant trying to sell "a magic lamp".
38. Beautiful woman who disappears when approached
39. Lost courier
40. Woman dying of a mortal wound
41. Beautiful oasis
42. Dragon skeleton
43. Traveling minstrel
44. Deserted campsite
45. Ongoing duel between two swordsmen
46. Bloodstained sand
47. Long-forgotten temple
48. Broken wagon with rotten goods inside
49. Traveling merchants with exotic wares
50. Army campground
51. Twin statues weathered by time
52. Giant stone arm sticking out of the sand
53. Half-buried halfling
54. Severed head stuck on a pike
55. Glass bottle with a love letter inside
56. Familiar tracks, you may be lost
57. Portal to an unknown destination
58. Handsome man who dissipates when approached
59. Chest marked "Do not open under any circumstance."
60. Goblins (1D6)
61. Pilgrims on their way to a holy site
62. Golden statue of a woman holding a spear
63. Cask of wine (dated 2D100 years old)
64. Poachers (1D8)
65. Decaying corpses (1D12)
66. Fox
67. Hunter and her faithful dog
68. Small watchtower
69. Windswept ruins of a castle
70. Man grieving for his dead horse
71. Group of adventurers returning home
72. Giant scorpion tracks
73. Camel tracks
74. Dried up oasis
75. Archeological dig site
76. Abandoned quarry
77. Remnants of a defeated army
78. Ongoing battle
79. Naked man complaining about witches
80. Horse carrying a dead rider
81. Single flourishing tree (30' tall)
82. Group of children clad in armor
83. Circular cacti grove
84. Cultists (2D4)
85. Oasis occupied by a group of travelers
86. Remnants of a stone road
87. Talking cactus
88. Knight weeping over his dead squire
89. Campsite of pilgrims
90. Coyotes (3D6)
91. Signs of a battle
92. Demon looking to make a deal
93. Wizard mumbling to himself
94. Sphinx
95. Halfling digging a hole
96. Rusty sword with "Honor" engraved on the blade
97. Rock in the shape of a crowned head
98. Wanderer seeking vengeance
99. Trading caravan
100. Something moving under the sand

Forest Encounters

1. Woman praying at a small rock shrine
2. Puddle of Blood
3. Wagon with a broken wheel
4. Traveling elf scholar
5. Outcast family living in a grass hut
6. Mountain lion
7. Guards (1D4) with prisoners (1D10)
8. Rare edible mushrooms (3D20)
9. Strange old women (2D4)
10. Escaped slaves (1D6)
11. Truffles (1D20)
12. Shepherd with 1D100 sheep
13. Knights on an errand (1D8)
14. Map case (locked)
15. Tree fallen across the path
16. Swineherd with 1D20 pigs
17. Pregnant woman walking down the path
18. Book lying on the path (Roll on a Book Title Table)
19. Mud pit in the middle of the road
20. Lynx
21. Girl gathering mushrooms
22. Metal strongbox (looted)
23. Wizard performing a ritual at a stone circle
24. Injured mule
25. Talking tree
26. Goblins (1D4) skinning a boar
27. Plundered wagon
28. Mayor of nearby town (beaten, bound)
29. Gnome wizard shouting, "I lost it!"
30. Area of felled trees
31. Elk (1D4)
32. Hunting party (1D8)
33. Merchant caravan (2D20 wagons)
34. Dead birds (3D100)
35. Map staked to the ground (Roll on Map Table)
36. Settlers (1D12 wagons)
37. Sword in a stone
38. Dead body (human, robbed)
39. Cylinder seal belonging to a bishop
40. Chest (locked)
41. Deer (1D4)
42. Recently dug shallow grave
43. Forest fire
44. Goblins (1D6) digging a pit
45. Orphans (1D8) trying to set an animal trap
46. Medicinal herbs (Roll 1D10 times on the table)
47. Fox wedding party (disappears when noticed)
48. Wolves (1D4)
49. Deep hoofprints from 1D6 horses
50. Posse hunting an outlaw (1D20)
51. Blind wanderer
52. Broken lute and signs of a struggle
53. Dead bodies (1D10, goblins)
54. Massive tree that seems to be walking
55. Lone knight kneeling in prayer
56. Orphans (1D20) traveling along the path
57. Dwarf treasure hunter
58. Human (beaten, unconscious)
59. Escaped slaves (1D4)
60. Boy caught in a net trap
61. Odd fruit with a note, "EAT ME!"
62. Great White Stag of the Mountain
63. Merchant caravan (1D6 wagons)
64. Gnome tinker with a wagon
65. Goblins (1D8) waiting in ambush along the path
66. Peasants (1D4) carrying a large stone
67. Bear with 1D4 cubs
68. Dwarf (beaten, robbed)
69. Monk on a pilgrimage
70. Orc tracks lead off into the thick woods
71. Burned wagon
72. Noble wedding caravan (1D20 wagons)
73. Vagabond (halfling)
74. Severed arm (human)
75. Pregnant elf in labor
76. Wooden "No Trespassing" sign
77. The Questing Beast
78. Bard who twisted his ankle
79. Abandoned baby (elf)
80. Concealed pit
81. Dead beavers (1D6)
82. Body hangs from a hasty tree gallows
83. Medicinal herbs (Roll 1D6) times on the table)
84. Bandits (1D6) digging a trench
85. Pit in the path
86. Man carrying a keg of beer
87. Path washed out
88. Boar
89. Rabbits (1D4)
90. Bandits (1D6) dividing loot
91. Abandoned baby (human)
92. Deer with a foot in a beartrap
93. Dead bodies (1D6, elves, robbed)
94. Artist painting the landscape
95. Skull on a stake
96. Band of druids (1D10)
97. Lost child (human)
98. Fairy who plays harmless tricks
99. Woman chopping down a tree
100. Boy weeping because he broke his ax



DEAN SPENCER

Forest Locations

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

Forest Locations

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

Inn Encounters

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

Inn Encounters

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

Inn Encounters

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





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Jobs

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

Jobs

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

Jungle Encounters

1. Archeologists looking for ruins
2. Ax stuck in a large tree that appears to be bleeding
3. Herd of triceratops
4. Tyrannosaurus rex stalks the party
5. Tribal warriors trying to communicate in a foreign language
6. Ancient pyramids
7. Skulls on the tip of spears
8. Fire ant nest
9. Quicksand
10. Large carnivorous plants
11. Horde of army ants
12. Eccentric hermit collecting herbs
13. Party of big game hunters (1D12)
14. Flowers with intoxicating pollen in the air
15. Stampede of various animals
16. Witch in the disguise
17. Baboons (1D6)
18. Cave with a lit fire inside
19. Tribe of lizardfolk
20. Bird caught in a snare
21. Skeleton intertwined with tree roots
22. Disease-carrying mosquitoes
23. Ghostly figure of someone a character loves
24. Man swinging from vines
25. Apes (1D6)
26. Cave hidden behind a waterfall
27. Nest of harpies
28. Meat roasting over a fire
29. Curious pseudodragon
30. Jaguar guarding its meal
31. Lit torches along a trail
32. Flying snake with a message tied to it
33. Temple overgrown with vines
34. Naga village
35. Wagon filled with an ivory shipment
36. Monkeys throwing debris (1D10)
37. Pair of boots hanging from a vine
38. Stirges looking for a meal (1D6)
39. Parrot that follows the party and mocks them
40. Giant spider web
41. Ongoing battle between two tribes
42. Huge red flowers
43. Circle of druids performing a ritual
44. Monkeys trying to steal items (1D6)
45. Halfling hanging upside down from a trap
46. Pit trap
47. Glowing mushrooms covering the trees nearby
48. Giant ape
49. Elephants (1D6)
50. Shed skin of a huge snake
51. Tar pit
52. Cannibals (1D20)
53. Young boy who acts like an ape
54. Curious group of catfolk
55. Giant centipedes
56. Bounty hunter looking for an escaped convict
57. Saddled horse without a rider
58. Undead pygmies (1D6)
59. Small ship in the top of a tree
60. Skeleton in a net
61. Beautiful tribal woman being attacked by her own tribe
62. Staff entangled in vines high in the canopy
63. Highly venomous snake
64. Tribal warrior using poison darts
65. Crusaders on a quest
66. Half-buried wagon and treasure chest
67. Old wooden hut
68. Sloth
69. Piranha infested river
70. Young orc barbarian looking to prove his strength
71. Delicious looking fruit
72. Poisonous plants
73. Jaguar cub meowing for food
74. Ape carrying a spear
75. Green dragon
76. Shadow of a roc flying over
77. Wizard trying to protect the trees
78. Tracks of a large predator
79. Skeleton of a large dinosaur
80. Treetop village
81. Giant constrictor snakes (1D6)
82. Blind pack mule wandering
83. Rickety bridge over a chasm
84. Wooden knight standing in the path
85. Scientist researching for a new book
86. Talking parrot repeating ominous warnings
87. Large stone with mysterious carvings
88. Explorer dying of poison
89. Entangling and grasping vines
90. Net trap
91. Barbarians hunting a giant boar
92. Green hag
93. Man who frantically shouts for the party to run for their lives
94. Toucan
95. Bow and arrows hidden in a hollow tree
96. Secret order of monks protecting a holy site
97. Treehouse
98. Cave opening to an underground lake
99. Golden statuette of a monkey with ruby eyes
100. Friendly goblin offering to feed you at his home

Mountain Encounters

1. Woman reading a book
2. Dire wolf
3. Merchant caravan (1D20 wagons)
4. Confused old man
5. Blizzard
6. Bloody spear
7. Traveling merchant
8. Dead pack mule (still loaded with supplies)
9. Broken wizard's staff
10. Bounty hunters (1D6)
11. Wolves (1D10)
12. Lumberjacks (1D10)
13. Orcs (1D12)
14. Elven outcast
15. Injured hunter
16. Unconscious knight lying inside stone circle
17. Circling vultures
18. Talking snowman
19. Band of dwarves (1D8)
20. Crossbow bolt with inscribed with "Hadrin"
21. Dead fur trader
22. Ghost
23. Adventuring party (1D6)
24. Hunters (1D12)
25. Wolves (1D20)
26. Rabbits (1D6)
27. Broken statue
28. Mountain lion
29. Wild donkeys (1D6)
30. Trading outpost
31. Goblins (1D20)
32. Campfire (still warm)
33. Elf and dwarf arguing
34. Bear tracks
35. Wolves (1D6)
36. Bundle of clothes
37. Poachers (1D4)
38. Mineshaft
39. Lost hunter
40. Goblins (1D4)
41. Bear trap (hidden)
42. Dead bear
43. Small locked chest
44. Nervous dwarf who says he's traveling
45. Dead orc war party (1D12)
46. Man repairing a wagon
47. Strange flowers
48. Strange yellow moss
49. Hunter's shack
50. Bear cubs (1D4)
51. Bloody patch of snow
52. Eagle's nest
53. Bear droppings
54. Frozen body
55. Logging camp
56. Bear
57. Frost giant
58. Bandits (1D4)
59. Mudslide
60. Rockslide
61. Thick fog
62. Trail of torn book pages
63. Abandoned campfire
64. Wandering wizard
65. Lost coin purse (3D100sp, 1D100gp)
66. Troll
67. Foxes (1D4)
68. Abandoned cabin
69. Murder of crows
70. Mountain goats (1D6)
71. Orphan
72. Messenger
73. Old abandoned fortress
74. Orc raiding party (1D6)
75. Coin purse (2D20 silver pieces)
76. Cage hanging from a tree filled with ravens
77. Orcs (1D4)
78. Rustic inn
79. Burnt down building
80. Bandits (1D6)
81. Merchant caravan (1D12 wagons)
82. Old path
83. No trespassing sign
84. Traveling doctor
85. Avalanche
86. Deer (1D6)
87. Nobles (1D4)
88. Traveling cleric
89. Traveling bard
90. Baby wrapped in furs
91. Rusted locked chest
92. Burning wagon
93. Abandoned food cart
94. Gnome building a stone hut
95. Mercenary camp
96. Mountain giant
97. Forest fire
98. Dead adventurer
99. Halfling caught in a bear trap
100. Distant smoke

Non-Combat Encounters

1. Burning pile of letters
2. Trail of breadcrumbs
3. Family traveling to a new town
4. Several halflings digging a hole
5. Odd symbol etched into the ground
6. Old woman asks for water
7. Dead man
8. Injured woman
9. Woodcutter felling a tree
10. Fallen tree blocks the path
11. Talking raven
12. Table set for two
13. Group of dwarves carrying a large stone
14. Man asks, "Where is Tanerlay?"
15. Elf hands one character a book then runs off
16. Injured dog
17. Tinker with a wagon selling wares
18. Talking dog
19. Woman gives one character a ring then dies
20. Shepherd looking for lost sheep
21. Group of elven children playing
22. Worker cutting grass with a sickle
23. Sword in a stone
24. Human skeleton
25. Injured halfling female
26. Hunter's campsite
27. Young adventurer on a quest
28. Young boy looking for a sword
29. Shallow grave
30. Weeping child
31. Lost sheep
32. Elf princess riding an elk
33. Wanted poster nailed to a tree
34. Child carrying a large bundle of straw
35. Old beggar asks for a coin
36. Dead halfling male
37. Gallows with a body swaying in the breeze
38. Man carrying a heavy sack
39. Caravan of elves (2D20 individuals)
40. Group of monks on a pilgrimage (1D12)
41. Child is lost in a cave
42. Book hanging from a tree by a leather cord
43. Wizard looking for his spellbook
44. Courier's bag open with letters scattered about
45. Large rectangular stone lies in the path
46. Golden arrow stuck in a tree
47. Dagger stuck into a tree
48. Stone tablet inscribed unknown language
49. Several horseshoes on the ground
50. Dead dwarf male
51. Blood trail
52. Hunter gutting a bear
53. Man hanging upside down from a tree
54. Unconscious child
55. Sad bard sitting on a stump
56. Dead goat
57. Wax-sealed letter on the ground
58. Rock seemly rolling under its own power
59. Children lost in the forest
60. Orphan steals something from a character
61. Unconscious man
62. Overturned wagon with fruit scattered about
63. Cat starts hanging around
64. Child has fallen into a well
65. Wedding caravan
66. Man building a fence
67. Talking tree
68. Child asks for bread
69. Abandoned campsite
70. Wild horses (1D20)
71. Abandoned cottage
72. Well-kept cottage
73. Warrior searching for his lost sister
74. Herd of pigs
75. Pair of boots with bloodstains nearby
76. Shepherd with sheep
77. Unconscious elf female
78. Talking snake
79. Dog runs up to be petted
80. Hunter repairing a bow
81. Golden book lies on the ground
82. Trade caravan (1D12 wagons)
83. Bear caught in a bear trap
84. Snake coiled around a sword
85. Dead horse with riding gear scattered about
86. Loaded pack mule with no owner to be seen
87. Arrow with a note stuck into a tree
88. Pregnant woman who needs help
89. Empty gallows
90. Wishing well
91. Dead gnome male
92. Injured dwarf female
93. Overturned wagon
94. Forest fire
95. Farmer looking for a lost cow
96. Woman asks for directions
97. Unconscious halfling female
98. Two hand axes stuck into the ground
99. Dwarf looking at broken warhammer
100. Survivors of an attack



Notes in a Bottle

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

Notes in a Bottle

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

Road Encounters

1. Talking cat
2. Merchant caravan (1D10 wagons)
3. Fallen tree across the road
4. Crumbled scarecrow
5. Small family with a wagon
6. Posse pursuing an outlaw (1D10 riders)
7. Standing stone
8. Statue of a king with a passage at the base
9. Unconscious man
10. Crude stone arrow pointing off into the woods
11. Old wanderer (actually a god in disguise)
12. Bard playing a lute, woodland creatures following
13. Section of the road washed out
14. Wolves (1D8)
15. Wounded messenger
16. Paladin carrying a barrel yelling, "Make way!"
17. Dead bodies (1D100)
18. Bandits (1D6)
19. Wagon stuck in mud
20. Two gnomes riding mules
21. Refugees (1D8)
22. Dead bodies (1D12)
23. Golden egg
24. Strange symbol drawn on the road
25. Wagon with a broken wheel
26. Abandoned wagon
27. Shallow grave
28. Refugees (1D10)
29. Dead bodies (1D4)
30. Merchant caravan (1D6 wagons)
31. Bandits (1D12)
32. Puddle of blood
33. Chest
34. Royal courier riding a horse
35. Troupe (1D4 wagons)
36. Landslide covering a section of the road
37. Princess traveling with a retinue
38. Fire in a ditch
39. Elf wearing a crown
40. Little girl walking backward
41. Road flooded
42. Refugees (1D100)
43. Short sword wrapped in satin
44. Gnome tinker
45. Bear
46. Barrow
47. Weeping pixie
48. Noble traveling with a retinue
49. Broken down a statue of a beautiful woman
50. Troupe (1D10 wagons)
51. Gold piece lying on the road
52. Man carrying a ten-foot pole
53. Refugees (1D20)
54. Stone circle
55. Merchant caravan (1D4 wagons)
56. Troupe (1D20 wagons)
57. Burnt wagon
58. Barricade across the road
59. Vulures picking a corpse of some kind
60. Bandits (1D4)
61. Goose nest in the middle of the road
62. Sword lying in the road
63. Tinker
64. Twelve stones stacked on top of each other
65. Two children carrying sacks
66. Dead ravens (1D20)
67. Dead bodies (1D8)
68. Large mud pit in the road
69. Tinman chopping wood
70. Wooden box full of maps
71. Farmer taking produce to market
72. Dwarf smith
73. Elf mercenary
74. Snake oil salesman
75. Dead body (elf)
76. Pile of dead butterflies
77. Young couple eloping
78. Wolves (1D6)
79. Ancient tomb
80. Mercenary walking quickly
81. Skipping child
82. Wolves (1D4)
83. Fortuneteller
84. Pregnant woman
85. Two-headed snake
86. Wandering cow
87. Broken walking stick
88. Toad inside an old boot
89. Orc tracks
90. Dwarf mercenary
91. Man being chased by a woman
92. Old wanderer
93. Four halflings with elven cloaks
94. Young boy digging a hole
95. Washed out bridge
96. Coins scattered all over the road (2D100cp)
97. Peasant boys throwing apples at travelers
98. Book lying in the road
99. Dead deer
100. Man with a gigantic book strapped to his back



Rumors and Odd Jobs

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

Rumors and Odd Jobs

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

Rumors and Odd Jobs

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



Sea-Related Encounters

1. Leeches
2. Sea snake
3. Manta rays (1D6)
4. Sand dollar
5. Beautiful woman clinging to wreckage
6. Waterlogged treasure chest
7. Massive sand castle large enough to live in
8. Underwater volcano
9. Ship with black flags in the distance
10. Seashell with voices inside
11. Sea urchin
12. Ghostship
13. Small mysterious child swimming
14. Beautiful seashells (1D8)
15. Sunken temple
16. Small chest with the sound of a beating heart
17. Mermen mounted on porpoises (1D12)
18. Singing clam
19. Tasty looking fish
20. Ship in a bottle
21. Tornado filled with sharks
22. Mermaid caught in a net
23. Skeleton holding a trident
24. Fish with polished mirror scales
25. Siren song
26. Small boat with supplies but no sailors
27. Talking boat
28. Skeleton holding a broken oar
29. Bones of a massive dragon
30. Gold statue of a man holding a trident
31. Statue army
32. Shark carcass with a sword piercing its head
33. Woman in the water holding a sword
34. Cursed gold coins
35. Crate of wine
36. Dragon turtle
37. Man in a boat with a goat
38. Sinking island
39. Giant metal hook
40. Coconut
41. Giant octopuses (1D6)
42. Old human wizard walking on the water
43. Two ships in combat
44. Sunken city
45. Sunken ironclad ship from a lost time
46. Underwater cave entrance
47. Shipwrecked crew of sailors
48. Surfing dwarf
49. Message in a bottle
50. Starfish that suction to a character
51. Lighthouse
52. Human who believes he is a merman
53. Corpse tied to a rock
54. Ghost of a man who died at sea
55. Canoes made from trees (1D12)
56. Friendly water elemental
57. Oysters (1D4 pearls)
58. Large tree washed up on the beach
59. Barrel of dead fish
60. Seagulls that peck your head
61. Rusted old cannon
62. Aquatic elf fighting giant squid
63. Long scaly tail disappears just out of sight
64. Oars stuck upright in the sand (1D20)
65. Kelp forest
66. Sunken ship
67. Coral reef
68. Viking longship
69. Rum (1 bottle)
70. Floating town
71. Tall tower sticking out of the water
72. Dead body (woman)
73. Underwater stone road
74. City in a giant bubble
75. Single tree growing out of the water
76. Beached ship
77. Wife waiting for her sailor husband
78. Unknown sea monster
79. Gnome in a rowboat
80. Stranded halfling bard
81. Hundreds of jellyfish
82. Stone statue of a woman dressed in robes
83. Hurricane (1D20 turns till it arrives)
84. Sharks (1D8)
85. Group of sea turtles
86. Crab holding a knife
87. Tsunami (1D20 turns till it arrives)
88. Old man that gives you a fishing pole
89. Floating island
90. Very pinchy crabs (1D20)
91. Strange man looking for a lost child
92. Coastal druid talking to some fish
93. Paladin on a whale hunt
94. Water witch looking to make a trade
95. Young boy froze in an iceberg
96. Deep underwater trench
97. Ghostly of a woman in a long flowing dress
98. Old abandoned castle
99. Man staked to the beach
100. Skeleton holding a treasure chest

Seafaring Encounters

1. Blood cloud in the water
2. Slave ship fleet (1D12)
3. Uncharted island (lone castaway)
4. Ship from an exotic locale
5. Lost ship
6. Rope (200')
7. Flotsam (1D100 salvageable items)
8. Rum (1D8 barrels)
9. Giant white whale
10. Dolphins (1D20)
11. Bird sign (ill omen)
12. Salted pork (1D4 barrels)
13. Shark feeding frenzy
14. Pirate ship
15. Raft (1D8 survivors)
16. Woman riding an orca
17. Sargassum seaweed
18. Red tide
19. Pirate ship (entire crew dead)
20. Bottle with a navigation chart inside
21. Island (penal colony)
22. Hurricane
23. Talking fish
24. Mermaids (1D4)
25. Elves in a hot air balloon (1D6)
26. Merchant fleet (1D6)
27. Raft (1D6 dead bodies)
28. Pod of whales (1D20)
29. Giant squid
30. Jetsam (1D100 salvageable items)
31. Uncharted island (village)
32. Lifeboat (empty)
33. Flotsam (1D20 salvageable items)
34. Ghostship
35. Strong winds
36. Flotsam (no salvageable items)
37. Warship
38. Pirate fleet (1D4)
39. Mermaid
40. Whales (1D10)
41. Warship fleet (1D4)
42. Sail canvas (30'x60')
43. Lagan (1D8 salvageable items)
44. Elf floating on a lily pad
45. Lifeboat (empty except for a pocket watch)
46. Kraken
47. Slave ship
48. Giant octopus
49. Derelict ship
50. Oil slick
51. Whales (1D100)
52. Raft (a chest)
53. Raft (lone survivor)
54. Shooting star (good omen)
55. Storm
56. Uncharted island (shipwreck 1D20 survivors)
57. Water spout
58. Floating wizard's tower
59. Merchant fleet (1D10)
60. Raft (1D8 dead bodies)
61. Whales (1D8)
62. Lagan (dead body)
63. Red gaseous cloud
64. Jetsam (1D20 salvageable items)
65. Uncharted island (secluded lagoon)
66. Huge snail resting on a rock
67. Gnome clinging to a board
68. Warship fleet (1D20)
69. Uncharted island (ruins)
70. Merchant ship (sinking, crew abandoning)
71. Buoy with a message from a lost ship
72. Coffin (kingly human body)
73. Coffin (filled with maps)
74. Message in a bottle
75. Rum (1 barrel)
76. Jagged rocks just under the surface
77. Treasure ship
78. Huge shoal of fish that begin to eat the hull
79. Pirate fleet (1D8)
80. Uncharted island (megaliths)
81. Doldrums
82. Raft (single dead body)
83. Dragon turtle
84. Sea hag
85. Uncharted island (cave)
86. Slave ship fleet (1D4)
87. Dwarf in a barrel
88. Uncharted island (pirate base)
89. Capsized ship
90. Merchant fleet (1D20)
91. Whirlpool
92. Lifeboat (1D4 survivors)
93. Green gaseous cloud
94. Huge dead fish
95. Flag from a legendary pirate ship
96. Raft (1D4 survivors)
97. Board inscribed with "The Lady Luck"
98. Leather satchel
99. Plesiosaurus
100. Giant shark

Swamp Encounters

1. Standing stone
2. Gallows tree (1D6 human bodies)
3. Giant alligator
4. Alligators (1D6)
5. Strange stepping stones
6. Boulder that turns out to be a turtle
7. Overgrown road
8. Hidden town
9. Sunken boat
10. Ancient ruins
11. Distant howling
12. Wooden coffin (50% chance empty)
13. Onyx statue with piercing eyes
14. Submerged chest
15. Large chain coming out of the ground
16. Band of orcs building a wooden tower (2D20)
17. Goblins (1D10)
18. Rowboat
19. Entangling vines
20. Elf with a severe head injury
21. Alchemist's cottage (50% chance abandoned)
22. Cave entrance
23. Bandits (1D4)
24. Graveyard
25. Lost adventuring party (1D8)
26. Horde of toads
27. Witch
28. Thick fog
29. Mad hermit
30. Skeletons (1D12)
31. Dungeon entrance
32. Hand sticking out of the mud
33. Adventurer's camp (50% chance abandoned)
34. White horse
35. Troll
36. Dead bodies (elves, 1D4)
37. Carnivorous plant
38. White stag
39. Stone slab
40. Band of druids (1D8)
41. Zombie
42. Giant snake
43. Runaway slave camp (2D20 people)
44. Goblins (1D8)
45. Giant rat
46. Something large swimming under the water
47. Dead manatee
48. Burning treehouse
49. Man in shackles
50. Wizard's tower
51. Nymph
52. Strange lights
53. Man in a cage hanging from a tree
54. Lost child
55. Dead bodies (dwarves, 1D8)
56. Hapless merchant
57. Weeping mermaid
58. Moss hut (50% chance abandoned)
59. Fisherman's camp (50% chance abandoned)
60. Horde of mosquitos
61. Goblins (1D4)
62. Wild men (1D6)
63. Outlaw hideout
64. Dead bodies (humans, 1D20)
65. Giant tortoise
66. Skeleton
67. Snake in a snare
68. Horde of flies
69. Wolves (1D6)
70. Wooden chest (locked)
71. Pyramid
72. Strange massive tree
73. Wandering druid
74. Quicksand
75. Wandering monk
76. Bloodstained clothes
77. Hunter's camp (50% chance abandoned)
78. Ornate mirror
79. Abandoned raft
80. Feral child
81. Drowning halfling
82. Bandits (1D8)
83. Swamp gas
84. Giant centipede
85. Stone coffin (50% chance empty)
86. Overgrown ship
87. Place where the water is on fire
88. Ghost
89. Band of monks (1D12)
90. Overgrown house
91. Dead body (human)
92. Poison frog
93. Poisonous flowers
94. Chest full of books (3D20)
95. Half-sunken statue
96. Wizard digging a hole
97. Giant lizard
98. Still pool lined with gold trinkets
99. Adventurer's backpack (50% chance empty)
100. Fish-like humanoids swinging from trees

Talking Inanimate Objects

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

Underground Encounters

1. Two dwarves carrying an injured elf
2. Natural cave-in
3. Book (roll once on a Book Title Table)
4. Thousands of eyes peering from the darkness
5. Injured dog
6. Band of refugees (1D100)
7. Ruins of an old seaport
8. Massive rope hanging from the ceiling
9. Screams and shrieks nearby
10. Dark rippling pool
11. Bloody and torn wizard's robes
12. Ground and walls begin shifting
13. Ring of burning torches
14. Giant bat
15. Vein of rare mineral
16. Woman running and shrieking
17. Walking boulder
18. Ruins of an ancient city
19. Talking mushroom
20. Entrance to a dungeon
21. Pile of dead human bodies (1D20)
22. Cavern filled with billions of tiny spiders
23. Abandoned mining tunnels
24. Dragon turned to stone
25. Strange stone-like eggs (1D100)
26. Elf hunting party
27. Foul stench from a narrow tunnel
28. Pack of giant spiders on the hunt
29. Giant ant
30. Dwarves transporting a cart of rubies
31. Emerald ring floating above the ground
32. Crate of parchments (1D100)
33. Spider webs
34. Zombies (1D100)
35. Confused dwarf traveler
36. Rusty longsword
37. Deep scratches on the walls and floor
38. Band of cave explorers (1D6)
39. Unconscious elf
40. Dead gnome
41. Skeletons (1D4)
42. Humongous spider in its lair
43. Tunnel full of sharp chipped stones
44. Pile of broken timbers
45. Curious, friendly goblin
46. Water pouring from the ceiling
47. Small hole in the wall
48. Lost adventuring party looking for a way out
49. Well-kept house and yard in a large cavern
50. Mad wizard's laboratory
51. Wooden door in the wall of the cave
52. Frantic writings etched into the wall of a tunnel
53. Lost human trader
54. Lost deer
55. Drums echoing throughout the deep
56. Woman looking for her lost caravan
57. Human carrying a bag of gems and rare metals
58. Man driven mad by the darkness
59. Large stone doorway
60. Frightened man running for his life
61. Wooden trapdoor on the ground
62. Bulbous rock-like creature tunneling through stone
63. Wall paintings of horrific monsters
64. Injured gnome
65. Giant slug
66. Toxic dust in the air
67. Adventurers who are shells of what they once were
68. Wall paintings of animals
69. Giant spider hiding above a pile of dead bodies
70. Cat giving birth
71. Gnomes mining for gemstones
72. Slippery slime
73. Knight praying at a stone altar
74. Dwarf looking for precious metals and stones
75. Revenant seeking allies
76. Mysterious chest in the middle of a large cavern
77. Light barely visible from a faraway tunnel
78. Unconscious man
79. Talking giant spider
80. Ghost of a small girl looking for her parents
81. Gnome wizard sculpting a clay golem
82. Entrance to a hidden city
83. Impenetrable darkness
84. Toxic gasses leaking from the walls
85. Map case (locked)
86. Mysterious lever on the wall
87. Blood leading up the wall and across the ceiling
88. Skeletons (1D8)
89. Distant howls echoing through the deep
90. Large, seemingly bottomless pit in the floor
91. Massive pit filled with bones
92. Barbarian hunter
93. Shallow grave
94. Lost elf child
95. Statue of a spider queen
96. Dissonant music coming from a nearby cave
97. Bright flash of light
98. Backpack full of gear
99. Active gnomish mining operation
100. Man who says he's traveling to an underground city

Woodland Animals

1. Badger
2. Treecreeper
3. Sparrowhawk
4. Long-eared owl
5. Green woodpecker
6. Fallow deer
7. Robin
8. Wood warbler
9. Adder
10. Brown bear
11. Wild dog
12. Kestrel
13. Little owl
14. Stoat
15. Nightjar
16. Chiffchaff
17. Red deer
18. Tawny owl
19. Spotted flycatcher
20. Sika deer
21. Goldfinch
22. Barn owl
23. Lemming
24. Nightingale
25. Bank vole
26. Siskin
27. Dunnock
28. Chaffinch
29. Otter
30. Brambling
31. Lynx
32. Coal tit
33. Brown long-eared bat
34. Greater horseshoe bat
35. Blackbird
36. Chipmunk
37. Weasel
38. Tree sparrow
39. Wren
40. Capercaillie
41. Fox
42. Swallow
43. Common toad
44. Great spotted woodpecker
45. Willow warbler
46. Red squirrel
47. Grass snake
48. Hedgehog
49. Starling
50. Goshawk
51. Hooded crow
52. Blue tit
53. Great tit
54. Wood mouse
55. Roe deer
56. Muntjac deer
57. Hobby
58. Beaver
59. Common crossbill
60. Lesser horseshoe bat
61. Elk
62. Osprey
63. Black bear
64. Field vole
65. Redwing
66. Black grouse
67. Common kingfisher
68. Lesser-spotted woodpecker
69. Mistle thrush
70. Common lizard
71. Grey squirrel
72. House martin
73. Nuthatch
74. Blackcap
75. Scottish wildcat
76. Wild boar
77. Sand martin
78. Woodcock
79. Cuckoo
80. Turtle dove
81. Jay
82. Whitethroat
83. Red kite
84. Pine marten
85. Wolf
86. Swift
87. Long-tailed tit
88. Rook
89. Moose
90. Fieldfare
91. Buzzard
92. Song thrush
93. Porcupine
94. Bullfinch
95. Common frog
96. Slow worm
97. Goldcrest
98. Hazel dormouse
99. Yellow-necked mouse
100. Wheatear

Food



Beers

1. Imperial Porter
2. Imperial Stout
3. Red Imperial Porter
4. Double Red Ale
5. Blonde Ale
6. Dwarven Red Ale
7. Pale Mild Ale
8. Barrel-Aged Dark Beer
9. Dwarven Dark Lager
10. Lager
11. Sour Ale
12. Gnome Strong Pale Ale
13. Light Ale
14. Lambic
15. Fruit Beer
16. Selonna Sugar Beer
17. Spice Beer
18. Elven Ordinary Bitter
19. Porter
20. Brown Beer
21. Dortmunder Export
22. Old Ale
23. Steam Beer
24. Cream Stout
25. Barrel-Aged Sour Beer
26. Foreign Extra Stout
27. Dark Lager
28. Dry Stout
29. Dwarven Steam Beer
30. Wild Beer
31. Elven Pale Ale
32. Helles Bock
33. Strong Ale
34. Ale
35. Field Beer
36. Barley Wine Ale
37. Dwarven Barrel-Aged Strong Beer
38. Special Bitter
39. Amber Ale
40. Dwarven Dark Malt Liquor
41. Smoked Beer
42. Squash Beer
43. Longhouse Rye Beer
44. Cocoa Beer
45. Low Town Bitter
46. Rye Beer
47. Brown Porter
48. Best Bitter
49. Imperial Double Pale Ale
50. Winter Beer
51. Pale Lager
52. Cream Ale
53. Wood-aged Gnome Beer
54. Extra Special Bitter
55. Autumn Beer
56. Brown Ale
57. Premium Pale Lager
58. Barley Wine
59. Dark Mild Ale
60. Summer Ale
61. Barris Grain beer
62. Robust Porter
63. Malt Liquor
64. Halfling Cask Ale
65. Black Lager
66. Barrel-Aged Pale Beer
67. Sweet Summer Ale
68. Tropical Stout
69. Elven White Lager
70. Cask Ale
71. Golden Ale
72. Riker's Bock
73. Sweet Stout
74. Imperial Red Ale
75. Session Pale Ale
76. Barrel-Aged Amber Beer
77. Imperial Stout
78. Honey beer
79. Strong Bitter
80. Vegetable beer
81. Rogue's Doppelbock
82. Chili Pepper Beer
83. Stout
84. Coffee Beer
85. Oatmeal Stout
86. Dark Helles Beer
87. Fallwen Porter
88. Barrel-Aged Strong Beer
89. Pale Ale
90. Dunkles Bock
91. Fruit Lambic
92. Strong Pale Ale
93. Pumpkin Spice Beer
94. Wheat beer
95. Koraduo Brown Beer
96. Red Ale
97. Elven Summer Ale
98. Sour Beer
99. Smoke Porter
100. Dunkel

Culinary Herbs & Spices

1. Kava (*Piper methysticum*)
2. Ginger (*Zingiber officinale*)
3. Red clover (*Trifolium pratense*)
4. White willow (*Salix alba*)
5. (*Matricaria recutita* and *Anthemis nobilis*)
6. Cat's claw (*Uncaria tomentosa*)
7. Barberry (*Berberis vulgaris*)
8. Oregano (*Origanum vulgare*)
9. Feverfew (*Tanacetum parthenium*)
10. Ginkgo (*Ginkgo biloba*)
11. Dong quai (*Angelica sinensis*)
12. Digitalis (*Digitalis lanata*, or Foxglove)
13. Hawthorn (*Crataegus laevigata*)
14. Watercress (*Nasturtium officinale*)
15. Wheatgrass (*Triticum aestivum*)
16. Bitter leaf (*Vernonia amygdalina*)
17. Water Hemlock (*Cicuta virosa*)
18. Thyme (*Thymus vulgaris*)
19. Moringa oleifera
20. Yerba Santa (*Eriodictyon crassifolium*)
21. Marigold (sometimes *calendula*)
22. Jamaica dogwood (*Piscidia erythrina*)
23. Water Dropwort (*Oenanthe aquatica*)
24. Veronica (*Veronica officinalis*)
25. Chasteberry (*Vitex agnus-castus*)
26. Gum Arabic (*Acacia senegal*)
27. Passion Flower (*Passiflora*)
28. Wahoo (*Euonymus atropurpureus*)
29. Evening primrose (*Oenothera*) oil
30. Elderberry (*Sambucus nigra*)
31. Blessed thistle (*Cnicus benedictus*)
32. Bitter orange (*Citrus x aurantium*)
33. Water Plantain (*Alisma plantago-aquatica*)
34. Garlic (*Allium sativum*)
35. Fenugreek (*Trigonella foenum-graecum*)
36. Ginseng (*Panax quinquefolius*)
37. Kratom (*Mitragyna speciosa*)
38. Peppermint (*Mentha x piperita*) oil
39. Water Germander (*Teucrium scordium*)
40. Xanthoparmelia scabrosa
41. Wafer Ash (sometimes Hoptree)
42. Bitter gourd (*Momordica charantia*)
43. Licorice root (*Glycyrrhiza glabra*)
44. Summer savory (*Satureja hortensis*)
45. Marsh-mallow (*Althaea officinalis*)
46. Arnica (*Arnica montana*)
47. Henna (*Lawsonia inermis*)
48. Tea tree oil (*Melaleuca alternifolia*)
49. Verbena (*Verbena officinalis*)
50. Eucalyptus (*Eucalyptus globulus*)
51. Burdock (*Arctium lappa*)
52. Horsetail (*Equisetum arvense*)
53. Purple coneflower (*Echinacea purpurea*)
54. Celery (*Apium graveolens*)
55. Horse chestnut (*Aesculus hippocastanum*)
56. Valerian (*Valeriana officinalis*)
57. Neem (*Azadirachta indica*)
58. Alfalfa (*Medicago sativa*)
59. Cinchona
60. Sage (*Salvia officinalis*)
61. Asthma-plant (*Euphorbia hirta*)
62. Abscess root (*Polemonium reptans*)
63. St. John's wort (*Hypericum perforatum*)
64. Comfrey (*Symphytum officinale*)
65. Velvetleaf (*Cissampelos pareira*)
66. Goldenseal (*Hydrastis canadensis*)
67. Chaparral (*Larrea tridentata*)
68. Lavender (*Lavandula angustifolia*)
69. Syrian Rue (aka Harmal)
70. Milk thistle (*Silybum marianum*)
71. Cayenne (*Capsicum annuum*)
72. Black cohosh (*Actaea racemosa*)
73. Ashoka tree (*Saraca indica*)
74. European mistletoe (*Viscum album*)
75. Papaya (*Carica papaya*)
76. Guava (*Psidium guajava*)
77. Hoodia (*Hoodia gordonii*)
78. Hibiscus (*Hibiscus sabdariffa*)
79. Flaxseed (*Linum usitatissimum*)
80. Bilberry (*Vaccinium myrtillus*)
81. Açai (*Euterpe oleracea*)
82. Ephedra (*Ephedra sinica*)
83. Opium poppy (*Papaver somniferum*)
84. Turmeric (*Curcuma longa*)
85. Aloe vera
86. Saw palmetto (*Serenoa repens*)
87. Umckaloabo (*Pelargonium sidoides*)
88. Tulsi (*Ocimum tenuiflorum* or Holy Basil)
89. Rosemary (*Rosmarinus officinalis*)
90. Kanna (*Sceletium tortuosum*)
91. Lotus (*Nelumbo nucifera*)
92. Astragalus (*Astragalus propinquus*)
93. Konjac (*Amorphophallus konjac*)
94. Khat
95. Asafoetida
96. Belladonna (*Atropa belladonna*)
97. Thunder God Vine (*Tripterygium wilfordii*)
98. Vetiver (*Chrysopogon zizanioides*)
99. Wallflower (*Erysimum cheiri*)
100. Noni (*Morinda citrifolia*)

Fictional Spices

1. Jaraway Spice
2. Paracre Pepper
3. Coltia Salt
4. Sulhac Powder
5. Pocini Spice
6. Sullditch Salt
7. Saffiron Powder
8. Wiji Wiri Root
9. Dollafanca Flower
10. Talite Root
11. Ajwian Powder
12. Beaufe Spice
13. Dystril Seed
14. Bowroot
15. Hyrtle Weed
16. Keluako Root
17. Maheb Root
18. Calapep Salt
19. Lostgary Sugar
20. Bebier Spice
21. Chiso Chile
22. Guailo Chile
23. Yaroweed
24. Trandosi Spice
25. Bunet Spice
26. Tragon Seed
27. Valian Leaf
28. Filoba Weed
29. Salip Salt
30. Mei'Yen Chile
31. Ajifa Chile
32. Rattleseed
33. Gingk'go Salt
34. Stalina Salt
35. Asafoda Seed
36. Daikobi Leaf
37. Kukich Spice
38. Kabsalt
39. Nastuum Powder
40. Cupwort Bark
41. Silum Spice
42. Syzygum Powder
43. Turkider Root
44. Guarni Spice
45. Kosroot
46. Oboldoroot
47. Calynda Root
48. Epazi Spice
49. Boleppe Salt
50. Filk Thistle
51. Melongrass
52. Cheril Root
53. Safli Spice
54. Jeelig Leaf
55. Abica Sugar
56. Jakhta Seed
57. Soreli Salt
58. Yyrba
59. Arali Spice
60. Perila Root
61. Papyla Pepper
62. Goodluff Spice
63. Rac El Powder
64. Za'atyr Spice
65. Njanga Spice
66. Akujura Seed
67. Alobo Pepper
68. Appewort Flower
69. Fennli Seed
70. Huata Flower
71. Quatra Salt
72. Guaram Salt
73. Trubino Sugar
74. Malsya Weed
75. Borge Root
76. Ubeki Pepper
77. Kaffyr Root
78. Puluya Pepper
79. Paldan Flower
80. Za'ytar Sugar
81. Galga Root
82. Jymobu Powder
83. Gyssam Salt
84. Jagulnroot
85. Harica Spice
86. Ursa Flakes
87. Mailake Leaf
88. Rooimnos Leaf
89. Aflise Pepper
90. Fleur De Selfic
91. Omfre Salt
92. Coldmany Sugar
93. Cilian Weed
94. Suflac Spice
95. Pigella Seed
96. Bearshoe Flower
97. Toeroot
98. Casciam Bark
99. Olidasalt
100. Reyishi Root

Fruit #1

1. Illawarra plum
2. Strangler fig
3. Black elderberry
4. Sageretia
5. Calabash
6. Sugar-apple
7. Giant blackberry
8. Cedar Bay cherry
9. Jackalberry
10. Wild peach
11. Sweet detar
12. Bilimbi
13. Purple apple-berry
14. Buffaloberry
15. Soursop
16. Kiwano
17. Muntries
18. Kakadu plum
19. Nungu
20. Chokecherry
21. Batuan
22. Watermelon
23. Goumi
24. Cluster fig
25. Emu apple
26. Lardizabala
27. Cherimoya
28. Wild plum
29. Wild orange
30. Sugar plum
31. Strawberry
32. Dodder laurel
33. Mayapple
34. Mango
35. Salak
36. Muscadine
37. Junglesop
38. Medlar
39. Che
40. Governor's plum
41. Rambutan
42. Avocado
43. Keule
44. Tamarind
45. Sweet apple-berry
46. Charichuelo
47. Banana
48. Coco plum
49. Naranjilla
50. Lapsi
51. Fibrous satinash
52. Oil palm
53. Sand apple
54. Mock strawberry
55. Wild apricot
56. Wild grape
57. Balsam apple
58. Blueberry
59. Apple
60. Rose-leaf bramble
61. Huckleberry
62. Plum
63. Karkalla
64. Desert date
65. Blue tongue
66. Common apple-berry
67. Milkplum
68. Yellow plum
69. Kiwifruit
70. Barberry
71. Pineapple
72. Waterbessie
73. Moringa
74. Gemsbok cucumber
75. Grape
76. Mamey sapote
77. Sandpaper fig
78. Hardy kiwi
79. Maypop
80. Snowberry
81. Sea grape
82. Capuli cherry
83. Cocky apple
84. Quince
85. Natal plum
86. Bush tomato
87. Marula
88. Sycamore fig
89. Texas persimmon
90. Kei apple
91. Muskmelon
92. Deleb palm
93. Bolwarra
94. Raspberry
95. Prickly pear
96. Cherry orange
97. Ground plum
98. Indian gooseberry
99. Guarana
100. Coco de mer

Fruit #2

1. Jalpai
2. Lychee
3. Currant
4. Oual persimmon
5. Small-leaf tamarind
6. False-mastic
7. Gac
8. Salal
9. Conkerberry
10. Gorval's plum
11. Rhubarb
12. Shumble melon
13. Malay apple
14. Carambola
15. Arhat
16. Spiny monkey orange
17. Cainito
18. Durian
19. Guava
20. Mobola plum
21. Red raspberry
22. Lady apple
23. Mammee apple
24. Miracle fruit
25. Bael
26. Salmonberry
27. Saskatoon berry
28. Desert fig
29. Lanzones
30. Emu berry
31. Pigeon plum
32. Black walnut
33. Pigface
34. Feijoa
35. Persimmon
36. Finger lime
37. Desert lime
38. Marang
39. Jarma cherry
40. Desert banana
41. Coconut
42. Lime
43. Ackee
44. Black cherry
45. Beach plum
46. Wild mangosteen
47. Custard-apple
48. Peumo
49. Eastern may hawthorn
50. Waterberry
51. Little gooseberry tree
52. Saw palmetto
53. Southern crabapple
54. Peach
55. Red mulberry
56. Bignay
57. Pawpaw
58. Nonda plum
59. Black apple
60. Burdekin plum
61. White star apple
62. Papaya
63. Kakadu lime
64. Doubah
65. Kutjera
66. Jambul
67. Sapote
68. Calamondin
69. Pink-flowered raspberry
70. Cherry ballart
71. Zig zag vine
72. Hanza
73. Mundu
74. Orange
75. Pomelo
76. Red elderberry
77. Cranberry
78. Gooseberry
79. Broad-leaf bramble
80. Midyim
81. Breadfruit
82. Button mangosteen
83. Riberry
84. Queensland ebony
85. Baobab
86. Mangosteen
87. Pear
88. Longan
89. Santol
90. Gingerbread plum
91. Lemon
92. Atherton Raspberry
93. Safou
94. Jujube
95. White aspen
96. Rose myrtle
97. Lilly pilly
98. Black raspberry
99. Thimbleberry
100. Buddha's Hand

Herbal Teas

1. Bee Balm
2. Caraway tea
3. Stevia tea
4. Broom tea
5. Burdock
6. Lemon Balm
7. Roselle petal tea
8. Artichoke tea
9. Chamomile
10. Rose hip
11. Echinacea tea
12. Roasted wheat tea
13. Noni tea
14. Anise tea
15. Cerasse tea
16. Red raspberry leaf
17. Fennel
18. Osmanthus tea
19. Staghorn sumac
20. Neem leaf
21. Kratom
22. Penny-wort leaf
23. Kapor tea
24. Houttuynia
25. Rosemary
26. Nettle leaf
27. Honeybush tea
28. Cherry blossom petal tea
29. Dill tea
30. Pennyroyal leaf
31. Fireweed tea
32. Serendib tea
33. Dandelion coffee
34. Cacao bean tea
35. Essiac tea
36. Gentian
37. Horehound
38. Lemon and ginger tea
39. Mint
40. Wax gourd tea
41. Knot-weed tea
42. Coca tea
43. Cinnamon tea
44. Skullcap
45. Wong Lo Kat
46. Sassafras Root tea
47. Spicebush tea
48. Red clover tea
49. Snapdragon tea
50. Patchouli tea
51. Cat's Claw
52. Scorched rice
53. Verbena tea
54. Poppy tea
55. Sage
56. Goji
57. Kuzuyu
58. Citrus peel tea
59. Holly tea
60. New Seyru Tea
61. Roasted corn tea
62. Salvia
63. Labrador tea
64. Vetiver
65. Catnip tea
66. Sobacha
67. John's Wort
68. Hibiscus tea
69. Sagebrush
70. Luo han guo
71. Cannabis tea
72. Red Bush Tea
73. Turmeric tea
74. Tiger Face Tea
75. Valerian
76. Poor man's ginseng
77. Hydrangea tea
78. Hawthorn
79. Lime blossom tea
80. Barley tea
81. Boldo tea
82. Spruce tea
83. Yarrow tea
84. Elderberry
85. Mountain Tea
86. Tallstrunt
87. Licorice root tea
88. Kava root tea
89. Ginger root tea
90. Moringa tea
91. Qishr
92. Chrysanthemum tea
93. Coffee leaf tea
94. Woodruff
95. Thyme
96. Holy Basil tea
97. Blue Creeper tea
98. Mistletoe
99. Ginseng
100. Lemongrass tea

Nuts and Seeds

1. Golden wattle seeds
2. Yellow walnuts
3. Palm nuts
4. Black ironwood seeds
5. Peanuts
6. Cocoa beans
7. Dog's tooth grass seeds
8. Paradise nuts
9. Pomegranate seeds
10. Curara seeds
11. Durian seeds
12. Chilgoza pine nuts
13. Cashews
14. Pili nuts
15. Rice
16. Ginkgo nuts
17. Ranji bush seeds
18. Bitter apple seeds
19. Chickpeas
20. Chestnuts
21. Mulga seeds
22. Pindan wattle seeds
23. Pekea nuts
24. Breadnuts
25. Jackfruit seeds
26. Macadamia nuts
27. Bunya nuts
28. Witchetty bush seeds
29. Bush mango
30. Corn kernels
31. Mockernut hickory
32. Fox nut seeds
33. Deeknuts
34. Watermelon seeds
35. Pecans
36. Ogbono seeds
37. Shellbark hickory
38. Oats
39. Hemp seeds
40. Black walnuts
41. Pigweed seeds
42. Water chestnuts
43. Acorns
44. Wattle seeds
45. Hazelnuts
46. Heartnuts
47. Wiry wattle seeds
48. Gabon nuts
49. Shoestring acacia seeds
50. Coastal wattle seeds
51. Peas
52. Monkey-puzzle nuts
53. Wild rice
54. Sesame seeds
55. Hickory nuts
56. Walnuts
57. Almonds
58. Pumpkin seeds
59. Beechnuts
60. Western beaked hazelnut
61. Southern ironwood seeds
62. Canarium nuts
63. Coffee beans
64. Sweet chestnuts
65. Kurrajong nuts
66. Malabar gourd seeds
67. Pistachios
68. Sunflower seeds
69. Oldman saltbush seeds
70. Mongongo nuts
71. Soybeans
72. Podocarps seeds
73. Kola nuts
74. Malabar chestnuts
75. Brazil nuts
76. Ogbono nuts
77. Cowpeas
78. Mamonicillo seeds
79. Pine nuts
80. Shagbark hickory
81. Red bopple nuts
82. Umbrella bush seeds
83. Jack nuts
84. Bardi bush seeds
85. Paraná pine nuts
86. Poppy seeds
87. Candlenut
88. Lotus seeds
89. Single-leaf pinyon nuts
90. Filberts
91. Borneo tallow nuts
92. Cempedak arils
93. Coconuts
94. Butternuts
95. Burrawang nuts
96. Betel nuts
97. Stone pine nuts
98. Apricot kernels
99. Mongongo
100. Ugu seeds

Seafood

1. Kingfish
2. Halibut
3. Mackerel
4. Sprat
5. Caviar (sturgeon roe)
6. Suiter-fish
7. Surimi
8. Swordfish
9. Scallop
10. Pompano
11. Pollock
12. Dorade
13. Haddock
14. Parrotfish
15. Sand crab
16. Ilish
17. Orange roughy
18. Cod
19. Sea cucumber
20. Pomfret
21. Catfish
22. Herring roe
23. Salmon
24. Mullet
25. Cockle
26. Turbot
27. Trout
28. Sturgeon
29. Periwinkle
30. Wahoo
31. Sardine
32. Rainbow trout
33. Brill
34. Whiting
35. Lingcod
36. Snakehead
37. Dogfish
38. Crayfish
39. Jellyfish
40. Smelt
41. Sanddab
42. Prawn
43. Monkfish
44. Sole
45. Lamprey
46. Sablefish
47. Grouper
48. Shark
49. Mahi Mahi
50. Snails
51. Toothfish
52. Sea urchin roe
53. Snapper
54. Snow crab
55. Rockfish
56. Lumpfish roe
57. Loco
58. Sea bass
59. Anchovy
60. Shad
61. Whitefish
62. Black cod
63. Capelin roe
64. Flounder
65. Butter fish
66. Sea fig
67. Skate
68. Tilefish
69. Pike
70. Bluefish
71. Basa
72. Herring
73. Albacore tuna
74. Bluefin tuna
75. Eel
76. Bigeye tuna
77. John Dory
78. Octopus
79. Shad roe
80. Bombay duck
81. Oyster
82. Lobster
83. Bream
84. Hake
85. Cuttlefish
86. Yellowfin tuna
87. Shrimp
88. Mud crab
89. Dungeness crab
90. Mussel
91. Blowfish
92. Pilchard
93. Prawn
94. Squid
95. Alewife
96. Tilapia
97. Salmon roe
98. Bass
99. King crab
100. Flying-fish roe

Sweet Breads

1. Friendship bread
2. Spiced apple bread
3. Praxon sweet muffin
4. Red bean bread
5. Sugar lump bread
6. White roll
7. Pumpkin bread
8. Sage sugar bun
9. Fig cake
10. Walnut beer bread
11. Sweet roll
12. King cake
13. Currant bun
14. Muffin
15. Laval bun
16. Fruit peel bun
17. Longevity peach
18. Morning cake
19. Honeyed cherry bread
20. Spiced honey bread
21. Dripping cake
22. Flat muffin
23. Cardamom bread
24. Waffle
25. Dwarven stollen
26. Raisin and sesame bread
27. Buttered Loambot seed bread
28. Warburton's sweet bread
29. Tendra bun
30. Honey raisin roll
31. Sweet currant cake
32. Hot cross bun
33. Queen cake
34. Halfling scone
35. Bee sting cake
36. Grape cake
37. Gabbett muffin
38. Sweet blood bread
39. Aniseed bread
40. Fruit bread
41. Coffee cake
42. Fried sugar bread
43. Selanne buns
44. Gingerbread
45. Raisins and cherry cake
46. Banbury cake
47. Powdered Bublik
48. Vanilla bread
49. Buttery lemon cake
50. Spiral raisin cakes
51. Zarbo bun
52. Kulumie filled bun
53. Stoneheart iced bun
54. Glazed fire bread
55. Brack bread
56. Egg waffle
57. King Listian bread
58. Sweet gum cake
59. Solange
60. Welsh walnut cake
61. Arlos spiced cake
62. Sweet spice bread
63. Lotus seed bun
64. Circle bread
65. Coco bread
66. Cashew bread
67. Sticky bun
68. Cinnamon roll
69. Strawberry sweet cake
70. Banana bread
71. Fruit bun
72. Shortcake
73. Flakey bread
74. Hazelnut cake
75. Pineapple bun
76. Lardy cake
77. Elven iced bread
78. Egg and sugar bread
79. Coconut bread
80. Peanut bun
81. Merton sweet bun
82. Crackle bread
83. Crispy roll
84. Plum dumpling
85. Saffron bun
86. Iced mound bread
87. Cardamom bread
88. Iced bun
89. Almond cake
90. Pear bread
91. Raisin bread
92. Elven K'avel
93. Custard filled muffins
94. Teacake
95. Doneta roll
96. Honey bun
97. Sweet lemon bread
98. Berloc bread
99. Harkor bun
100. Ground apple cake

Vegetables #1

1. Burdock
2. Tomatillo
3. Elephant foot yam
4. Ulluco
5. Dandelion
6. Samphire
7. *Corchorus capsularis*
8. Bamboo shoot
9. Nopal
10. Tatsoi
11. Asparagus
12. Summer purslane
13. *Phyllostachys edulis*
14. Golden samphire
15. Komatsuna
16. Florence fennel
17. Snap pea
18. Collard greens
19. Vanilla
20. Tinda
21. Garbanzo
22. Amaranth
23. Scallion
24. Dulse
25. Lemongrass
26. Celery
27. Chicory
28. Elephant garlic
29. Arracacha
30. Lotus root
31. Spinach
32. Sea beet
33. Scorzonera
34. Turnip
35. Tree onion
36. Corn salad
37. Radicchio
38. Rutabaga
39. Sweet pepper
40. Shallot
41. Wheatgrass
42. Snow pea
43. Ricebean
44. Ensete
45. Welsh onion
46. Lamb's lettuce
47. Mizuna greens
48. Taro
49. Pumpkin
50. Enteromorpha
51. Skirret
52. Yam
53. Soko
54. Greater plantain
55. Camas
56. Common purslane
57. Black-eyed pea
58. Canna
59. Jícama
60. Garlic chives
61. Garland Chrysanthemum
62. Rapini
63. Poke
64. Dolichos bean
65. Velvet bean
66. Winter melon
67. Chives
68. Arugula
69. Tigernut
70. Manchurian wild rice
71. Lamb's quarters
72. Carola
73. Garden rocket
74. Sierra Leone bologi
75. Lizard's tail
76. Courgette flowers
77. Earthnut pea
78. Bitter melon
79. Molokhia
80. Beet
81. Lagos bologi
82. Ivy gourd
83. Onion
84. Hamburg parsley
85. Kale
86. Fiddlehead
87. Groundnut
88. Cassava
89. Drumstick
90. Tepary bean
91. Horseradish
92. Napa cabbage
93. Sweet potato
94. Paracress
95. Bitter gourd
96. Water chestnut
97. Tomato
98. Mung bean
99. *Trapa bicornis*
100. Broccolini flowers

Vegetables #2

1. Arame
2. Mozuku
3. Orache
4. Chayote
5. Squash
6. Watercress
7. Sea vegetables
8. Land cress
9. Galangal
10. Carrot
11. Sorrel
12. Pea
13. Fat hen
14. Swiss chard
15. Sculptit
16. Caper
17. Daikon
18. Okra
19. Water caltrop
20. Cauliflower
21. Borage greens
22. Daylily
23. Chinese mallow
24. Moth bean
25. Azuki bean
26. Broadleaf arrowhead
27. Beetroot
28. Salsify
29. Luffa
30. Potato onion
31. Hijiki
32. Podded vegetables
33. Aonori
34. Lentil
35. Olive fruit
36. Laver
37. Cucumber
38. Bell pepper
39. Kuka
40. Artichoke
41. Fluted pumpkin
42. Guar
43. Mashua
44. Cardoon
45. Sea kale
46. Broccoli
47. Swede
48. Horse gram
49. Chickweed
50. Pigeon pea
51. Celeriac
52. Prairie turnip
53. Lettuce
54. Squash blossoms
55. Wasabi
56. Parsnip
57. Pearl onion
58. Endive
59. Catsear
60. Nori
61. Jerusalem artichoke
62. Mustard
63. Wild leek
64. Cress
65. Kurrat
66. Kombu
67. Cabbage
68. Malabar spinach
69. Radish
70. Garlic
71. Lima bean
72. Dabberlocks
73. Miner's lettuce
74. Wakame
75. Eggplant
76. Kohlrabi
77. Urad bean
78. Brussels sprouts
79. Potato
80. Turmeric
81. Turnip greens
82. Water spinach
83. Zucchini
84. Keyven's Spinach
85. Runner bean
86. Mallow
87. Shepherd's purse
88. Leek
89. Chaya
90. Ginger
91. Sea lettuce
92. Winged bean
93. Good King Henry
94. Yardlong bean
95. Celuce
96. Sour cabbage
97. Dill
98. Ahipa
99. Pignut
100. Green bean

Items & Things



Booths in a Market

1. Spices
2. Ink and quills
3. Dried meats
4. Baskets
5. Silver Items
6. Oysters
7. Medicines
8. Coffee
9. Snails
10. Cookware (iron)
11. Lager
12. Street food (noodles)
13. Fresh meats
14. Snake oils
15. Pelts
16. Oils and perfumes
17. Gemstones
18. Cabbage
19. Flan
20. Tarts
21. Herbs
22. Lumber
23. Grains
24. Clams
25. Paint
26. Smoking pipes
27. Street food (kabobs)
28. Fortune teller
29. Nuts
30. Street food (soup)
31. Mussels
32. Moneylender
33. Locks and keys
34. Smoked meats
35. Silk
36. Crabs
37. Seeds
38. Honey
39. Blankets
40. Fabric
41. Fish
42. Gold items
43. Jade items
44. Games
45. Goats
46. Tents
47. Fresh vegetables
48. Glass items
49. Wool
50. Eels
51. Meat pies
52. Soaps
53. Shoes and boots
54. Fresh fruits
55. Ceramics
56. Fruit pies
57. Fans
58. Chickens
59. Sponges
60. Spiced meat pasties
61. Weapons
62. Leather items
63. Lamps
64. Potions
65. Hookah
66. Charms
67. Rugs
68. Jewelry
69. Books
70. Fish pasties
71. Salt
72. Bread
73. Pastries
74. Wood carvings
75. Street food (stew)
76. Cookware (pewter)
77. Idols
78. Incense
79. Clothes
80. Scrolls
81. Eggs
82. Street food (fried meats)
83. Ale
84. Oats
85. Armor
86. Dried fruits
87. Music instruments
88. Ivory items
89. Wines
90. Street food (rice)
91. Trotters
92. Cheeses
93. Griddle cakes
94. Rope
95. Wafers
96. Teas
97. Canvas
98. Opium
99. Beans
100. Biscuits

Cursed Items

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

Cursed Items

81-82. Sword of Lightning - 5% chance for the wielder to be struck by lightning when used
83-84. Ring of the Ring - Allows the wearer to equip one more ring than they otherwise could
85-86. Locket of Impression - After a few days of wearing this, the wearer has a vague impression that something isn't right but has no idea what
87-88. Cloak of the Weather - A talking cloak that constantly complains about the weather
89-90. Sword of Offense - A talking sword that insults the enemy, inflicting 3d6 emotional damage
91-92. Mace of Healing - Heals the target up to 1D6 hit points; also does 1D6 bludgeoning damage
93-94. Boots of Invisibility - Turns the wearer's feet invisible (the boots do not become invisible)
95-96. Amulet of Existence - This amulet exists
97-98. Emerald of Giving - Compels the wearer to give away all of their wealth and fortune until there is only the emerald left to give
99-100. Ring of Attraction - Attracts bees and wasps



Items in a Bandit Hideout

1. Bear skull
2. Silver pieces (1D100)
3. Bandages (1D20)
4. Spellbook
5. Chain shirt
6. Torches (1D6)
7. Wooden chest (locked)
8. Scimitar
9. Roast mutton chops (1D8)
10. Wolf pelt
11. Elf skull
12. Dagger
13. Cheese wheel
14. Caged snake (venomous)
15. Helmet with deer antlers
16. Merchant caravan routes
17. Plans to attack a local outpost
18. Shovel
19. Wooden spoon
20. Lute
21. Candle
22. Old work gloves
23. Venison steaks (1D4)
24. Battleaxe
25. Treasure map
26. Morningstar
27. Sword from a foreign land
28. Spear
29. Boots
30. Noble's signet ring
31. Deer pelts (1D6)
32. Gold pieces (1D4)
33. Ermine cloak
34. Broken helmet
35. Skinning knife
36. Ornate chest with the lock broken
37. Tin cup
38. Longsword
39. Wine bottle (half full)
40. Town guard patrol routes
41. Ornate saddle
42. Greatsword
43. Wooden sword
44. Iron armor
45. Cast iron cooking pot
46. Staff
47. Sling
48. Drum
49. Vial of poison
50. Skewered grasshoppers roast over a fire
51. Wine bottle (empty)
52. Bearskin cloak
53. Keg of ale (half full)
54. Tinderbox
55. Studded leather armor
56. Gold ring of a duke
57. Books (Roll 1D6 times on a Book Title Table)
58. Lantern
59. Beef jerky (1D8 sticks)
60. Loaf of moldy bread
61. Bandit leader's journal
62. Bundle of university documents
63. Candles (1D6)
64. Arrows (1D4)
65. Cooper pieces (1D100)
66. Torch
67. Ivory comb
68. Evening gowns (1D12)
69. Golden circlet
70. Incriminating letter
71. Caged wolf
72. Map to a dungeon
73. Basket of apples
74. Lamp
75. Hide armor
76. Chest of bones
77. Arrows (1D10)
78. Smooth stone
79. Firewood
80. Leather armor
81. Cloak (worn, muddy)
82. Short sword
83. Keg of mead (full)
84. Pickax
85. Wine bottles (full, 1D20)
86. Handaxe
87. Silk blanket
88. Mace
89. Pillow
90. Common clothes
91. Brass fork
92. Falsified city documents
93. Barrel (empty)
94. Gold pieces (1D20)
95. Blanket
96. Torture tools
97. Frying pan
98. Cooper pieces (1D20)
99. Silver pieces (1D6)
100. Unsent letter

Items in a Barn

1. Gold piece (1)
2. Sledgehammer
3. Ladle
4. Metal funnel
5. Boards (1D12, 3"x8"x5")
6. Wooden flute
7. Horse brush
8. Rags (1D20)
9. Straw bales (1D20)
10. Blacksmith hammer
11. Pitchfork
12. Crosscut saw
13. Bowl of milk (for the cat)
14. Rope (50')
15. Lantern
16. Work gloves
17. Poison (vial)
18. Book
19. Boards (1D20, 1"x3"x12")
20. Block and tackle
21. Sacks (1D12)
22. Handaxe
23. Rake
24. Map to a ruin
25. Feedbag
26. Riding crop
27. Fire tongs
28. Leather straps (1D8, 1"x4')
29. Iron key
30. Milking stool
31. Twine (25')
32. Plow
33. Burlap sheets (1D100, 60"x80")
34. Hand saw
35. Sythe
36. Iron door handle
37. Rope (100')
38. Manure pile
39. Hoe
40. Water bucket
41. Nails (1D100)
42. Candle
43. Religious symbol
44. Jug (empty)
45. Horseshoe
46. Hammer
47. Whiskey (half bottle)
48. Horseshoes (1D6)
49. Old porcelain doll
50. Quern
51. Silver pieces (1D100, hidden)
52. Iron wedge
53. Rusty hinge
54. Tobacco leaves (1D12, hanging, drying)
55. Boards (1D6, 2"x5"x7")
56. Love letter
57. Anvil
58. Hand drill
59. Sickle
60. Whetstone
61. Sack
62. Fodder (barrel full)
63. Yoke
64. Whip
65. Tiara made from vines
66. Leather straps (1D6, 2"x8')
67. Grain (barrel full)
68. Muddy old boots
69. Wine (half bottle)
70. Straw hat
71. Candles (1D4)
72. Torch
73. Flax comb
74. Charcoal (10 lbs.)
75. String (50")
76. Hand plane
77. Copper piece (1)
78. Hay hook
79. Iron tacks (1D100)
80. Rag
81. Bandana
82. Short sword (hidden under straw)
83. Shovel
84. Wood wedge
85. Tobacco (small bag)
86. Leather straps (1D20, .5"x6')
87. Fence posts (1D20)
88. Shattered clay pot
89. Cat with a litter of kittens
90. Saddle
91. Iron lock
92. Bridle
93. Iron spikes (1D8)
94. Wooden mallet
95. Smoking pipe
96. Pulley
97. Small pouches of seeds (1D8)
98. Iron hooks (1D10, small)
99. Rain barrel (empty)
100. Scarecrow

Items in a Cell

1. Pile of bones
2. Map of the prison
3. Multi-colored marble
4. Tin spoon
5. Small crystal shard
6. Fishhook
7. Rotted blanket
8. String (6")
9. Inkwell (empty)
10. Dried rose
11. Broken vase
12. Pool of yellow slime in a corner
13. Jumbled skeletons (3D6)
14. Wooden stake
15. Small figurine carved out of soap
16. Broken pewter pitcher
17. Burlap sack
18. Letters hidden behind a loose stone
19. Madman's manifesto written on a wall
20. Rusted iron ring
21. Broken flute
22. Silver key wrapped in a cloth (hidden)
23. Rusted manacles
24. Skulls (1D20)
25. Small sharpened piece of iron
26. Red powder sprinkled on the floor
27. Copper piece
28. Black flower in a vase
29. Dried pool of blood
30. Tiny rock statue of a halfling
31. Signet ring of a duchess
32. Skeleton (elf)
33. Remnants of a fire
34. Shiv
35. "Willoughby" written in blood on a wall
36. Dead body (human)
37. Skeleton (human)
38. Silk handkerchief with the initials "CJ"
39. Polished disk used as a mirror
40. Tin cup
41. Letter "R" scratched on the floor
42. Shard of broken glass
43. Tin plate
44. Dead body (dwarf)
45. Rotted leather pouch
46. Tiny gold shavings
47. Tiny wooden box
48. Tin tray with rotten food
49. Silver piece
50. Single link of a tiny silver chain
51. Small piece of flint
52. Four-leaf clover
53. Electrum piece
54. Note that starts, "Please forgive me..."
55. Blanket
56. Symbol of a dragon on leather piece
57. Small golden padlock
58. Rusted nail
59. Brass button
60. Broken board
61. Scratches around one stone in the wall
62. Hilt of a dagger
63. Pile of quartz crystals on the bed
64. Runes scratched into the wall
65. Backpack (empty)
66. Small tin box
67. Tip of a dagger blade
68. Tin fork
69. Beer stein
70. Thin bent copper plate
71. Face of a child drawn on the wall
72. Small puddle of oil
73. List of names written on parchment
74. Candle
75. Straw doll
76. Iron arrowhead
77. Spool of red thread
78. Sealed letter
79. Skeleton (gnome)
80. Fingerbone
81. Lump of melted wax
82. Shadow of a woman etched on the wall
83. Outline of fire scratched on the floor
84. Skeleton (dwarf)
85. Parchment with a small handprint on it.
86. Gold piece
87. Skeleton (halfling)
88. Marbles (1D20)
89. Needle
90. Small pewter disk
91. Crude chicken feather quill
92. Iron chain (4')
93. Broken wine bottle
94. "Grildorf" scratched into a wall
95. Rotted mattress
96. Bottle of wine (half full)
97. Dagger
98. Triangular shaped copper piece
99. Dead body (half-elf)
100. Jailhouse calendar scratched into the wall

Items in a Chest

1. Fabric patches (1D100)
2. Short sword covered in dried blood
3. Copper wire (5')
4. Books (1D20 rolls on a Book Title Table)
5. Vials of blue liquid (1D8)
6. Iron wire (4')
7. Copper pieces (1D100)
8. Strange seed (4" in diameter)
9. Map (Roll once on the Map Table)
10. Handheld mirror
11. Wooden likeness of a woman
12. Unidentified seeds (1D100)
13. Ancient scrolls (1D4)
14. Human heart
15. Books (1D8 rolls on a Book Title Table)
16. Mummified child
17. Gold pieces (1D100)
18. Maps (1D12 rolls on the Map Table)
19. Dead raven with nails placed in the eyes
20. Charred wood
21. Golden thread (7')
22. Books (1D12 rolls on a Book Title Table)
23. Gold pieces (1D12)
24. Spell scroll (level 2)
25. Decaying dwarf head
26. Tin wire (5')
27. Toad in a glass bottle
28. Wine bottles (1D20, empty)
29. Three polished stones sitting in a row
30. Copper pieces (1D20)
31. Gold elven brooch
32. Vials of red liquid (1D8)
33. Wine bottles (1D20, full)
34. Wine bottles (1D4, half full)
35. Bowls of clear liquid (1D4)
36. Ram horn trumpet
37. Candles (1d4)
38. Collection of letters (1D100)
39. Decaying human head
40. Mummified badger
41. Candelabra
42. Books (1D6 rolls on a Book Title Table)
43. Silver pieces (1D8)
44. Steel ingots (1D4)
45. Silver pieces (1D20)
46. Bloody rags
47. Vials of green liquid (1D8)
48. Stuffed otter
49. Silver pieces (1D4)
50. Copper pieces (2D100)
51. Vellum manuscripts (1D4)
52. Painting of a child
53. Demonic mask
54. Common clothes
55. Ashes
56. Seedling sprouting from soil
57. Papyrus manuscripts (1D8)
58. Runes inscribed on a wooden stick
59. Wine bottles (1D8, empty)
60. Bowl covered in dried blood
61. Clay tablet with cuneiform writing
62. Decaying halfling head
63. Books (1D10 rolls on a Book Title Table)
64. Torch
65. Porcelain plate
66. Books (1D4 rolls on a Book Title Table)
67. Lock of hair tied with a ribbon
68. Gold pieces (1D8)
69. Vials of yellow liquid (1D8)
70. Parchment manuscripts (1D12)
71. Dagger
72. Decaying elf head
73. Smith's tools
74. Candles (1d6)
75. Pressed flower
76. Ball of yarn
77. Remnants of burned manuscripts
78. Ornate bowl (empty)
79. Book (Roll once on a Book Title Table)
80. Moth-eaten laundry
81. Platinum pieces (1D4)
82. Small statue of a grizzly bear
83. Firewood
84. Copper ingots (1D6)
85. Rose-colored glasses
86. Iron ingots (1D6)
87. Torches (1D6)
88. Thin gold chain
89. Drawing of a handsome man
90. Drawing of a beautiful woman
91. Glittering powder
92. Wine bottles (1D10, shattered)
93. Silver key wrapped in an old rag
94. Electrum pieces (1D4)
95. Seashells (2D20)
96. Goose feather
97. Bloody locket
98. Jar of pine sap
99. Dead snails (1D10)
100. Tiny sandcastle

Items in a Cottage

1. Loaf of bread
2. Wolf pelt
3. Magic mirror
4. Blood soaked journal
5. Torn up letter
6. Skinned hares (1D8)
7. Cupboard (locked)
8. Firewood
9. Map to a dungeon
10. Cup of sugar
11. Unsent love letter
12. Old bear trap
13. Adventurer's journal
14. Skeleton (dwarf)
15. Melons (1D6)
16. Goat's milk (half a gallon)
17. Freshly baked ham
18. Maps of the area
19. Cup of coffee (spilled)
20. Dead mice (1D20)
21. Brass ring
22. Animal cage
23. Rotten apples (1D12)
24. Torn up floorboards
25. Dog's skull
26. Lukewarm tea
27. Keyring (1D12 keys)
28. Dried chicken feet
29. Freshly baked apple pie
30. Partially sewn dress
31. Fine cloak
32. Family quilt
33. Silver candle holder
34. Whistling tea kettle
35. Broken rocking chair
36. Dead body (gnome)
37. Bundles of cloth (1D6)
38. Vase of wilted flowers
39. Butter churn
40. Boiling soup
41. Unfinished meal
42. Bearskin rug
43. Jar of eyes
44. Bucket of lard
45. Small shrine
46. Cauldron (empty)
47. Mounted goblin head
48. Deer pelt
49. Mounted deer head
50. Rusted chest
51. Dead crow
52. Broken windowpane
53. Hot cider
54. Recipes written on parchment
55. Broken table
56. Herbalist's kit
57. Fishing gear
58. Bloodstains
59. Basket of rotten vegetables
60. Dying fire
61. Needle and thread
62. Old rocking chair
63. Dagger
64. Baked beans
65. Longbottom leaf (1D8)
66. Longsword (hidden)
67. Freshly brewed green tea
68. Incense
69. Muddy boots
70. Freshly picked flowers
71. Candles (1D6)
72. Water bucket
73. Clothesline (30')
74. Tattered old cloak
75. Lute
76. Dead raccoon
77. Freshly picked blueberries
78. Mouse droppings
79. Recipe for hangover elixir
80. Book (Roll once on a Book Title Table)
81. Crystal ball
82. Freshly picked raspberries
83. Moldy raspberries
84. Broken bed
85. Broken longbow
86. Kegs of ale (1D4)
87. Barrel of mead (half full)
88. Tinderbox
89. Romantic dinner for two
90. Spindle
91. Hooded cloak caked in mud
92. Beer mug
93. Stuffed bear
94. Single white rose
95. Lye soap
96. Harp
97. Smoking pipe
98. Apples (1D8)
99. Jar full of a red powder
100. Dead body (human)

Items in a Desk

1. List of names
2. Silver arrowhead
3. Ceramic vase
4. Half a map to a treasure hoard
5. Wine bottle (empty)
6. Gold pieces (1D20)
7. Wax (1D6 cubes)
8. Cigars (1D6)
9. Abacus
10. Hard candies (1D8 pieces)
11. Copper pieces (1D8)
12. Keys (1D4)
13. Bag of crocodile teeth
14. Rabbit's foot
15. Tiny wooden box (locked)
16. Rock with a fossil
17. Wooden cup
18. Cigar box stuffed with banknotes
19. Copper pieces (1D6)
20. Ink bottle (full)
21. Unfinished novel manuscript
22. Gold pieces (1D8)
23. Bundle of legal papers
24. Copper pieces (1D10)
25. Map to a hidden mine
26. Vellum (1D10 sheets)
27. Letter asking a wizard for help
28. Bust of a legendary leader
29. Letter detailing a competitor's plans
30. Onyx butterfly figurine
31. Map of trade routes
32. Copper pieces (1D20)
33. Dagger (hidden)
34. Account ledger
35. Silver pieces (1D8)
36. Map to a dungeon
37. Copper pieces (1D4)
38. Books (1D8 rolls on a Book Title Table)
39. Foreign coin (gold)
40. Bundle of letters
41. Parchment (1D8 sheets)
42. Small bag of tobacco
43. Stone dragon paperweight
44. Bundle of contracts
45. Dagger with deer antler handle
46. Dead mouse
47. Incriminating letter
48. Drawing of a ruined tower
49. Scarab brooch
50. Silver pieces (1D10)
51. Scribe's knife
52. Map of the town
53. Jade elephant statuette
54. Parchment (1D12 sheets)
55. Keys (1D8)
56. Candles (1D6)
57. Ink bottles (1D6 empty)
58. Parchment (1D10 sheets)
59. Hit list
60. Love letter
61. Candle
62. List of rare books
63. Marbles (1D12)
64. Tin bowl
65. Wooden bowl
66. Pair of riding gloves
67. Ink bottle (empty)
68. Wine bottle (half full)
69. Red glass bull figurine
70. Spell scroll (level 3)
71. Gold pieces (1D10)
72. Scribbled business plans on parchment
73. Tincup
74. Single white satin glove
75. Quills (1D4)
76. Tin box
77. Book (Roll once on a Book Title Table)
78. Ink blotter
79. Ribbon (2')
80. Keys (1D6)
81. Map of a nearby city
82. Crumbled letter
83. Foreign coin (silver)
84. Vellum (1D8 sheets)
85. Gold pieces (1D4)
86. Mummified monkey hand
87. Books (1D6 rolls on a Book Title Table)
88. Wanted posters (1D4)
89. Wax (1 cube)
90. Short sword
91. Quills (1D6)
92. Flint and tinder
93. Portrait of a young girl
94. Silver pieces (1D20)
95. Ivory statuette
96. Parchment (1D4 sheets)
97. Compass
98. Map of shipping routes
99. Wanted posters (1D6)
100. Vellum (1D4 sheets)

Items in a Dragon's Lair

1. Silver arrow
2. Chess set (pawns the size of halflings)
3. Silver pieces (7D100)
4. Greatsword with an ivory hilt
5. Tapestry with a tale of creation
6. Copper pieces (20D100)
7. Finely-crafted mahogany walking stick
8. Gold pieces (4D100)
9. Jade vase from a mythical kingdom
10. Jeweled goblet
11. Magic item
12. Full plate with dragon designs
13. Spellbook
14. Full plate armor (child-sized)
15. Golden pitcher full of gems
16. Metal shield with the crest of a fallen empire
17. Lapis lazuli statue (2' tall)
18. Short sword (made out of a dragon claw)
19. Mirror (magical)
20. Magic item
21. Silver pieces (1D100)
22. Scrolls (1D100)
23. Silver chest (locked)
24. Copper pieces (12D100)
25. Dwarven cloak
26. Wooden shield with a religious symbol
27. Painting of a long-dead king
28. Dagger (large ruby for a hilt)
29. Cloak with golden designs of trees
30. Longsword (made from a meteorite)
31. Full plate armor (golden)
32. Gold and jewel-encrusted longbow
33. Books (1D20 rolls on a Book Title Table)
34. Dragon scales (1D100)
35. Silver ring set with an emerald
36. Bronze shield with dragon designs
37. Silver pieces (9D100)
38. Copper pieces (16D100)
39. Dwarven short sword (2,000 years old)
40. Books (1D100 rolls on a Book Title Table)
41. Wooden chest (locked)
42. Silver pieces (5D100)
43. Tapestry with the tale of last age
44. Gold pieces (2D100)
45. Ivory statue (3' tall)
46. Iron chest full of maps (2D20 rolls on Map Table)
47. Gold pieces (6D100)
48. Gold pieces (1D100)
49. Obsidian arrow
50. Crystal (2" x 1')
51. Wooden spear with a dragon tooth tip
52. Meteorite (200 lbs.)
53. Gold pieces (3D100)
54. Short sword (made from a dragon tooth)
55. Leather armor with intricate designs of a forest
56. Dragon scales (1D20)
57. Golden chest (locked)
58. Magic item
59. Magic item
60. Short sword (made of obsidian)
61. Wooden staff inlaid with silver and gold
62. Golden belt
63. Wooden chest (full of gems)
64. Magic item
65. Short bow inlaid with ivory designs
66. Painting of a beautiful woman
67. Golden crown encircled with diamonds
68. Iron chest (locked)
69. Silver statue (8' tall)
70. Elven cloak
71. Copper pieces (4D100)
72. Gold pieces (5D100)
73. Crossbow (made from a greenish metal)
74. Electrum pieces (5D100)
75. Gold statue (6' tall)
76. Longsword (made of bone)
77. Dagger (made from a meteorite)
78. Elven longsword (1,000 years old)
79. Golden ring engraved with an ancient language
80. Bronze spear
81. Magic item
82. Silver crown with rubies
83. Scale armor (black)
84. Golden arrow
85. Vase decorated with jasper stones
86. Iron helm ringed in sapphires
87. Copper pieces (8D100)
88. Silver pieces (3D100)
89. Magic item
90. Longsword (jade hilt)
91. Silver pieces (10D100)
92. Gold coin from a mythical realm
93. Copper pieces (2D100)
94. Chainmail (crimson)
95. Porcelain vase (5,000 years old)
96. Large obsidian key
97. Dragon scales (1D10)
98. Dagger with an ivory handle
99. Greataxe with ebony handle
100. Clockwork falcon

Items in a Hunter's Campsite

1. Short sword
2. Goat meat (1D8 steaks)
3. Wine bottle (full)
4. Fletching
5. Chicken feathers (1D20)
6. Raccoon pelts (1D4)
7. Tent pegs (1D6)
8. Moldy bread
9. Wolf pelts (1D8)
10. Waterskin (full)
11. Pack mule (live)
12. Handaxe
13. Gold pieces (1D10)
14. Ermine pelts (1D6)
15. Moose antlers
16. Shovel
17. Hammer
18. Hawk feathers (1D6)
19. Pepper (1/2 lbs.)
20. Elk antlers
21. Arrows (1D8)
22. Map to a nearby cave
23. Silver pieces (1D6)
24. Light crossbow
25. Gutted grouse (1D20)
26. Bear pelts (1D4)
27. Eagle feathers (1D6)
28. Chickens (1D4 live)
29. Fishing line (20')
30. Deer pelts (1D4)
31. Bobcat pelts (1D4)
32. Coyote pelts (1D10)
33. Finely carved small wooden box (locked)
34. Arrows (1D20)
35. Wooden spoon
36. Deer antlers
37. Muskrats pelts (1D6)
38. Chicken eggs (1D6)
39. Gold pieces (1D4)
40. Skinning knife
41. Ax
42. Donkey (live)
43. Arrowheads (1D4)
44. Badger pelts (1D4)
45. Elk pelts (1D4)
46. Turkey feathers (1D4)
47. Beaver pelts (1D20)
48. Fishing pole
49. Boar skins (1D8)
50. Wooden club
51. Tent
52. Frying pan
53. Crossbow bolts (1D12)
54. Skinned boars (1D4)
55. Waterskin (empty)
56. Rabbit pelts (1D20)
57. Knife (intricately carved whalebone handle)
58. Arrows (1D10)
59. Fish (1D20 fillets)
60. Oil (1 vial)
61. Whetstone
62. Goat (live)
63. Silver pieces (1D20)
64. Cast iron cooking pot
65. Moose pelts (1D6)
66. Crossbow bolts (1D4)
67. Fox pelts (1D12)
68. Dagger
69. Mink pelts (1D10)
70. Salt (1 lbs.)
71. Otter pelts (1D4)
72. Tin bowl
73. Firewood
74. Rope (50')
75. Wine bottle (empty)
76. Horse (live)
77. Blanket
78. Chicken meat (1D12 pieces)
79. Wine bottle (half full)
80. Skinned rabbits (1D8)
81. Venison (1D6 steaks)
82. Spear
83. Candles (1D6)
84. Canvas (4'x4')
85. Skinned squirrels (1D6)
86. Lantern
87. Huntsmen's Bow (+2 against animals)
88. Blankets (1D8)
89. Copper pieces (1D20)
90. Flint and tinder
91. Turkey meat (1D8 pieces)
92. Tanning rack
93. Gutted pheasants (1D10)
94. Gutted porcupines (1D12)
95. Weasel pelts (1D10)
96. Bear meat (1D8 steaks)
97. Lamp
98. Longsword
99. Lock of a maiden's hair
100. Snakeskins (1D4)

Items in a Noble Bedchamber

1. Rare liquor (full bottle)
2. Books (1D4 rolls on a Book Title Table)
3. Key to vault
4. Large safe
5. Model ship
6. Quill
7. Silver pieces (1D20)
8. Ruby ring
9. Ancestral longsword
10. Gold pieces (1D4)
11. Portrait of the noble
12. Gold trimmed desk
13. Exquisite rug
14. Gilded dagger
15. Gold pieces (1D6)
16. Satin robes
17. Caged falcon
18. Family crest
19. Noble's journal
20. Bundle of love letters
21. Shrine to a god
22. Embroidered pajamas
23. Diamond ring
24. Platter of exotic fruits
25. Wax (1D8 cubes)
26. Silk pantaloons
27. Full plate armor on display
28. Wine bottle (half full)
29. Exquisite vase
30. Tapestry
31. Large bed with curtains
32. Red ribbons (1D6)
33. Gold lion statuette
34. Dead body (elf)
35. Sapphire ring
36. Gold locket
37. Book of family lineage
38. Chamber pot
39. Maps and papers strewn about
40. Fur slippers
41. Rare wine (full bottle)
42. Books (1D6 rolls on a Book Title Table)
43. Ornate metal chest (locked)
44. Stuffed falcon
45. Inkwell
46. Silk pillows (1D20)
47. Silk sheets (1D10)
48. Gold urn
49. Satin gloves
50. Map of the neighboring city
51. Bundle of official letters
52. List of "rivals"
53. Combination to safe
54. Lavish chair
55. Royal dispatches
56. Dead body (human)
57. Ring (magical)
58. Alchemical notes
59. Emerald ring
60. Pearl necklace
61. Map case
62. Map of the local area
63. Mounted stag head
64. Wooden chest (locked)
65. Undergarments
66. Unfinished letter
67. Vellum (1D12, blank)
68. Manuscripts (1D8)
69. Mounted fish
70. Jewelry box
71. Painting of dragon
72. Books (1D20 rolls on a Book Title Table)
73. Large wardrobe packed with clothes
74. Hidden vault
75. Silver trimmed fan
76. Painting of a beautiful woman
77. Journal confiscated from a servant
78. Portrait of ancestor
79. Silver rose in a vase
80. Quill (made of a rare feather)
81. Signet ring
82. Painting of the noble's manor
83. Coin purse (1D100gp, 1D100 cp)
84. Copper pieces (4D100)
85. Hunting bow
86. Silver pieces (1D12)
87. Ancestral spear
88. Parchments (1D10, blank)
89. Painting easel
90. Burning letters
91. Shelf of hunting trophies
92. Emerald in a display case
93. Gold bathtub
94. Wedding dress
95. Unopened letter
96. Stuffed wolf
97. Rare liquor (half bottle)
98. Small safe
99. Books (1D10 rolls on a Book Title Table)
100. Scrolls (1D20)

Items in a Port Master's Office

1. Weatherworn captain's cloak
2. List of common sea laws
3. Quills (1D4)
4. Old captain's journal
5. Conch shell
6. Rabbit's foot
7. Wanted posters marked "collected"
8. Help wanted ad
9. Treasure map
10. Collection of beautiful seashells
11. Strange Creatures of the Deep (book)
12. Bundle of letters
13. List of port rules
14. Spyglass
15. Fancy lockbox
16. Ferry schedules
17. Wax (1D8 cubes)
18. Tax records
19. Mounted shark
20. Jeweled seashell
21. Fishing rod
22. Small vault
23. Port master's journal
24. Decorative oar
25. Bottles of mead (1D8)
26. Mounted swordfish
27. Skull of pirate
28. Sea chest
29. Old shipping records
30. Single key
31. Map of town (plastered on wall)
32. Visitors ledger
33. Altar to sea god
34. Rum (1D12 full bottles)
35. Egg (decorative, 2' tall)
36. Bounty board
37. Coat of arms
38. Silver pieces (1D100)
39. Sextant
40. Model ship in a bottle
41. Antique fishing gear
42. Vellum (1D12 sheets)
43. Gold pieces (1D20)
44. Bowl of fish eggs
45. Mystical seashell
46. Star charts
47. Antique anchor
48. Pouch filled with sharksteeth
49. Calendar
50. List of local ships
51. Lamp oil (flask)
52. Preserved tentacle (35ft)
53. Keys (1D12)
54. Warning letter to a pirate captain
55. Inkwell (dry)
56. Compass
57. Bucket of seashells
58. Sea dragon skull
59. Maps of surrounding seas
60. Map of a shipping route
61. Decorative helm
62. Legal documents
63. Letter to a cooper
64. Ship's flag
65. Memorial plaque to lost sailors
66. Dagger
67. Illustration of legendary ship
68. The Art of Sea Navigation (book)
69. Straight razor
70. Antique sword
71. Dried rations (1D4)
72. Model ship
73. Fiddle
74. Inkwell
75. Trading company contract
76. Manual on knot tying
77. Donations box for the families of lost sailors
78. Short sword
79. Financial reports
80. Stuffed squid
81. Symbol of sea god
82. Rusted lockbox
83. Mounted crab
84. Prayers to sea god
85. Jar of pickled fish
86. Bill of sale for a ship
87. Map of the port and related areas
88. Shipping manifesto
89. Weird symbols scratched on wall
90. Book of sea shanties
91. Bookshelves (1D100 books)
92. Hourglass
93. Jar of marbles
94. Pirate flag
95. Candles (1D4)
96. Port master's seal
97. Warehouse inventory log
98. Pewter flagon (empty)
99. Bag of pipe tobacco
100. List of ships arriving today

Items in a Royal Tomb

1. Dried bloodstains
2. Silver pieces (1D100)
3. Funerary clay warriors (1D100)
4. Tattered cloak
5. Cooper pieces (1D100)
6. Platters of dried fruit (1D4)
7. Ceremonial urns (1D8)
8. Ancient mace
9. Silver pieces (2D100)
10. Stone carving of deceased
11. Stone caskets (1D4)
12. Bloodstains (fresh)
13. Precious stones (1D20)
14. Longsword
15. Prepared casket (empty)
16. Books (1D10 rolls on a Book Title Table)
17. Silver chalice
18. Turquoise armring
19. Ancestral battleax
20. Rusted crown
21. Labyrinth
22. Stone griffin statue
23. Mummified soldiers (1D20)
24. Decayed bodies (1D10)
25. Ossuaries (1D6, full of bones)
26. Gold pieces (2D100)
27. Armor stand (empty)
28. Clay jars of grain (1D8)
29. Wooden chest (locked)
30. Stone angels (1D10)
31. Onyx earrings
32. Defiled corpse
33. Pile of grave clothes
34. Funerary barge
35. Stone dog statue
36. Gold chalice
37. Silver candelabra
38. Ancestral ring
39. Adventurer's dead body
40. Casks of wine (1D20)
41. Ornate cloak
42. Rival Family's crest
43. Magic staff
44. Agate necklace
45. Gravehound
46. Ossuaries (1D8, empty)
47. Metal chest (locked)
48. Mummified Hand
49. Jasper bracelet
50. Genealogy records
51. Burned body (elf)
52. Jeweled crown
53. Golden statue of a dragon
54. Incense (1D8 lbs.)
55. Stone epitaph of achievements
56. Linen wraps
57. Broken urn
58. Cooper pieces (3D100)
59. Model of a ship
60. Map of labyrinth
61. Family prayer book
62. Topaz nose ring
63. Bones scattered across the floor
64. Burial mask
65. Throne carved from a huge bone
66. Dog skull
67. Dragon skull
68. Stained glass window
69. Pile of bones
70. Silver statue of warhound
71. Royal scepter
72. Gargoyles (2D4)
73. Ornate casket
74. Signet ring
75. Cooper pieces (4D100)
76. Mummified hunting dogs (2D20)
77. Reanimated body
78. Symbol of god(s)
79. Ancient longsword
80. Silver statue of a dragon
81. Child's casket
82. Mummies (2D20)
83. Sword hilt with no blade
84. Short sword
85. Ornate jewelry chest
86. Engraving of past battles
87. Decorative suits of armor (1D12)
88. Spellbook
89. Chalice full of dried blood
90. Braziers (1D8)
91. Human skulls (1D100)
92. Shield (magical)
93. Burial urns (1D20)
94. Mural of deceased
95. Weapons taken as war trophies (1D100)
96. Family crest
97. Books (1D6 rolls on a Book Title Table)
98. Giant's skull
99. Silver pieces (3D100)
100. Mummified cats (1D10)

Items in a Ship Captain's Quarters

1. False ship records
2. Vial of seawater
3. Globe
4. Astrolabe
5. Smoking pipe
6. Boots
7. Bone key
8. Silver pieces (1D20)
9. Map of nearby islands
10. Feather pillow
11. Map of sea currents
12. Dagger
13. Books (1D4 rolls on a Book Title Table)
14. Shark jaw bone trophy
15. Silver pieces (1D8)
16. Chest (locked)
17. Rum (1D10 full bottles)
18. Wanted poster
19. Silver pieces (1D12)
20. Cargo manifest
21. Shoehorn
22. False identity papers
23. Fishing net
24. Rum (1D4 half full bottles)
25. Wick cutter
26. Log of ship repairs
27. Wanted posters (1D12)
28. Compass
29. Crossbow
30. Whalebone drinking mug
31. Sextant
32. Coded letter
33. Candles (1D4)
34. Greatsword
35. Book of sea shanties
36. Hourglass
37. Candle
38. Map to a coastal cave
39. Sharktooth (3")
40. Spear
41. Books (1D12 rolls on a Book Title Table)
42. Basic Sailor Knots (book)
43. Tobacco (1D4 lbs.)
44. Copper pieces (1D20)
45. Map to buried treasure
46. Short sword
47. Brass belt buckle
48. Ship's log
49. Ray stinger inscribed "Shadow from the Depths"
50. Map of trade routes
51. Lantern
52. Letter from cargo owner
53. Herbs (1D4 lbs.)
54. String (3')
55. Gold pieces (1D4)
56. Letter from the shipowner
57. Sealed letter
58. Harpoon
59. Star chart
60. Longsword
61. Ink (1D4 bottles)
62. Dagger with a walrus tusk handle
63. Love letter
64. Gems (1D4)
65. Gold pieces (1D20)
66. Candle snuffer
67. Books (1D8 rolls on a Book Title Table)
68. Quill
69. Black velvet gloves
70. Copper pieces (1D4)
71. Whip
72. Finely-carved jade dolphin statuette
73. Conch shell
74. Green cloak
75. Letter from a port master
76. Molasses (1D4 jugs)
77. Rope (20')
78. Letter from a wizard seeking passage
79. Club
80. My Life at Sea (unfinished manuscript)
81. Copper pieces (1D10)
82. Finely-carved wooden box (locked)
83. White silk sheets
84. Letter from a political leader
85. Map to an unknown island
86. Clay tablet inscribed with an unknown language
87. Beer (1D4 kegs)
88. Canvas (2' x 2')
89. Wine bottles (1D20 full)
90. Spices (1D4 lbs.)
91. Blanket
92. Cutlass
93. Rum (1D20 empty bottles)
94. Gold pieces (1D8)
95. Duffle bag
96. Salted fish (1D4 lbs.)
97. Letter from another captain
98. Red silk scarf
99. Spyglass
100. Vial of strange sand

Items in a Ship's Cargo Hold

1. Bloody dagger
2. Turmeric (1D10 lbs.)
3. Cotton (2D20 bales)
4. Medicine (1D100 vials)
5. Silk (1D20 bolts)
6. Wool (1D12 bales)
7. Salted fish (1D10 barrels)
8. Pepper (1D20 lbs.)
9. Clay vessels (1d20)
10. Gold pieces (4D100)
11. Red dye (1D20 lbs.)
12. Tamarind (1D8 lbs.)
13. Cheese (1D20 wheels)
14. Dead body
15. Arrows (2D100)
16. Rope (500')
17. Green dye (1D8 lbs.)
18. Onions (1D10 crates)
19. Salt (1D6 lbs.)
20. Crate of ancient documents
21. Rope (300')
22. Wine (1D100 bottles)
23. Yellow dye (1D10 lbs.)
24. Lumber (1D100 boards)
25. Salted beef (1D6 barrels)
26. Sugar (1D8 barrels)
27. Purple dye (1D6 lbs.)
28. Medicine (2D20 vials)
29. Ginger (1D12 lbs.)
30. Salted pork (1D12 barrels)
31. Flour (1D10 barrels)
32. Nutmeg (1D8 lbs.)
33. Manacles
34. Orichalcum ingots (1D100)
35. Vellum (1D100 sheets)
36. Flour (1D20 barrels)
37. Beaver pelts (1D100)
38. Vanilla beans (1D4 lbs.)
39. Pepper (1D10 lbs.)
40. Silver duck figurine
41. Burlap (1D100 bolts)
42. Oranges (1D20 barrels)
43. Turmeric (1D6 lbs.)
44. Longswords (2D20)
45. Cinnamon (1D8 lbs.)
46. Caged ape
47. Lumber (2D100 boards)
48. Pears (1D20 barrels)
49. Nutmeg (1D6 lbs.)
50. Gold ingots (1D100)
51. Limes (1D20 barrels)
52. Ginger (1D20 lbs.)
53. Cumin (1D20 lbs.)
54. Apples (1D20 barrels)
55. Books (1D20)
56. Short swords (1D100)
57. Cloves (1D6 lbs.)
58. Bronze ingots (3D100)
59. Salted beef (2D8 barrels)
60. Copper pieces (10D100)
61. Salt (1D20 lbs.)
62. Grain (1D10 barrels)
63. Turnips (1D12 crates)
64. Slab of unknown black stone (1'x4'x7')
65. Golden helmet
66. Carrots (1D8 crates)
67. Coal (1D20 barrels)
68. Block and tackle
69. Cloves (1D8 lbs.)
70. Silk (1D8 bolts)
71. Artifact smuggled in a crate marked "turnips"
72. Cardamom (1D4 lbs.)
73. Burlap (1D20 bolts)
74. Dolls (1D100)
75. Wool carpet fit for a king
76. Cinnamon (1D12 lbs.)
77. Sugar (1D12 barrels)
78. Tin ingots (5D100)
79. Cumin (1D4 lbs.)
80. Silver ingots (3D100)
81. Vanilla beans (1D6 lbs.)
82. Silver pieces (8D100)
83. Short bows (1D20)
84. Longbows (2D20)
85. Iron ingots (8D100)
86. Salted pork (1D6 barrels)
87. Parchment (3D100 sheets)
88. Wool (1D100 bales)
89. Cardamom (1D10 lbs.)
90. Lamp oil (1D10 barrels)
91. Tamarind (1D12 lbs.)
92. Dishware (1D6 crates)
93. Salted fish (2D20 barrels)
94. Grain (1D20 barrels)
95. Marble statue of a queen
96. Zinc ingots (2D100)
97. Copper ingots (6D100)
98. Ink (1D100 bottles)
99. Map to buried treasure
100. Wine (2D20 bottles)

Items in a Smithy

1. Hand bellow
2. Lump of iron
3. Copper pieces (1D4)
4. Double-faced sledgehammer
5. Small chisel
6. Apple
7. Straight-peen hammer
8. Bracelet (silver)
9. Small metal rings (1D20)
10. Anvil
11. Crucible
12. Iron ingots (1D6)
13. Daggers (1D6)
14. Thousand folds sword (bare blade)
15. Iron ore
16. Straight-peen sledgehammer
17. Fuller (both pieces)
18. Nails (1D100)
19. Chain (1D20 feet)
20. Quenching vat
21. Lump of gold
22. Metal clamp
23. Leather apron
24. Metal clamps (1D4)
25. Kitchen knife
26. Metal hook
27. Small file
28. Door hinges (1D4)
29. Lead ingots (1D12)
30. Fire poker
31. Large, intricate key
32. Crossbow bolts (1D8)
33. Nails (1D20)
34. Five hundred folds dagger (bare blade)
35. Round punch
36. Copper nugget
37. Wire brush
38. Arrowheads (1D6, iron)
39. Copper ore
40. Leather pouch
41. Steel ingots (1D6)
42. Tin ingots (1D20)
43. Square punch
44. Lump of lead
45. Hand mandrel
46. Broken sword
47. Large chisel
48. Broken spearhead
49. Sack of charcoal
50. Spring swage
51. Sack (empty)
52. Mace
53. Crossbow bolts (1D12)
54. Hardy tool
55. Iron ingots (1D10)
56. Lump hammer
57. Water bucket
58. Lock and key
59. Bracelet (iron)
60. Wagon tire
61. Scrap iron (2D20 pieces)
62. Half-eaten sandwich
63. Copper pieces (1D20)
64. Chain (1D8 feet)
65. Hot set
66. Broken dagger
67. Glaive head
68. Spearhead
69. Handaxe
70. Stirrup
71. Partizan head
72. Short swords (1D4)
73. Pentagonal drift punch
74. Horseshoe
75. Large file
76. Flint and tinder
77. Battleax
78. Set hammer
79. Gold pieces (1D4)
80. Pile of slag
81. Rubber mallet
82. Cross-peen hammer
83. Ball-peen hammer
84. Wine bottle (half full)
85. Sealed letter (hidden)
86. Dagger
87. Iron ingots (1D4)
88. Short sword
89. Silver pieces (1D8)
90. Keg of beer (full)
91. Halberd head
92. Cold set
93. Book about metallurgy
94. Ax
95. Metal tongs
96. Longsword
97. Pike
98. Ash shovel
99. Polearm
100. Morning star

Items in a Troll's Cave

1. Copper pieces (1D4)
2. Club (troll size)
3. Wine bottles (1D6, full)
4. Red cloak (too small for a troll)
5. Herbs (Roll 1D8 times on the Herb and Spice Table)
6. Ravens in a cage (1D12)
7. Whip
8. Boar tusks
9. Barrel of mead (full)
10. Bacon (full slab)
11. Lock of red hair tied with blue silk ribbon
12. Pile of human bones
13. Wooden bucket with a hole in it
14. Butter (1lbs.)
15. Horsetail fly swatter
16. Fine silk cloak (magical)
17. Longswords (1D6)
18. Silver pieces (3D100)
19. Silver ring
20. Iron ring with a dragon symbol
21. Iron meat skewer
22. Elven dagger (magical)
23. Daggers (1D4)
24. Pile of cow bones
25. Brass buttons (5D6)
26. Gold button
27. Tanned oxhide
28. Warhammer
29. Copper pieces (4D100)
30. Leather sharpening strop
31. Large copper kettle
32. Bull skull
33. Huge rusty key
34. Brass hook
35. Hide armor
36. Moldy bread
37. Scimitar (troll size)
38. Elven brooch
39. Rusty bent dagger
40. Halfling roasting over an open fire
41. Wine bottles (2D20, empty)
42. Bacon (half slab)
43. Silver pieces (1D20)
44. Fine porcelain tea set one cup is chipped
45. Gold coin from a foreign land
46. Bundle of legal papers being used as kindling
47. Barrel of ale (full)
48. Gold locket with a portrait of a beautiful woman
49. Leather armor
50. Gold pieces (1D8)
51. Glass orb
52. Dead boars (1D4, gutted)
53. Tin buttons (1D20)
54. Skinned goats hanging from hooks (1D4)
55. Beef (side)
56. Black pepper (1D4 lbs.)
57. Green cloak (too small for a troll)
58. Lamp
59. Herbs (Roll 1D4 times on the Herb and Spice Table)
60. Rope (50')
61. Dwarven brooch with a coat of arms
62. Butcher knife
63. White jerkin
64. Pile of sheep bones
65. Cooking pans (1D10)
66. Barrel of lager (half full)
67. Blacksmith's hammer
68. Small locked wooden box
69. Locked chest
70. Common clothes (too small for trolls)
71. Iron cauldron
72. Cooking pots (1D8)
73. Dead sheep (1D4)
74. Barrel of ale (half full)
75. Clay bowl
76. Bloody rags
77. Copper ring
78. Meteorite (metal for one longsword blade)
79. Ancient elven sword (magical)
80. Bone powder (1lbs.)
81. Deer antlers
82. Tanned goat hide
83. Wooden stool (troll size)
84. Salt (1D6 lbs.)
85. Buckler
86. Blanket
87. Gold pieces (2D100)
88. Gold pieces (1D4)
89. Leather pouch
90. Ram horns
91. Short swords (1D4)
92. Brass buttons (4D20)
93. Silver goblet
94. Tin cup
95. Firewood
96. Meat cleaver
97. Mortar and pestle
98. Copper button
99. Flint and tinder
100. Iron bars (1D10, 2' long)

Items in a Wagon

1. Muskrat pelts (1D6)
2. Pickax
3. Canvas (3' x 6')
4. Coyote pelts (1D10)
5. Rum bottles (1D20 full)
6. Copper pieces (1D100)
7. Black dagger (unknown metal)
8. Wolf pelts (1D8)
9. Dead falcon
10. Crate of daggers
11. Dead body (elf)
12. Crate of formal clothing
13. Leather strips (1D10, 1"x5")
14. Shovel
15. Weasel pelts (1D12)
16. Small golden feather
17. Leather gloves
18. Crates of parchment
19. Tanned goat hides (1D20)
20. Crate of lanterns
21. Dead body (orc)
22. Metal chest (locked)
23. Deed to a mining claim
24. Fox pelts (1D20)
25. Crate of common clothing
26. Map to a dungeon
27. Workman's hat
28. Whiskey bottles (1D20 full)
29. Vegetables (3D100)
30. Caged mountain lion
31. Crate of candles
32. Flasks of oil (1D10)
33. Rabbit pelts (1D12)
34. Sacks of flour (1D6)
35. Sacks of seeds (1D10)
36. Detailed map of a nearby town
37. Hay bale
38. Books (3D100)
39. Sealed letter
40. Ermine pelts (3D20)
41. Caged elf
42. Leather strips (1D12, 2"x4")
43. Chainmail
44. Wolf pelts (1D6)
45. Gold pieces (1D6)
46. Firewood (1D20 bundles)
47. Partially burned foreign flag
48. Porcelain dishes (1D20 broken)
49. Greatsword
50. Note (hidden)
51. Burlap sacks (1D20)
52. Barrels of sugar (1D8)
53. Crate of tin cups
54. Caged human
55. Silver pieces (1D20)
56. Chain (12')
57. Bear pelts (1D4)
58. Fruit (1D20 rolls on the Fruit Table)
59. Land claim
60. Bundles of Wool
61. Platemail
62. Crossbow
63. Caged wolf
64. Lumber (1D20 boards)
65. Piece torn from a formal dress
66. Crates of vellum
67. Canned fruit (1D100 jars)
68. Wine bottles (1D20 full)
69. Books (1D12 rolls on a Book Title Table)
70. Wine bottles (2D100 empty, broken)
71. Square silver coin with a serpent design
72. Jugs of water (1D20)
73. Flint and tinder
74. Dead body (halfling)
75. Gold piece from a legendary Kingdom
76. Crate of vases
77. Letters bound with a crimson ribbon
78. Sacks of wheat (1D8)
79. Rope (100')
80. Dead goat
81. Whiskey bottles (1D20 empty)
82. Wooden chest (locked)
83. Crate of short swords
84. Crate of cookware
85. Sacks of sugar (1D12)
86. Pots and pans (2D20)
87. Deed to a farm
88. Rope (50')
89. Straw bales (1D6)
90. Tanned cowhides (1D8)
91. Crate of longswords
92. Lumber (1D12 boards)
93. Sacks of grain (1D8)
94. Rum bottles (1D4 full)
95. Mink pelts (1D20)
96. Canvas (4' x 4')
97. Stones (1D100)
98. Music box with a locked compartment
99. Leather armor
100. Arrowhead with an "S" on it

Items in a Warehouse

1. Casks of wine (1D20)
2. Broken animal cage
3. Kegs of ale (1D10)
4. Barrels of salted pork (1D10)
5. Woven baskets (4D20)
6. Small pouch of diamonds (1D6)
7. Small pouch of sapphires (1D8)
8. Empty crates (1D100)
9. Crates of mining supplies (1D4)
10. Crates of painting supplies (1D12)
11. Extravagant bed frame
12. Anchors (1D6)
13. Crates of iron ingots (1D8)
14. Crates of tanned hides (1D8)
15. Map of the local area
16. Jars of pickles (1D4)
17. Crates of vegetable seeds (1D10)
18. Granite slab (6'x8')
19. Caged wolf
20. Crates of swords (1D6)
21. Crates of wool blankets (1D6)
22. Barrels of apples (1D6)
23. Crates of parchment (1D6)
24. Paintings (1D12)
25. Small pouch of rubies (1D20)
26. Jars of pickled frog legs (3D20)
27. Logs (2D20, cedar, 1'x10')
28. Wooden bust (sea god)
29. Small pouch of emeralds (1D10)
30. Bolts of satin (1D12)
31. Crates of fishing gear (1D6)
32. Barrels of apples (1D4)
33. Old mounted wolf head
34. Crates of furs (1D8)
35. Crumpled note
36. Barrels of carrots (1D4)
37. Bolts of silk (1D8)
38. Large urns (1D20)
39. Crate of goat horns
40. Crates of leather boots (1D6)
41. Map to a dungeon (hidden)
42. Crates of alchemy tools (1D4)
43. Crate of lapis lazuli statuettes (1D20 pieces)
44. Crate of ivory (1D100 pieces)
45. Expensive ball gowns (1D8)
46. Crates of raw iron ore (1D12)
47. Bolts of cotton cloth (1D100)
48. Large stone statue (ancient ruler)
49. Panes of glass (1D8)
50. Empty cages (1D8)
51. Crates of farming tools (1D8)
52. Crates of dried meat (1D4)
53. Kegs of mead (1D4)
54. Cartons of eggs (1D8)
55. Old throne
56. Wine bottles (1D100, empty)
57. Crates of coal (1D4)
58. Casks of wine (1D8)
59. Crates of goldsmith tools (1D6)
60. Cooking pots (1D100)
61. Small chest of assorted jewelry
62. Crates of split firewood (1D20)
63. Bolts of velvet (2D20)
64. Ornate chest (locked)
65. Anvil
66. Crate of silver ingots (1D100 pieces)
67. Baskets of alchemical reagents (1D4)
68. Sacks of flour (1D12)
69. Rusted chest (locked)
70. Health potions (1D4)
71. High-quality paintings (1D10)
72. Bolts of velvet (1D8)
73. Custom sign ("The Lazy Sow Inn")
74. Stone bust (local ruler)
75. Handaxe
76. Crates of doctors supplies (1D10)
77. Dead rat
78. Crates of leather armor (1D4)
79. Extravagant chair
80. Timber beams (30, oak, 6"x6"x20')
81. Barrels of mushrooms (1D10)
82. Ornate chairs (1D6)
83. Crate of exotic spices
84. Caged geese (1D20)
85. Crate marked "FRAGILE"
86. Amateur paintings (1D100)
87. Large mattress
88. Barstools (3D10)
89. Dead body (crushed crates)
90. Wagon full of soil
91. Crate of gold ingots (2D20 pieces)
92. Crates of steel ingots (1D6)
93. Stacks of hides (1D6)
94. Cauldrons (1D6)
95. Crate marked with coat of arms
96. Small jewelry chest (empty)
97. Unused coffin
98. Coffin (in use)
99. Crates of seashells (1D8)
100. Crates of blacksmithing tools (1D8)

Items in a Wine Cellar

1. Necklace with a serpent symbol
2. Longsword (hidden)
3. Wine bottle (1D10, rare, full, rose, 85gp)
4. Inkwell
5. Towels (1D10)
6. Wine barrel (filled with short swords, 2D20)
7. Flint and tinder
8. Frying pan
9. Iron spike
10. Wine bottles (4D20, full, rose)
11. Wooden stool
12. Bundle of letters (hidden)
13. Small stone statue of a woman
14. Corkscrews (1D12)
15. Wine bottles (3D20, empty)
16. Tiny golden eagle
17. Dead body (halfling)
18. Scroll (hidden)
19. Iron pot
20. Dead body (human)
21. Wine glasses (1D8)
22. Remains of a card game
23. Dice (1D6, six-sided)
24. Metal chest (locked)
25. Pickax
26. Iron key (hidden)
27. Mulled wine recipe
28. Wine bottles (3D20, full, sweet)
29. Vial of green liquid
30. Wine bottles (shattered, 2D20)
31. Silver pieces (1D12)
32. Broom
33. Wine bottle (rare, full, sparkling, 400gp)
34. Manacles
35. Wine barrels (1D6, full, fortified)
36. Beer kegs (1D4)
37. Wine bottle (shattered)
38. Wine barrels (1D4, empty)
39. Rags (1D10)
40. Wine bottles (3D100, full, red)
41. Dagger (jeweled hilt)
42. Fine clothes
43. Gold pieces (1D4)
44. Potion of healing
45. Wine bottle (1D8, rare, full, white, 95gp)
46. Altar with a golden goblet
47. Corks (1D8)
48. Wine bottles (2D20, full, fortified)
49. Bucket
50. Handaxe
51. Candles (1D4)
52. Torn bloody shirt
53. Wine barrels (1D4, full, white)
54. Lamp
55. Beer kegs (1D6)
56. Wine barrels (1D10, full, red)
57. Wine bottle (rare, full, sweet, 200gp)
58. Corks (1D20)
59. Leather pouch
60. Wine barrels (1D6, full, rose)
61. Wine bottles (2D100, full, white)
62. Burlap sacks (3D20, empty)
63. Torches (1D8)
64. Shovel
65. Padlock
66. Unfinished love letter
67. Wine bottles (5D20, full, sparkling)
68. Wine barrels (1D12, full, sparkling)
69. Glass orb
70. Wine bottle (sealed with a note inside)
71. Skeleton (human)
72. Chess piece (king)
73. Cellar owner's portrait
74. Lantern
75. Wine bottle (1000 years old, full, red, 2000gp)
76. Wine bottles (1D100, empty)
77. Book (hidden, roll on a Book Title Table)
78. Spell scroll
79. Block and tackle
80. Wine barrel (filled with books, 1D100)
81. Wine bottle (1D20, rare, full, fortified, 75gp)
82. Candles (1D8)
83. Dart
84. Silver piece
85. Copper pieces (1D8)
86. Inventory list
87. Gold piece
88. Wine barrels (1D8, full, sweet)
89. Rags (1D20)
90. Wooden box containing notes and letters
91. Canvas strips (1D12, 1'x8')
92. Supply list
93. Map to a dungeon
94. Wine barrels (1D6, empty)
95. Short sword
96. Wine bottle (rare, full, red, 100gp)
97. Rapier
98. Pan flute
99. Corks (1D12)
100. Wooden chest (locked)

Items in a Wizard's Chamber

1. Owl (stuffed)
2. Salamander in a glass bowl
3. Bottle corks (1D6)
4. Monkey (stuffed)
5. Ink (1D4 jars)
6. Healing potion
7. Scribe's knife
8. Toadstools (1D10, dried)
9. Quartz (2")
10. Small leather pouch
11. Parchment (1D6, blank)
12. Finch in a cage
13. Frog legs (1D8, dried)
14. Frog in a glass bowl
15. Ancient vellum manuscript
16. Snake preserved in alcohol
17. Book of ancient runes
18. Collection of ancient scrolls (2D20)
19. Small velvet bag
20. Illustrated book about fish
21. Crystal shard (6")
22. Telescope
23. Quill
24. Alligator (stuffed)
25. Packet of seeds (2D20)
26. Lamp
27. Collection of odd rocks
28. Various personal letters
29. Crystal ball
30. Snake venom in a jar
31. Board with various insects pinned
32. Map to a legendary library
33. Moss (dried)
34. Bat wings (2D8, dried)
35. Book of potions
36. Book of astrology
37. Various roots
38. Tome of magic history
39. Glass bottle
40. Smoking Pipe
41. Human skull
42. Wicks (1D8)
43. Bat in a cage
44. Bee preserved in alcohol
45. Small wooden spheres (2D6)
46. Glass vial
47. Ink blotter
48. Robin eggs (1D4)
49. Spellbook
50. Signet ring
51. Book of folklore
52. Collection of small fossils
53. Small mystic symbol
54. Copper tubing (3')
55. Canary in a cage
56. Book of herbs
57. Hat
58. Abacus
59. Book of mythical beasts
60. Hazelnuts (1D12)
61. Snake eggs preserved in alcohol
62. Staff
63. Spyglass
64. Tome of recent history
65. Rat in a cage
66. Book of alchemy
67. Lizard in a cage
68. Book of spirits and apparitions
69. Hourglass
70. Poison (2 doses)
71. Longbottom leaf (1D10, dried)
72. Globe
73. Small wooden chest (empty)
74. Butterfly net
75. Book of magical theory
76. Dagger
77. Illustrated book about plants
78. Star Chart
79. Vellum (1D10, blank)
80. Gold pieces (1D20)
81. Wax (2D4 blocks)
82. Oil (1 vial)
83. Spider eggs in a jar
84. Clay tablet with the inscription
85. Collection of leaves (dried)
86. Tome of ancient history
87. Mushrooms growing in a pot
88. Short sword
89. White mice in a cage (1D12)
90. Illustrated book about birds
91. Diary
92. Fossilized shark teeth (1D8)
93. Bone powder
94. Illustrated book about dragons
95. Chicken eggs (1D6)
96. Candles (1D4)
97. Journal book (blank)
98. Silver pieces (1D100)
99. Small warrior figurine
100. Small ruby

Items in an Adventurer's Saddle Bags

1. Ivory human figurine
2. Silver pieces (1D4)
3. Tiny wooden bird
4. Horseshoe nails (1D20)
5. Oilskin
6. Pipe tobacco (small bag)
7. Gold necklace
8. Satin gloves
9. Comb
10. Tinderbox
11. Ocarina
12. Iron pan
13. Worry stone
14. Sealed message
15. Small mirror
16. Caltrops (1D12)
17. Gold pieces (1D4)
18. Tin plate
19. Dagger
20. Beef jerky
21. Slingshot
22. Tiny wooden box
23. Metal smoking pipe
24. Map of the countryside
25. Chewing tobacco (1D6 plugs)
26. Copper key
27. Signet ring
28. Bandana
29. Vial of perfume
30. Honeycomb (wrapped in wax paper)
31. Spyglass
32. Wine bottle (half full)
33. Insignia of a knightly order
34. Skinning knife
35. Rations (1D4 days)
36. Mage robes
37. Torch
38. Gold pieces (1D12)
39. Rain gear
40. String (6')
41. Coffee pot
42. Canteen
43. Tiny metal box (locked)
44. Inkwell
45. Compass
46. Parchment (1D4 blank sheets)
47. Silver pieces (1D20)
48. Blanket
49. Brass button
50. Hard candies (1D20)
51. Map of a dungeon
52. Lute string
53. Thieves tools
54. Whetstone
55. Forgery kit
56. Tea leaves
57. Handkerchief
58. Potion of healing
59. Books (1D4 rolls on a Book Title Table)
60. Clerical robes
61. Unfinished letter
62. Common clothes
63. Hardtack (1D10)
64. Small container of paint
65. Flask (half full of whiskey)
66. Tin cup
67. Prayer book
68. Copper pieces (1D10)
69. Fishing tackle
70. Lock
71. Copper pieces (1D20)
72. Manacles
73. Copper bracelet
74. Tiny jade woman statue
75. Bone key
76. Treasure map
77. Wooden smoking pipe
78. Quill
79. Gold pieces (1D8)
80. Snuffbox
81. Leather strips (1D8, 1"x1')
82. Silver pieces (1D8)
83. Spectacles
84. Sling bullets (1D10)
85. Ball of piggin strings
86. Bundle of mail
87. Fine clothes
88. Cotton scarf
89. Cork
90. Wooden whistle
91. Copper pieces (1D6)
92. Tin spoon
93. Wallet
94. Picket pin
95. Tin pan
96. Notebook
97. Holy symbol
98. String (18")
99. Book (Roll on a Book Title Table)
100. Wax (1D6 cubes)

Items in an Alchemist's Lab

1. Scrying stone
2. Iron ingot
3. Panacea
4. Clay vessel
5. Salt
6. Zinc ingot
7. Magnesium ingot
8. Talc crystals
9. Crucible
10. Granite work surface
11. Quicksilver (liquid)
12. Aludel
13. Calamine cream
14. Constellation chart
15. Clay
16. Aqua Fortis
17. Algarot
18. Quicksilver ingot
19. Sulfur blocks
20. Quartz crystals
21. Red phosphorus (powder)
22. Tin ingot
23. Orichalcum ingot
24. Cobalt ingot
25. Saltpeter
26. Fool's gold ingot
27. Centrifuge
28. Alkahest
29. Charcoal biscuits
30. Rhodium (powder)
31. Cadmium ingot
32. Blood (1 vial)
33. Nickel ingot
34. Cyanide
35. Magnifying glass
36. Garnet
37. Amber
38. Platinum ingot
39. Bismuth ingot
40. Brass ingot
41. Bloodstone
42. Silver ingot
43. Lye (powder)
44. Elixir of life
45. Obsidian
46. Athanor
47. Glass vial
48. Talcum powder
49. Abacus
50. Lead ingot
51. Mirror
52. Alchemist's journal
53. Ancient text
54. Bronze ingot
55. Mortar and pestle
56. Scroll of transmutation circles
57. Black bile (1 vial)
58. White phosphorus (powder)
59. Amethyst crystals
60. Smelling salts
61. Prism
62. Philosopher's stone
63. Burette
64. Cupel
65. Palladium ingot
66. Wax
67. Onyx
68. Beaker
69. Cloth filter
70. Telescope
71. Iridium ingot
72. Retort
73. Gold ingot
74. Tungsten ingot
75. Moonstone
76. Hessian crucible
77. Copper ingot
78. Potassium block
79. Calcite
80. Astrology chart
81. Spider silk
82. Yellow bile (1 vial)
83. Arsenic
84. Tantalum ingot
85. Agate
86. Retort stand
87. Jade
88. Lapis lazuli
89. Pearl
90. Lime (powder)
91. Manganese ingot
92. Occult symbol
93. Alembic
94. Ruthenium ingot
95. Electrum ingot
96. Balance
97. Sand bath
98. Phlegm (1 vial)
99. Show globe
100. Still

Items in an Inn's Kitchen

1. Meat tenderizer
2. Frying pan
3. Butter (2lbs)
4. Copper pieces (3D20)
5. Biscuits (50 freshly baked)
6. Apples (8)
7. Wine bottle (half full)
8. Bowl (metal)
9. Pork (half side)
10. Bacon (4lbs)
11. Secret door (floor)
12. Spoon (wooden)
13. Meat Cleaver
14. Salt Box
15. Hanging Cottage Cheese
16. Tea Kettle
17. Bread knife
18. Earthenware Crock
19. Pot (large)
20. Salt Bin
21. Incriminating letter
22. Cutting board
23. Jar of Brine
24. Bag of charcoal (100lbs)
25. Bread (4 loaves)
26. Mutton (side)
27. Garlic
28. Set of Cutlery
29. Rolling pin
30. Dish Towels
31. Spoon (metal)
32. Onions (6)
33. Plates (6 wooden)
34. Turnspit Dog
35. Mice (1D20)
36. Plates (8 ceramic)
37. Rabbit meat (6)
38. Small wooden box (locked)
39. Cheese wheel (2)
40. Stew (10 bowls)
41. Pie weights (3)
42. Pastry Cutter
43. Ginger
44. Venison (side)
45. Horse chestnut
46. Love letter
47. Walnuts (1D20)
48. Cauldron (empty)
49. Wine bottle (full)
50. Pie Pan
51. Onions (12)
52. Turnips (10)
53. Blue glass bottle with a strange symbol
54. Lantern
55. Flatware (10 sets)
56. Turnspit
57. Bellows
58. Butter (1lb)
59. Map to a dungeon
60. Chicken eggs (12)
61. Sharpening stone
62. Venison (half side)
63. Saucepan
64. Cheesecloth
65. Rats (1D20)
66. Red clover
67. Paring knife
68. Sage
69. Parsley
70. Wire cheese cutter
71. Mint Leaves
72. Dill Weed
73. Rosemary Leaves
74. Candles (2)
75. Cheese wheel (1)
76. Milk (1 gallon)
77. Pancake batter (1lbs)
78. Hot coals
79. Thyme Leaves
80. Knife
81. Bowl (wooden)
82. Chamomile Tea
83. Ham (raw)
84. Mortar and pestle
85. Cheese wheel (1/2)
86. Plum pie
87. Beef (side)
88. Fennel Root
89. Turmeric
90. Fire poker
91. Butter (1/2lbs)
92. Crock of Pottage
93. Ham (baked)
94. Pudding
95. Butter churn
96. Kindling (1D20)
97. Salt (2lbs)
98. Firewood (1D20 log)
99. Butter (4lbs)
100. Secret door (ceiling)

Items in an Office

1. Silver pieces (1D12)
2. Blank paper sheets (1D8)
3. Caravan timetables
4. Satin hat
5. Scribe's knife
6. Polished pebbles (6)
7. Short sword (hidden)
8. Fireplace shovel
9. Fireplace poker
10. Receipt for two horses
11. Riding boots
12. Supply manifest
13. Wool scarf
14. Satin cloak
15. Satin gloves
16. Candles (1D8)
17. Leather pouch
18. Badge of office (symbol on leather)
19. Cargo lists
20. Letters from customers
21. Ancient scroll
22. Silver pieces (1D6)
23. Gold pieces (1D6)
24. Spyglass
25. Display of military medals
26. Straightedge
27. Map to a secret warehouse
28. Books (Roll 1D20 on a Book Title Table)
29. Kindling
30. Spectacles
31. Wooden carving of an elephant
32. Smoking pipe
33. Gold pieces (1D12)
34. Wax (1D4 cubes)
35. Diary
36. Small bag of tobacco
37. Scroll carrying case
38. Star chart
39. Crystal
40. Letters from competitors
41. Sealed letter
42. Tax papers
43. Wine bottle (half full)
44. Secret message to a mercenary
45. Book (Roll once on a Book Title Table)
46. Signet ring
47. Warehouse inventory lists
48. Silver pieces (1D10)
49. Candle
50. Map case
51. Ledger
52. Books (Roll 1D6 on a Book Title Table)
53. Map of the city
54. Monocle
55. Wax (1D6 cubes)
56. Tinder box
57. Copper pieces (1D8)
58. Statue of a woman holding a sword
59. Quill
60. Books (Roll 1D8 on a Book Title Table)
61. Book with blank pages
62. Waistcoat
63. Inkwell (half full)
64. Platinum pieces (1D12)
65. Ink blotter
66. Magnifying glass
67. Protractor
68. Gold pieces (1D10)
69. Dagger
70. Love letter
71. Bead necklace
72. Iron statuette of a horse
73. Governmental documents
74. Candleholder
75. Longsword (hanging on the wall)
76. Stuffed alligator
77. Inkwell
78. Books (Roll 1D12 on a Book Title Table)
79. Merchant caravan leader logbook
80. Blank parchments (1D6)
81. Small bag of sand
82. Blank vellum sheets (1D6)
83. Unfinished letter to a duchess
84. Copper ring
85. Legal papers
86. Candles (1D6)
87. Cigars (1D12)
88. Books (Roll 1D4 on a Book Title Table)
89. Blank parchments (1D12)
90. Lamp
91. Books (Roll 1D10 on a Book Title Table)
92. Satin pouch
93. String (3')
94. Flask of oil
95. Writing pigments (1D4)
96. Receipt for 1D8 barrels of sugar
97. Ink pen
98. Cigar box (empty)
99. Quills (1D6)
100. Framed drawing of a dragon

Items on a Dead Adventurer

1. Beef jerky (1D4 sticks)
2. Short bow
3. Pitons (1D10)
4. Chewing tobacco (1D8 plugs)
5. Locket with a portrait of a girl
6. Staff
7. Healing potion
8. Inkwell
9. Leather belt
10. Lute
11. Ornate smoking pipe
12. Greatsword
13. Contract
14. Silver pieces (1D20)
15. Gold pieces (1D8)
16. Blanket
17. Hymnbook
18. Iron ring
19. Longbow
20. Scroll (25% chance magical)
21. Waterskin (full)
22. Spear
23. Bedroll
24. Copper pieces (1D10)
25. Whisky bottle (half full)
26. Map to a dungeon
27. Melted sword
28. Rations (1D6 days)
29. Copper pieces (1D12)
30. Flask of oil
31. Skull cap
32. Silver pieces (1D12)
33. Bearskin cloak
34. Small wooden puzzle box
35. Backpack (empty)
36. Torches (1D12)
37. Last will and testament
38. Deed to a castle in a faraway land
39. Pouch of finger bones
40. Bestiary
41. Silver pieces (1D4)
42. Copper (1D8)
43. Common clothes
44. Crossbow bolts (1D10)
45. Lute strings (1D12)
46. Arrows (1D8)
47. Rations (1D4 days)
48. Battleaxe
49. Letter from someone begging for help
50. Sling
51. Spellbook
52. Short sword
53. Handkerchief
54. Quarterstaff
55. Book (roll on a Book Title Table)
56. Amulet (25% chance magical)
57. Heavy cloak
58. Leather armor
59. Dice set
60. Ancient text describing a mythical city
61. Longsword
62. Dagger
63. Journal
64. Bounty notice
65. Flute
66. Gold tooth
67. Ruby (50gp)
68. Gold ring
69. Prayer book
70. Rope (50')
71. Platinum pieces (1D6)
72. Broken longbow
73. Gold pieces (1D6)
74. Wine bottle (full)
75. Ring (25% chance magical)
76. Bundle of letters
77. Dragon's tooth
78. Wine bottle (empty)
79. Silver ring
80. Quill
81. Whip
82. Bowstring
83. Drum
84. Silk rope (100')
85. Copper pieces (1D4)
86. Electrum pieces (1D8)
87. Chain shirt
88. Map of a dungeon
89. Iron spikes (1D10)
90. Arrows (1D12)
91. Rations (moldy)
92. Electrum pieces (1D4)
93. Keys (1D8)
94. Emerald (100gp)
95. Key engraved with hawk symbol
96. Poison (1 vial)
97. Platinum pieces (1D4)
98. Manacles
99. Boots
100. Crossbow

Items on a Dead Goblin

1. Dead mouse
2. Orc ear
3. Dog teeth necklace
4. Velvet pouch with a foreign coin inside
5. Copper pieces (1D6)
6. Gold Pieces (1D4)
7. Letter from one wizard to another
8. Tattoo needle
9. Bear teeth necklace
10. Pouch of dried fingers (1D8)
11. Crudely made bone dice
12. Map to a cave
13. Bundle of sticks
14. Weasel pelt
15. Scimitar (goblin make)
16. Squirrel pelts (1D10)
17. Dagger
18. Bear claw
19. Sling stones (1D6)
20. Tattoo dye
21. Silver pieces (1D12)
22. Arrows (1D20)
23. Gem (25gp)
24. Strange meat (1D6 pieces)
25. Silver brooch inscribed with human family name
26. Large tooth of unknown animal
27. Map to a dungeon
28. Elf scalp (1)
29. Arrows (1D10)
30. Cat tail
31. Boar pelt
32. Severed finger with a ruby ring
33. Rat Pelts (1D8)
34. Inkwell (dry)
35. Rat Pelts (1D6)
36. Mouse pelts (1D8)
37. Leather gloves
38. Rabbit ears (1D10)
39. Iron bracelet
40. Flask of oil
41. Gold ring inscribed with an elven name
42. Cat pelt
43. Sheep pelt
44. Chicken beaks (1D12)
45. Dog pelt
46. Pouch full of pebbles
47. Wine bottle (full)
48. Small crystal
49. Boots
50. Raven feather
51. Multicolored stone
52. Silver pieces (1D4)
53. Dwarf ears (1D4)
54. Book (Roll on a Book Title Table)
55. Gem (5gp)
56. War mask
57. Strange meat (1D8 pieces)
58. Arrows (1D4)
59. Badger pelt
60. Iron spike
61. Sling stones (1D10)
62. Gem (10gp)
63. Goblin ears (1D10)
64. Wine bottle (half full)
65. Bloody rags
66. Squirrel tails (1D6)
67. Boar stout
68. Torches (1D6)
69. Human scalps (1D4)
70. Gold Pieces (1D6)
71. String (3')
72. Rough-spun cloak
73. Human scalps (1D8)
74. Rope (50')
75. Flint scraper
76. Boar tusk
77. Silver pieces (1D6)
78. Halfling ears (1D6)
79. Bits of flint
80. Human child's cloak (fine)
81. Leather belt
82. Shrunken head
83. Human ears (1D8)
84. Rat Pelts (1D4)
85. Human teeth necklace
86. Crudely carved statuette (lucky charm)
87. Copper pieces (1D4)
88. Raccoon pelt
89. Elf ears (1D4)
90. Copper pieces (1D8)
91. Gold piece
92. Tobacco (small bag)
93. Leather Strips (1D6, 2"x1')
94. Short bow
95. Ermine pelt
96. Sling
97. Short sword
98. Map of town defenses
99. Lump of lead
100. Dead lizard

Items on a Dead Orc

1. Rope (50')
2. Map to a cave
3. Bear pelt
4. Marbles (1D20 small bag)
5. Iron nails (2D20)
6. Weasel pelts (1D8)
7. Human femur short sword
8. Moldy cheese
9. Dead chicken
10. Tin cup stamped with a "D"
11. Dagger (25% chance magical)
12. Rancid butter (small cup)
13. Crow wing
14. Broken iron key
15. Elf scalps (1D4)
16. Gold pieces (1D8)
17. Map to a dungeon
18. Elf ears (1D6)
19. Iron spikes (1D12)
20. Strange meat (1D6 pieces)
21. Whip
22. Silver hat pin
23. Chain (3')
24. Daggers (1D4)
25. Halfling skull goblet
26. Arrows (1D10)
27. Wine bottle (half full with a foul-smelling liquid)
28. Iron ring
29. Maggoty bread
30. Clay shard covered with strange symbols
31. Sharpened stick
32. Book (roll on a Book Title Table)
33. Wooden club
34. Silver pieces (1D4)
35. Iron hook
36. Copper pieces (1D6)
37. Vial of sparkly powder
38. Box with a coat-of-arms (locked)
39. Waterskin (full)
40. Sealed letter
41. Longsword
42. Dwarf scalps (1D4)
43. Bundle of letters (written in elvish)
44. Burlap sack (contains 1D4 human heads)
45. Dwarf scalps (1D6)
46. Amulet (25% chance magical)
47. Bloody human shirt
48. Human scalps (1D8)
49. Horsetail
50. Wooden stake
51. Obsidian ring
52. Human ears (1D4)
53. Silk handkerchief embroidered with "JM"
54. Dice set
55. Silver pieces (1D10)
56. Human scalps (1D4)
57. Javelin
58. Horse pelt
59. Red glass button
60. Vial of blood
61. Constable badge
62. Pig bones
63. Elven earring (25gp)
64. Small pouch of salt
65. Human fingers (1D10)
66. Headdress of raven and hawk feathers
67. Tin cup
68. Flint and tinder
69. Glass shard
70. Iron arm ring
71. Longbow
72. Copper pieces (1D12)
73. Silver pieces (1D8)
74. Rolled up painting
75. Burlap sack (empty)
76. Stone pommel from a dwarf sword
77. Glaive
78. Swan feather
79. Copper ring
80. Gold ring
81. Silver ring
82. Tiny golden lizard emblem
83. Short bow
84. Noble's signet ring
85. Dog pelt
86. Bone powder (a half-pound)
87. Badger pelts (1D4)
88. Rabbit pelts (1D12)
89. Gold pieces (1D4)
90. Fishbones
91. Wineskin (full)
92. Leather straps (1D8, 1"x20")
93. Dead bat
94. Handaxe
95. Bear trap
96. Bolo
97. Healing potion
98. Wine bottle (half full)
99. Deed to a nearby farm
100. Large wolf pelt cloak

Jewelry

1. Lapis Lazuli Bracelet (150gp)
2. Ruby Earring (35gp)
3. Emerald Bracelet (25gp)
4. Ruby Anklet (65gp)
5. Gold Ring (20gp)
6. Opal Necklace (350gp)
7. Gold Earring (10gp)
8. Copper Ring (2gp)
9. Iron Brooch (2gp)
10. Copper Earring (1gp)
11. Iron Ring (1gp)
12. Amulet (+1 CHR, 1000gp)
13. Iron Bracelet (1gp)
14. Diamond Circlet (300gp)
15. Ruby Circlet (155gp)
16. Diamond Belly Chain (100gp)
17. Lapis Lazuli Belly Chain (375gp)
18. Emerald Armlet (30gp)
19. Ruby Brooch (50gp)
20. Copper Bracelet (1gp)
21. Silver Brooch (10gp)
22. Copper Circlet (6gp)
23. Copper Necklace (3gp)
24. Silver Ring (5gp)
25. Gold Torc (60gp)
26. Gold Armlet (20gp)
27. Lapis Lazuli Anklet (150gp)
28. Ruby Armlet (75gp)
29. Lapis Lazuli Brooch (250gp)
30. Silver Anklet (5gp)
31. Emerald Brooch (75gp)
32. Lapis Lazuli Torc (350gp)
33. Topaz Brooch (45gp)
34. Opal Armlet (80gp)
35. Copper Brooch (5gp)
36. Gold Belly Chain (30gp)
37. Emerald Torc (80gp)
38. Topaz Circlet (75gp)
39. Diamond Earring (25gp)
40. Emerald Earring (15gp)
41. Gold Bracelet (20gp)
42. Lapis Lazuli Necklace (500gp)
43. Silver Torc (8gp)
44. Sapphire Bracelet (25gp)
45. Jade Bracelet (75gp)
46. Diamond Anklet (25gp)
47. Silver Belly Chain (8gp)
48. Topaz Belly Chain (30gp)
49. Topaz Torc (100gp)
50. Emerald Necklace (300gp)
51. Iron Necklace (3gp)
52. Sapphire Armlet (55gp)
53. Gold Circlet (75gp)
54. Silver Circlet (30gp)
55. Diamond Necklace (200gp)
56. Jade Necklace (300gp)
57. Jade Armlet (100gp)
58. Diamond Bracelet (25gp)
59. Lapis Lazuli Ring (175gp)
60. Opal Bracelet (55gp)
61. Sapphire Earring (45gp)
62. Sapphire Ring (100gp)
63. Lapis Lazuli Circlet (400gp)
64. Ruby Necklace (350gp)
65. Diamond Torc (75gp)
66. Copper Belly Chain (3gp)
67. Copper Armlet (2gp)
68. Diamond Brooch (75gp)
69. Emerald Anklet (30gp)
70. Ruby Torc (135gp)
71. Sapphire Circlet (185gp)
72. Gold Brooch (20gp)
73. Sapphire Torc (200gp)
74. Sapphire Anklet (50gp)
75. Emerald Ring (50gp)
76. Iron Circlet (1gp)
77. Topaz Anklet (35gp)
78. Iron Armlet (2gp)
79. Silver Earring (2gp)
80. Sapphire Belly Chain (135gp)
81. Gold Anklet (20gp)
82. Ruby Ring (150gp)
83. Topaz Earring (15gp)
84. Diamond Ring (50gp)
85. Gold Necklace (100gp)
86. Opal Belly Chain (125gp)
87. Emerald Circlet (200gp)
88. Iron Earring (1gp)
89. Opal Brooch (85gp)
90. Iron Torc (1gp)
91. Silver Necklace (10gp)
92. Lapis Lazuli Earring (100gp)
93. Silver Bracelet (5gp)
94. Ruby Belly Chain (95gp)
95. Topaz Armlet (35gp)
96. Copper Torc (4gp)
97. Topaz Ring (55gp)
98. Iron Belly Chain (1gp)
99. Opal Anklet (80gp)
100. Silver Armlet (5gp)



Magic Items

1. Great Sword of Dane- Whoever is attuned to this great sword can summon three war dogs during combat up to twice per day. The dogs can be dismissed at will
2. Ring of Storms- This ring allows the wearer to cast a thunder spell four times a day
3. Key of Secrets- When used on any keyhole there is a 5% chance it will unlock that object. There is also a 5% chance it will open a room or object located on a different plane of existence
4. Cloak of Flying- This cloak allows the wearer 5 minutes of flight, once per day. Their flying speed is 60ft
5. Rapier of the Vampire- This rapier drains the life force of its victims, and gifts it to its master. Whenever the wielder lands a successful attack with this weapon, it deals an extra 1D10 corruption damage, and heals the wielder equal to the damage dealt
6. Dragon's Tail- This flail was made from the heart of a dragon. When found roll 1D6= 1)fire 2)frost 3)lightning 4)acid 5)poison 6)player's choice. This flail deals an extra 1D8 of the damage type rolled
7. Harp of Sleep- This harp can be used to cast 1D6 sleep spells per day
8. Mask of Elements- While this mask is equipped, the wearer may use an action to harness the elements. Roll 1D4. 1) Air 2) Earth 3) Fire 4) Water. The wearer assumes the shape of the Elemental rolled. When the wearer's health drop to or below 0, they revert back to their original form with one health
9. Bow of Smiting- This longbow has a range of 60ft. It deals 1D8 damage, plus an additional 2D6 holy damage. If the wielder is attacking an undead creature, it deals 6D6 bonus holy damage instead
10. Pair of Skeletal Feet- These feet can be placed anywhere on the same plane of existence, however far apart. They allow anyone to travel from one foot to the other in the blink of an eye. Be careful not to lose them
11. Mask of Revik- Revik forged this mask with his mischievous essence. The wearer can shape shift up to three times a day into any creature they have seen. There is a 25% chance that once a day the wearer will shape shift into a random creature against their will for one hour
12. Hammer of Doom- This unwieldy hammer is -10 to hit, but deals 4D12 corruption damage on a hit.
13. Throne of Xarexoth- This throne fits into the palm of your hand. When placed on the ground, its owner can say its command word. The throne grows up to their size. They can spend an hour sitting on the throne to regain the use of a spent spell. Usable only once per day
14. Skewer of the Gods- This spear deals 1D12 damage. If the wielder downs an enemy with it, as a bonus they can restore 2D6 health to any ally
15. Charred Collar- This dog collar must be worn. As an action, the wearer can summon a hellhound. This hound is loyal only to the wearer. The hound has its own turn in combat. The hound can be dismissed at will
16. Dagger of Blinding- This dagger deals 1D4 damage and there a 25% chance the target is blinded for 2 turns
17. Bow of Thunder - A normal looking longbow with an engraved lightning pattern. The bow performs normally except that on a critical hit it causes 3D8 thunder damage
18. Amulet of Radiance- When activated, it emits a radiant aura in a radius of 15ft around the wearer. During odd rounds it deals 2D8 holy damage to all hostiles within 15ft. During even rounds it heals the wearer and their allies within the radius for 2D6 health. It lasts for the entirety of the skirmish, or until the wearer is incapacitated. Can only be used once per day
19. Amulet of Death- This amulet holds a small piece of the wearers soul. When the wearer is dropped to 0 health this amulet revives them 30ft from where they dropped, and brings them back to full health. After one use the amulet breaks and the wearer's health is reduced by 5

Magic Items

20. Blade of Dehydration- After one successful attack the target has a 50% chance of being exhausted. On a second successful attack there is a 75% chance. On a third successful attack the target is exhausted
21. Crown of Storms- This crown grants resistance to storm damage. As a bonus, it can deal 1D6 lightning damage to anyone within 5ft of the wearer. This crown also allows the wearer to combine the entirety of the "Storm" items, assuming they have the other items
22. Helmet of Breathing- This helmet allows the wearer to breath underwater and keeps them from being poisoned by toxic clouds
23. Helmet of Silence- This helmet renders the wearer mute, however they can now speak to anyone telepathically up to 120ft away
24. Bipolar Axe- This battleaxe adds an extra 1D6 to its damage rolls. This damage alternates between fire and ice damage each attack
25. Necromancer's Stone- This stone can raise up to 1D20 corpses from the grave once a week. The zombies serve the wielder until they die a second time. Upon their second death, they burst into a cloud of dust
26. Armor of Notes- Doubles the wearer's musical proficiency and allows the wearer to cast a charm spell once per day
27. Bow of Storms- This bow deals 1D10 lightning damage. It has a range of 60/300ft. Arrows of lightning appear when user draws the bow
28. Soulbound Spellbook- This spellbook is blank, indestructible, and can't be read by anyone but the user. If this spellbook is lost, it can be summoned at will
29. Rod of Detection- This rod allows the wielder to know the location of any unseen creature within 100ft. Can be used 4 times a day
30. Rock of Ages- This rock can be thrown (60ft) or used as a melee weapon. The rock deals 1D8 damage. After being thrown the rock reappears in the user's hand
31. Control rod- This rod grants the wielder the ability to summon a stone golem. This golem springs from the ground, and is under the wielder's control. The golem can be dismissed at will
32. Bottle of Lightning- This bottle can be thrown 60ft. Once it hits the ground, it will shatter dealing 3D8 lightning damage. Once used, this item is gone forever
33. Helm of the Bull - A helmet with bull horns. Gives the wearer bonus on all strength related skills and checks. Once during combat the wearer can perform a charge action dealing 3D10 damage.
34. Hiking Boots- These boots remove any penalties to movement caused by terrain and increase the wearer's base walking speed by 5ft
35. Armor of Storms- This set of light armor grants +3. When the wearer is hit with a melee attack, the attacker takes 1D4 lightning damage
36. Mask of Glaring- This mask gives proficiency in intimidation. If already proficient, it gives double proficiency. It also allows the wearer to cast a 1D4 charm spells per day
37. Rabbit's Foot - A seemingly ordinary lucky rabbit's foot. Reroll all critical fails in the same encounter. Can be used in three encounters per day. The holder can also call all rabbits in a 500 foot radius to their aid. Lasts for the duration of the encounter.
38. Orb of Destruction- This silver orb is 6in wide in diameter. Once per day the user can cause the orb to send out a destructive cone 100ft long and 50ft wide that does 10D10 damage
39. Crown of Embers- This crown allows the wearer to breathe fire three times per day. The line is 5ft wide and 20ft long and does 3D6 fire damage. While wearing this the wearer can use all of the items belong to the set of Embers
40. Book of Summoning- This book allows the wielder to summon a single creature from a different dimension once every week
41. Helm of Adontag- This helmet grants immunity to being charmed, or put to sleep
42. Armor of Rage- Made from a mythical animal hide this armor grants an extra 1D4 to any barehanded or melee attack. The wearer's power is in their rage

Magic Items

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

Magic Items

62. Toy Ship- This ship can be set in the water. After its owner says the command word, it becomes a full size galley with a ghost crew loyal to the owner of the ship. Repeating the command word returns the ship to toy size
63. Bracers of Battle- These bracers can magically store one shield and one melee weapon. When combat begins the wearer can equip the stored items automatically
64. Mace of Hazards- This mace gives an advantage to all melee attacks against the wielder, but deals 4D8 damage. It also gives the wielder two reactions
65. Shield of Embers- This shield grants resistance to fire damage. Also, it gives an advantage to avoid fire damage
66. Cowl of Luck- While equipped, this Cowl grants the wearer good luck. Once per round, when the wearer is attacked, roll 1D6. On a 6, the attack automatically misses
67. Glass Eye- This glass eye can be placed anywhere. Once placed, say its command word. This eye gives its user the ability to see what it sees. The link can only be broken when the user and the eye are no longer on the same plane of existence. You can only see what the eye sees, there is no sound/smell
68. Toy Horse- As an action, the owner of this horse can say its command word. The horse changes from a small wooden toy to a full grown, live horse. As an action its owner can say the command word, and it will revert back into a toy.
69. Robes of Insight- These robes grant +3 to intelligence to the wearer
70. Ring of Spiders- This ring allows the wearer to summon 1D4 giant spiders. These spiders are completely under the wearer's control
71. Raven's Feather - A seemingly normal raven's feather attached to a bit of cord. The user can transform into a raven three times per day. The effect lasts for one hour
72. Magic Broom- This broom can be mounted. It has a flying speed of 60ft.
73. Toy Soldier- This object is a 6" tall representation of a soldier. Upon issuing the command word this toy soldier becomes a real soldier equipped with a long sword, a short sword, a heavy crossbow, and chainmail. It follows simple commands of its master, like attack enemies or guard a specific location. If reduced to 0 health, it reverts to the toy form and is shattered. If it reverts to the toy from before all health is exhausted it regains all of it for the next use
74. Staff of Radiance- If used in melee it deals 1D8, plus an additional 2D6 holy damage. Plus it can also be used to heal the wearer or allies 2D6 heal 4 times a day
75. Jar of Ooze- This jar contains an ooze-like blob monster. If this jar is smashed on the ground the ooze is released. The ooze is hostile to everyone and everything. Once used, this item is lost forever
76. Survivor's Amulet- Each time the wear takes damage roll 1D20. On a roll of 15-20, the wear only takes half damage. Also, three times per day the wearer can use the item to regain 2D6 health
77. Gloves of Striking- Unarmed damage is doubled
78. Soulbound Weapon- The wielder may use an action to summon this weapon in their empty hand. They can choose the form that this melee weapon takes each time it is created. They are proficient with this weapon. This weapon counts as magical for the purpose of overcoming resistances and immunity to non-magical attacks and damage
79. Boots of Swimming- These boots give the wearer a swimming speed of 60ft.
80. Enchanted Spoon- This spoon makes every meal taste like it was prepared by the gods. When any character eats a meal with this spoon they regain 1D8 health
81. Skull of a Demon Helm- It allows the wearer to take the form of a demon once a week, for 1 hour
82. Cloak of Feathers- This cloak allows the user to fly at a 60ft speed for up to four hours per day
83. Belt of Determination- This belt grants an advantage to all strength-based non-attack rolls
84. Boots of Blazing Speed- When activated, these boots grant the wearer a base speed of 120ft. However, at this speed, the wearer takes 2D4 fire damage for each turn they use more than half of their movement

Magic Items

85. Ring of Sorcery- Gives the wearer the ability to cast any two spells at will. Determine randomly
86. Dagger of Shadows- A +2 dagger that deals an additional 1D6 corruption damage. If the wielder is concealed by magical or non-magical darkness, the dagger deals 4D6 corruption damage
87. Gauntlets of Destruction- These gauntlets add 1D4 of fire damage to all melee attacks.
88. Socks of Comfort- These socks keep the wearer warm in extreme cold, and cool in extreme heat
89. Svaldr's Lucky Dagger- This dagger critical hits on a roll of 18-20. On a critical hit, it deals an extra 2D4 damage of the damage type to which the creature is vulnerable
90. Ring of Reaching- This ring allows you to extend your reach out to 10ft
91. Remorse- This mace refuses to kill. It will only knock creatures unconscious. It deals 1D6 nonlethal damage
92. Crown of Spiders- This crown allows the wearer to transform into a spider centaur at will.
93. Ring of Ice- This ring lets the wearer cast an ice spell at will
94. Doll House- This doll house is 5lbs, and about 10in tall by 10in wide. If set on the ground, its owner can say its command word. It will grow to be a 3 story house, complete with a small cooking area, a dining room, and 5 bedrooms. It is a normal house, so it offers no protection from magic or intruders. Say the command word again, and the house will shrink back in size
95. Lute Of Legends- This lute gives the wielder double proficiency in performance. The wielder also gains advantage on any spell attack
96. Shield of Wrath- When the wielder is hit with a melee attack, they can use a reaction to bash the attacker with their shield for 2D4 damage
97. Robe of Dragonhide- This robe awards resistance to whichever dragon the hide is made of
98. Enchanted Vial Of Blood- When ingested, afflicts the drinker with lycanthropy. Roll 1D6. 1) Wererat 2) Wereboar 3) Werewolf 4) Weretiger 5) Werebear 6) Player's choice.
99. Goggles of Reading- These goggles allow the user to understand any written language.
100. Amulet of Embers- The wearer releases a burst of flame in a 10ft radius each time they take 25 or more damage in a single round. This burst of flame affects friend and foe alike. It deals 3D4 fire damage



Maps

1. Map to a ruined fort
2. Map to a mountain pass
3. Map of a lost valley
4. Map to a dragon's lair
5. Map to a lumberjack camp
6. Map to a troll cave
7. Map to a wizard's tower
8. Map of the old forest
9. Map of ancient catacombs
10. Map to a gang hideout
11. Map of a dungeon
12. Map of ocean currents
13. Map to a monastery
14. Map to a blue hole
15. Map to a mysterious statue in the woods
16. Map to the entrance of the underworld
17. Map of a nearby city
18. Map to spice islands
19. Map to an elven manor
20. Map to an elven tower
21. Map to the tomb of a mermaid queen
22. Map to a nearby waterfall
23. Map to a secret iron mine
24. Map of a nearby manor house
25. Map to a nearby cave
26. Map to an old fortress
27. Map to an abandoned house
28. Map to a smuggler hideout
29. Map of a mythical land
30. Map to a secret graveyard
31. Map to a secluded grotto
32. Map of a large cave system
33. Map to the source of the great river
34. Map to a bandit hideout
35. Map to an ancient tomb
36. Map of a secret mountain pass
37. Map of trade routes in the area
38. Map to a druid enclave
39. Map to an abandoned mine
40. Map to an underground city
41. Map of a manor house
42. Map of a temple
43. Map to a secret gnome village
44. Map to a dwarven fortress
45. Map to a legendary forge
46. Map to the world tree
47. Map of an unknown river
48. Map to a lost temple
49. Map to a dolmen
50. Map to an orc lair
51. Map to a burial mound
52. Map of a nearby brewery
53. Map to a legendary brewery
54. Map to the tomb of a legendary king
55. Map to a secret shrine
56. Map to a monolith
57. Map to a lost elven city
58. Map to a legendary silver mine
59. Map to a hidden grotto
60. Map to buried treasure
61. Map of a halfling village
62. Map to an underwater city
63. Map to a goblin lair
64. Map to a witch's hut
65. Map to a freshwater spring
66. Map of a castle
67. Map of an ancient kingdom
68. Map of sea trade routes
69. Map to a mushroom patch
70. Map to a goblin shrine
71. Map to a small fishing village
72. Map of tunnels under a nearby town
73. Map to the old hermit's shack
74. Map to a shipwreck
75. Map to a wishing well
76. Map of an unknown island
77. Map to a secret valley
78. Map of a nearby winery
79. Map to a waterfall in the mountains
80. Map to a dungeon
81. Map to a stone circle
82. Map to a secluded mountain lake
83. Map to the city of gold
84. Map of a legendary city
85. Map to an abandoned town
86. Map of a large city's sewer system
87. Map of the stars
88. Map to a legendary library
89. Map of a nearby temple
90. Map of a nearby copper mine
91. Map to an ancient battlefield
92. Map of a dwarven stronghold
93. Map to a sunken ship
94. Map to an old windmill
95. Map of a large city
96. Map of a wizard's tower
97. Map to the end of the rainbow
98. Map of a city's main fortress
99. Map to a sacred grove
100. Map of a nearby country

Medicinal Herbs

1. Passion Flower (*Passiflora*)
2. Konjac (*Amorphophallus konjac*)
3. Ashoka tree (*Saraca indica*)
4. Water Dropwort (*Oenanthe aquatica*)
5. Water Hemlock (*Cicuta virosa*)
6. Bitter gourd (*Momordica charantia*)
7. Anthemis nobilis
8. Kava (*Piper methysticum*)
9. Papaya (*Carica papaya*)
10. Alfalfa (*Medicago sativa*)
11. Blessed thistle (*Cnicus benedictus*)
12. Wallflower (*Erysimum cheiri*)
13. Ginger (*Zingiber officinale*)
14. Water Germander (*Teucrium scordium*)
15. Hibiscus (*Hibiscus sabdariffa*)
16. Turmeric (*Curcuma longa*)
17. Hawthorn (*Crataegus monogyna*)
18. Flaxseed (*Linum usitatissimum*)
19. St. John's wort (*Hypericum perforatum*)
20. Marsh-mallow (*Althaea officinalis*)
21. Syrian Rue (aka Harmal)
22. Lotus (*Nelumbo nucifera*)
23. Velvetleaf (*Cissampelos pareira*)
24. Celery (*Apium graveolens*)
25. Sage (*Salvia officinalis*)
26. Gum Arabic (*Acacia senegal*)
27. Opium poppy (*Papaver somniferum*)
28. Bilberry (*Vaccinium myrtillus*)
29. Abscess root (*Polemonium reptans*)
30. White willow (*Salix alba*)
31. Tea tree oil (*Melaleuca alternifolia*)
32. Moringa oleifera
33. Kratom (*Mitragyna speciosa*)
34. Rosemary (*Rosmarinus officinalis*)
35. Peppermint (*Mentha x piperita*) oil
36. Elderberry (*Sambucus nigra*)
37. Ephedra (*Ephedra sinica*)
38. Belladonna (*Atropa belladonna*)
39. Burdock (*Arctium lappa*)
40. Asafoetida
41. Neem (*Azadirachta indica*)
42. Oregano (*Origanum vulgare*)
43. Chasteberry (*Vitex agnus-castus*)
44. Purple coneflower (*Echinacea purpurea*)
45. Hoodia (*Hoodia gordonii*)
46. Horse chestnut (*Aesculus hippocastanum*)
47. Guava (*Psidium guajava*)
48. Ginkgo (*Ginkgo biloba*)
49. Bitter leaf (*Vernonia amygdalina*)
50. Evening primrose (*Oenothera*) oil
51. Lavender (*Lavandula angustifolia*)
52. Xanthoparmelia scabrosa
53. Thyme (*Thymus vulgaris*)
54. Ginseng (*Panax ginseng*)
55. Comfrey (*Symphytum officinale*)
56. Digitalis (sometimes Foxglove)
57. Feverfew (*Tanacetum parthenium*)
58. Vetiver (*Chrysopogon zizanioides*)
59. Khat
60. Black cohosh (*Actaea racemosa*)
61. Thunder God Vine (*Tripterygium wilfordii*)
62. Veronica (*Veronica officinalis*)
63. Henna (*Lawsonia inermis*)
64. Cat's claw (*Uncaria tomentosa*)
65. Dong quai (*Angelica sinensis*)
66. Bitter orange (*Citrus x aurantium*)
67. Valerian (*Valeriana officinalis*)
68. European mistletoe (*Viscum album*)
69. Asthma-plant (*Euphorbia hirta*)
70. Açai (*Euterpe oleracea*)
71. Horsetail (*Equisetum arvense*)
72. Arnica (*Arnica montana*)
73. Aloe vera
74. Barberry (*Berberis vulgaris*)
75. Cinchona
76. Verbena (*Verbena officinalis*)
77. Wahoo (*Euonymus atropurpureus*)
78. Wafer Ash (*Ptelea trifoliata*, or Hopetree)
79. Wheatgrass (*Triticum aestivum*)
80. Water Plantain (*Alisma plantago aquatica*)
81. Jamaica dogwood (*Piscidia erythrina*)
82. Watercress (*Nasturtium officinale*)
83. Astragalus (*Astragalus propinquus*)
84. Cayenne (*Capsicum annuum*)
85. Goldenseal (*Hydrastis canadensis*)
86. Umckaloabo (*Pelargonium sidoides*)
87. Milk thistle (*Silybum marianum*)
88. Tulsi (*Ocimum tenuiflorum* or Holy Basil)
89. Licorice root (*Glycyrrhiza glabra*)
90. Garlic (*Allium sativum*)
91. Saw palmetto (*Serenoa repens*)
92. Summer savory (*Satureja hortensis*)
93. Yerba Santa (*Eriodictyon crassifolium*)
94. Eucalyptus (*Eucalyptus globulus*)
95. Fenugreek (*Trigonella foenumgraecum*)
96. Red clover (*Trifolium pratense*)
97. Marigold (*Calendula officinalis*, or calendula)
98. Noni (*Morinda citrifolia*)
99. Chaparral (*Larrea tridentata*)
100. Kanna (*Sceletium tortuosum*)

Musical Instruments

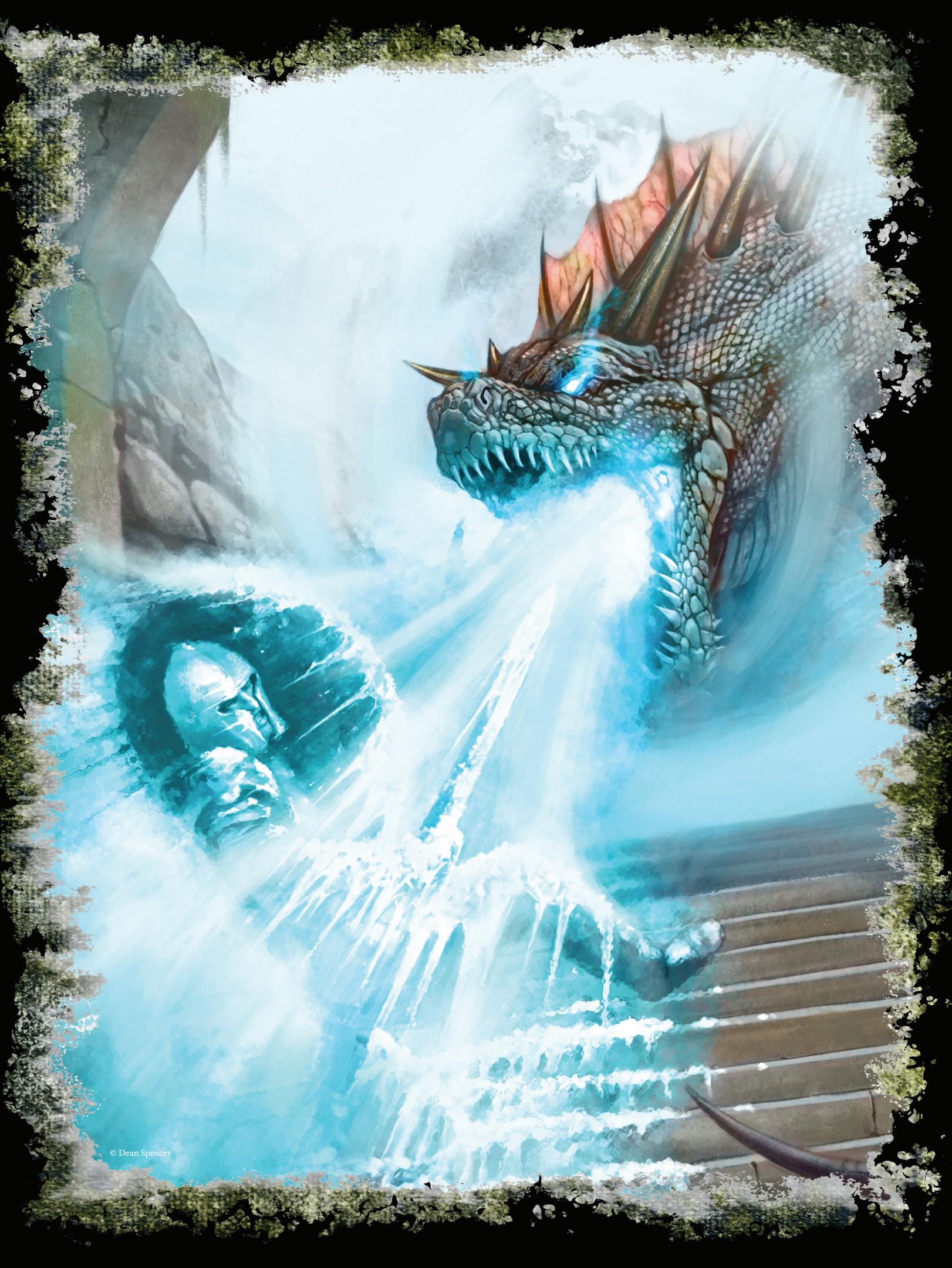
1. Bumbulum
2. Sarangi
3. Psaltery
4. Thumb Piano
5. Flumpet
6. Harp
7. Lizard (tenor cornetts)
8. Bellows pipe
9. Cymbals
10. Hurdy-gurdy
11. Mandolin
12. Portative organ
13. Shawm
14. Tambourine
15. Triangle
16. Ney
17. Zink
18. Oboe
19. Helicon
20. Timbrel
21. Crumhorn
22. Bombard
23. Pandoura
24. Mouth harp
25. Finger cymbals
26. Trombone
27. Kokyu
28. Bagpipes
29. Oud
30. Fife
31. Pibgorn
32. Adufe
33. Pipe & tabor
34. Violin
35. Diavlos
36. Archlute
37. Danbau
38. Banjo
39. Horn
40. Carnyx
41. Phorminx
42. Tympanon
43. Kitharis
44. Frame drum
45. Vielle
46. Hautboy
47. Tabor
48. Bugle
49. Sackbut
50. Citole
51. Pipe
52. Bells
53. Seistron
54. Lyre
55. Rebec
56. Crwth
57. Kymvalon
58. Mandore
59. Organistrum
60. Arghul
61. Gemshorn
62. Gamba
63. Buccin
64. Varvitos
65. Shofar
66. Gittern
67. Pan flute
68. Cornamuse
69. Sitar
70. Bladder pipe
71. Harmonica
72. Kacapi
73. Trumpet
74. Drum
75. Ocarina
76. Flageolet
77. Sinfonye
78. Tuba
79. Ryuteki
80. Balalaika
81. Latin guitar
82. Fiddle
83. Dulcimer
84. Rebabl
85. Tro
86. Ukulele
87. Bass recorder
88. Recorder
89. Castanets
90. Glockenspiel
91. Krotalon
92. Cornett
93. Flute
94. Buisine
95. Serpent
96. Lute
97. Shehnai
98. Zampogna
99. Conch-shell
100. Viol

Potion Ingredients

1. Crow feather
2. Terebinth oil
3. Persian rose
4. Sheep bladder
5. Sugar
6. Wheat
7. Salamander skin (dried)
8. Nightshade
9. Horsetail hair
10. Violet Toothed Polypore
11. Saffron
12. Dragon's scale
13. Owl's wing
14. Ginger root
15. Octopus ink
16. Baies rose
17. Bear claw
18. Dandelion seeds
19. Oil of Spikenard
20. Chicken liver
21. Liverwort
22. Raven's claw
23. Renaissance Stardust
24. Mandrake
25. Labdanum
26. Barley
27. Rooster's spur
28. Pumpkin seeds
29. Hemlock root
30. Oak Maze Gill
31. Alabaster
32. Bone of cat
33. Styrax
34. Rose petals
35. Wormwood
36. Spider's silk
37. Adder's venom
38. Poppy seeds
39. Red Cushion Hypoxylon
40. Blood of man
41. Lizard tail
42. Hair of a princess
43. Nose of fox
44. Furitake
45. Beak of dove
46. Chicken tooth
47. Sumac (dried leaves)
48. Grains of paradise
49. Bumblebee wings
50. Ambergris
51. Lavender
52. Veiled Panus
53. Ethanol
54. Frankincense
55. Salt
56. Wool of bat
57. Bone powder
58. Toadstool
59. Butterfly wings
60. Lamb's ear (dried leaves)
61. Blood of rat
62. Goat's milk
63. Foxglove
64. Billy goat whiskers
65. Eye of newt
66. Wasp stinger
67. Tongue of dog
68. Fennel pollen
69. Cat's eye
70. Buttercup squash
71. Thorn of rose
72. Artist's Conk
73. Wolf saliva
74. Pearl powder
75. Calamus root
76. Wood Clitocybe
77. Pig's foot
78. Pelt of mink
79. Tobacco leaf
80. Vinegar
81. Tail of squirrel
82. Blood of woman
83. Bark of oak
84. Gall
85. Belladonna
86. Grasshopper spit
87. Trembling Merulius
88. Tooth of wolf
89. Spider's venom
90. Hops
91. Myrrh
92. Caput Mortuum
93. Milk of hairless cat
94. Toe of frog
95. Holly berries
96. Dragonfly eggs
97. Blind worm's venom
98. Tree moss
99. Hen of the Woods
100. Rabbit's foot

Trees

1. Pole Pine
2. Wayfaring Tree
3. Eastern Whitebeam
4. Whitebeam
5. Lesser Whitebeam
6. Western Hemlock
7. Gold Oak
8. Large-leaved Linden
9. Holly
10. Purple Willow
11. Box
12. Oak
13. Strawberry Tree
14. White Willow
15. Juniper
16. Cassus Oak
17. Black Pine
18. Willow
19. Beech
20. Sycamore
21. Silver Birch
22. Common Dogwood
23. Holm Oak
24. Norvold Maple
25. Sweet Chestnut
26. Crack Willow
27. Ash
28. Sorbus Oak
29. Pear
30. BlueSpruce
31. Blue Oak
32. Guelder Rose
33. Downy Birch
34. Llangollen Ash
35. Plot's Elm
36. Bird Cherry
37. Wittle Beech
38. Birch
39. Larch
40. Grand Oak
41. Common Horse-chestnut
42. Black Fir
43. Small-leaved Linden
44. Common Hazel
45. Spindle
46. Almond-leaved Willow
47. Sarkin Tree
48. Yew
49. Kelen Elm
50. Jensen's Whitebeam
51. Smooth-leaved Elm
52. Eared Willow
53. Bloody Whitebeam
54. Spruce
55. Hawthorn
56. Amarin Elm
57. Lowland Hawthorn
58. Vullen Pear
59. Arran Sarkin Tree
60. Maritime Pine
61. Linden
62. Wych Elm
63. Adras Pine
64. Wild Sarkin Tree
65. Common Privet
66. Apple
67. Aspen
68. Pine
69. Cherry Plum
70. Poplar
71. Alder Buckthorn
72. Delos Cypress
73. Maple
74. Gaff Whitebeam
75. Blackthorn
76. Wild Cherry
77. Hornbeam
78. Alder
79. Black Spruce
80. Rowan
81. Grey Willow
82. Sea-buckthorn
83. Bay Willow
84. Field Maple
85. Sprig Larch
86. Black Poplar
87. Purging Buckthorn
88. Rock Whitebeam
89. Elder
90. Common Osier
91. Crab Apple
92. Western Red Cedar
93. Elm
94. Lawson's Cypress
95. Goat Willow
96. Sallow
97. Yarrow Redbeam
98. Redbeam
99. Nosh Whitebeam
100. Grand Fir



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Names

Bardcore Song Titles

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

Bardcore Song Titles

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

Dwarf Clan Names

1. Copperbraid
2. Mubasher
3. Bluntbeard
4. Longbelly
5. Hammermane
6. Bloodborn
7. Steelforge
8. Chaoshelm
9. Dragonaxe
10. Frostmine
11. Stormbrew
12. Axegrip
13. Steeltoe
14. Windbender
15. Minebuckle
16. Magmabranch
17. Blackstone
18. Lavaforge
19. Bristlemantle
20. Warminer
21. Lavagut
22. Platebraid
23. Longcloak
24. Frostbeard
25. Onyxarm
26. Warbraid
27. Leadhide
28. Aleguard
29. Bronzeaxe
30. Ironfoot
31. Bonedigger
32. Thunderblade
33. Berylbrew
34. Wraithmaul
35. Icejaw
36. Stormguard
37. Mudcoat
38. Flaskmane
39. Leadbringer
40. Hornhead
41. Boulderbrew
42. Ashsunder
43. Granitebelt
44. Chainmantle
45. Whitspine
46. Bloodbelt
47. Brickhorn
48. Coinbrew
49. Shadowstone
50. Marblegut
51. Axecoat
52. Bronzebeard
53. Bonebrew
54. Koboldthane
55. Barrelstone
56. Goldmaster
57. Silverhood
58. Flintbraid
59. Flaskbrow
60. Brewrock
61. Forgedigger
62. Oakenbane
63. Oreflayer
64. Hammerfist
65. Irongranite
66. Cragfoot
67. Chaingranite
68. Woldbasher
69. Cragstone
70. Minebrow
71. Bronzeback
72. Dimfinger
73. Shadowbelly
74. Grumblemaker
75. Metalshoulder
76. Cragfury
77. Lightdeler
78. Bonethane
79. Ironhammer
80. Icehammer
81. Anvilshoulder
82. Coalshield
83. Caskarm
84. Drakefall
85. Beastfoot
86. Brickarm
87. Mountainfur
88. Hammerbuckle
89. Cragbasher
90. Barrelspine
91. Leadforged
92. Jadearm
93. Nightmantle
94. Dimbeard
95. Rubyview
96. Cragbasher
97. Drakebane
98. Strongaxe
99. Snowstone
100. Oretoe

Dwarf Names

1. Araman	51. Gomnick
2. Groudin	52. Kitmor
3. Dhossim	53. Bhaddor
4. Dalom	54. Grondrek
5. Bhakel	55. Tuddaek
6. Brodrous	56. Gazzan
7. Grakim	57. Vorsuk
8. Drolf	58. Lokgruli
9. Hevrad	59. Grufek
10. Sigril	60. Weznick
11. Nomoli	61. Bromoul
12. Kellyg	62. Broughol
13. Kirdum	63. Domnig
14. Dobrik	64. Groumret
15. Bognur	65. Tutrik
16. Thasdan	66. Durock
17. Bosteg	67. Umitt
18. Bronad	68. Deghed
19. Norrim	69. Girnat
20. Thragg	70. Yugrif
21. Torgred	71. Tholgut
22. Durmas	72. Bruvis
23. Kraznog	73. Throndik
24. Dhold	74. Fotmeck
25. Dorol	75. Umidin
26. Khetrek	76. Hezzuk
27. Norfeth	77. Boffin
28. Jandrac	78. Godmid
29. Snathleg	79. Yodrick
30. Kovir	80. Golock
31. Ottom	81. Dadgroth
32. Thezzus	82. Jarn
33. Alford	83. Whuldruf
34. Bredneg	84. Delmar
35. Yuggor	85. Norsum
36. Jabrom	86. Grunsun
37. Thernak	87. Nolgrol
38. Ogrum	88. Wemrun
39. Luthyr	89. Thignus
40. Fimnok	90. Therdrum
41. Hestun	91. Groznin
42. Mognac	92. Yarram
43. Reistac	93. Dalen
44. Bolin	94. Halat
45. Kudrol	95. Rasdrur
46. Darsek	96. Boggol
47. Khurge	97. Borful
48. Yusut	98. Hurlhel
49. Khemdar	99. Brubrem
50. Darez	100. Lokdin

Elf Names

1. Methild	51. Saelethil
2. Eldrin	52. Fylson
3. Ararie	53. Keryth
4. Fana	54. Ralorel
5. Khiiral	55. Alre
6. Farryn	56. Saida
7. Ivasaar	57. Ryllae
8. Glynfir	58. Rhalyf
9. Vesstan	59. Lhoris
10. Pywalm	60. Azarya
11. Cyran	61. Ralora
12. Saelihn	62. Ciliren
13. Paeral	63. Elyn
14. Shalanar	64. Iliphar
15. Perlen	65. Goren
16. Petsys	66. Lyari
17. Elion	67. Taerel
18. Darieth	68. Alosrin
19. Vulen	69. Valmenor
20. Kharis	70. Heizana
21. Aimer	71. Kendel
22. Genlee	72. Keenor
23. Thalanil	73. Darunia
24. Lianthorn	74. Saleh
25. Ashryn	75. Leorora
26. Sharian	76. Myrdin
27. Larrel	77. Yesanith
28. Ensatra	78. Aneirin
29. Alasse	79. Umero
30. Vamir	80. Aien
31. Tassarion	81. Irhaal
32. Kilyn	82. Elandorr
33. Tyrael	83. Adorellan
34. Tanyth	84. Orym
35. Eilphine	85. WIRENTH
36. Bellas	86. Dorvyre
37. Paeris	87. Miraphine
38. Yinrel	88. Darfin
39. Elas	89. Sinaht
40. Ardreth	90. Namys
41. Fenwenys	91. Alion
42. Reylynn	92. Wynather
43. Inchel	93. Ruven
44. Katar	94. Falenas
45. Sylphine	95. Heidithas
46. Ermys	96. Ayre
47. Naesatra	97. Iligwyn
48. Sylvar	98. Brytris
49. Halamar	99. Valfir
50. Merellien	100. Aelrindel

Gnome Names

1. Linna	51. Marion
2. Kerston	52. Brimtor
3. Ari	53. Almore
4. Halden	54. Simtor
5. Lenia	55. Bevmore
6. Bando	56. Coran
7. Landon	57. Trina
8. Eltor	58. Menvor
9. Torville	59. Tumbar
10. Corin	60. Thorbul
11. Elrick	61. Barrit
12. Lowmore	62. Kelmore
13. Tavor	63. Jorey
14. Talmorn	64. Laxma
15. Bodie	65. Torgrin
16. Nesbin	66. Smina
17. Caltor	67. Freya
18. Orina	68. Pipa
19. Tera	69. Dimble
20. Philia	70. Pogrim
21. Lilrin	71. Farwick
22. Lervin	72. Brebit
23. Marlos	73. Thormox
24. Davrus	74. Romil
25. Alros	75. Boe
26. Fillcath	76. Norna
27. Caldon	77. Keyvos
28. Rosvor	78. Nesgrim
29. Keltor	79. Ingo
30. Mox	80. Fenris
31. Poe	81. Hano
32. Torbrim	82. Thora
33. Jorian	83. Tiena
34. Menlow	84. Namel
35. Oran	85. Lavintos
36. Ragill	86. Dimrus
37. Halle	87. Hanmore
38. Rimcall	88. Tolmore
39. Narelle	89. Romnor
40. Lormila	90. Jarl
41. Rayne	91. Simco
42. Anesa	92. Zanus
43. Krina	93. Calkas
44. Farnor	94. Nihani
45. Orlow	95. Lohana
46. Kelbin	96. Vilnor
47. Philmox	97. Jessup
48. Orlos	98. Vorlow
49. Fargim	99. Davlin
50. Alvor	100. Ormox

Goblin Names

1. Gribna	51. Slime
2. Bez	52. Zarg
3. Slog	53. Grol
4. Alug	54. Hugor
5. Arg	55. Org
6. Xog	56. Scab
7. Lulz	57. Brool
8. Lig	58. Zork
9. Wart	59. Blorg
10. Ez	60. Ig
11. Tuz	61. Klag
12. Bilk	62. Slag
13. Brun	63. Flitch
14. Tark	64. Uz
15. Kog	65. Gorg
16. Ooglo	66. Narl
17. Grub	67. Murg
18. Slob	68. Laz
19. Moog	69. Eurg
20. Drulz	70. Zog
21. Orulz	71. Zeeb
22. Lorz	72. Viklorg
23. Scar	73. Nog
24. Erb	74. Vorl
25. Treg	75. Mig
26. Grel	76. Blarg
27. Torl	77. Urz
28. Mole	78. Zig
29. Pulz	79. Xlaz
30. Limper	80. Zug
31. Zux	81. Rorg
32. Milg	82. Xrag
33. Zrag	83. Worv
34. Wik	84. Fogul
35. Gosmil	85. Korlug
36. Xorgul	86. Shank
37. Morl	87. Grug
38. Grig	88. Pug
39. Holug	89. Mogz
40. Tul	90. Worl
41. Zuz	91. Blud
42. Vaku	92. Jerg
43. Iv	93. Durg
44. Smelg	94. Lor
45. Grunsk	95. Vorg
46. Krub	96. Rip
47. Og	97. Brog
48. Xarg	98. Rok
49. Shaz	99. Grom
50. Thurg	100. Sig

Halfling Names

1. Elrow	51. Emma
2. Lowmin	52. Haymore
3. Maxwise	53. Wintum
4. Wina	54. Bulford
5. Lilly	55. Torbin
6. Lewin	56. Finrow
7. Willa	57. Willgrin
8. Samlot	58. Willrow
9. Daisy	59. Lavinia
10. Eldon	60. Grover
11. Nora	61. Lenrick
12. Woodrick	62. Elton
13. Ella	63. Ronan
14. Samrick	64. Groton
15. Hilna	65. Rook
16. Welbin	66. Trebor
17. Dorrick	67. Hayla
18. Maxrow	68. Nivla
19. Bulmore	69. Winlow
20. Haygrin	70. Gaflin
21. Crumly	71. Wenlow
22. Petunia	72. Fillgrin
23. Windy	73. Elrick
24. Samwell	74. Trumbul
25. Rowrick	75. Hilmore
26. Fimmore	76. Tula
27. Ricbin	77. Hayrick
28. Maxford	78. Wellesly
29. Arton	79. Hilwell
30. Corbin	80. Dimrick
31. Rowan	81. Lorton
32. Woody	82. Tirlina
33. Fillrow	83. Hama
34. Windal	84. Samlow
35. Phina	85. Norton
36. Samwise	86. Lewella
37. Hayton	87. Brela
38. Arlon	88. Jilla
39. Binlow	89. Rose
40. Woodlin	90. Arly
41. Tobias	91. Dora
42. Wendum	92. Woodwil
43. Elras	93. Hamlow
44. Willow	94. Wilser
45. Arlot	95. Samton
46. Lewton	96. Bulrow
47. Welford	97. Sambul
48. Bulton	98. Rula
49. Wells	99. Willna
50. Fillmore	100. Wenton

Human Female Names #1

1. Lynn	51. Twyla
2. Lindon	52. Afton
3. Haiden	53. Blake
4. Primrose	54. Mertice
5. Winifred	55. Wendelle
6. Queena	56. Gypsy
7. Erline	57. Mildred
8. Zenith	58. Aldercy
9. Dahlia	59. Gaines
10. Dana	60. Rae
11. Valora	61. Lana
12. Gerry	62. Zephrine
13. Ryesen	63. Gytha
14. Farrah	64. Alden
15. Fayre	65. Shelby
16. Sunny	66. Briar
17. Langley	67. Duchess
18. Payge	68. Kimberley
19. Saxon	69. Piper
20. Pepper	70. Athela
21. Timothea	71. Felberta
22. Carreen	72. Perri
23. Missy	73. Tempest
24. Misty	74. Ela
25. Aldora	75. Cleva
26. Whitney	76. Flyta
27. Scarlett	77. Vulpine
28. Chancey	78. Ebba
29. Vail	79. Edolie
30. Louvaine	80. Udele
31. Birdie	81. Winsome
32. Blossom	82. Rainbow
33. Odella	83. Edwina
34. Merrill	84. Allura
35. Chaney	85. Damosel
36. Norvella	86. Alodie
37. Claiborne	87. Averil
38. Dena	88. Timber
39. Alison	89. Gerarda
40. Melba	90. Jolene
41. Posy	91. Skylar
42. Arden	92. Hope
43. Eathelin	93. Wallis
44. Blythe	94. Irvette
45. Sydney	95. Zanna
46. Loveday	96. Alfreda
47. Gleda	97. Lari
48. Marjorie	98. Rumer
49. Eden	99. Ivy
50. Hertha	100. Ornelle

Human Female Names #2

1. Marigold	51. Everild
2. Farley	52. Harper
3. Lyndal	53. Patience
4. Pebbles	54. Bronte
5. Della	55. Poppy
6. Waynette	56. Ember
7. Spring	57. Dooriya
8. Florence	58. Trilby
9. Eartha	59. Stockard
10. Oletha	60. Pixie
11. Holly	61. Generia
12. Whaley	62. Willow
13. Wilona	63. Fleta
14. Kendra	64. Oriel
15. Luella	65. Honbria
16. Elethea	66. Lucianna
17. Delwyn	67. Beverley
18. June	68. Emmet
19. Merivale	69. Richelle
20. Grayson	70. Shelton
21. Ainsley	71. Bunny
22. Philberta	72. Audrey
23. Fairley	73. Velvet
24. Zeta	74. Lindley
25. Perry	75. Clover
26. Teal	76. Daralis
27. Thistle	77. Shelley
28. Lark	78. Mercy
29. Faith	79. Levina
30. Maida	80. Lauren
31. Petula	81. Chandler
32. Linley	82. Eletta
33. Lodema	83. Corliss
34. Dale	84. Bunty
35. Eadda	85. Edlyn
36. Avery	86. Madison
37. Leoma	87. Melinda
38. Ludella	88. Edeva
39. Channing	89. Rowena
40. Nara	90. Joyce
41. Carling	91. Sunniva
42. Quella	92. Edith
43. Daisy	93. Wanetta
44. Sigourney	94. Kaelyn
45. Cleantha	95. Jancis
46. Agate	96. Fernley
47. Harley	97. Tinble
48. Windy	98. Elmira
49. Eda	99. Candace
50. Tatum	100. Velma

Human Female Names #3

1. Braeden	51. Janelle
2. Geraldine	52. Unity
3. Wylie	53. Starling
4. Daffodil	54. Tiffany
5. Cerelia	55. Norma
6. Carlyle	56. Halsey
7. Forestyne	57. Roberta
8. Lona	58. Heather
9. Godiva	59. Wren
10. Ellery	60. Lorna
11. Nelda	61. Tory
12. Skyla	62. Roden
13. Haylee	63. Darby
14. Beda	64. Radella
15. Wesley	65. Eostre
16. Iria	66. Walker
17. Sparrow	67. Berthilda
18. Starr	68. Zelene
19. Bonnie	69. Salal
20. Whoopi	70. Darrene
21. Leigh	71. Brooke
22. Riley	72. Yetta
23. Bliss	73. Tuesday
24. Edwerdina	74. Ulrika
25. Annice	75. Cam
26. Ashley	76. Haralda
27. Storm	77. Carrington
28. Westina	78. Kestrel
29. Bedelia	79. Landon
30. Lena	80. Cedrica
31. Brighton	81. Fleta
32. Waverly	82. Elvina
33. Bernia	83. Opeline
34. Cherilyn	84. Tyler
35. Whitley	85. Edrea
36. Edda	86. Orlan
37. Hazel	87. Lillian
38. Robyn	88. Leanne
39. Lane	89. Nellwyn
40. Goldie	90. Lee
41. Earna	91. Edmonda
42. Shirley	92. Lassie
43. Doanne	93. Rue
44. Fern	94. Maitane
45. Alvina	95. Charlotte
46. Dell	96. Louella
47. Pamela	97. Merry
48. Devona	98. Paige
49. Imogene	99. Dawn
50. Tawnie	100. Osma

Human Male Names #1

1. Ordway
2. Thorpe
3. Snowden
4. Barton
5. Paxton
6. Lyndell
7. Saxon
8. Stroud
9. Locke
10. York
11. Hargreave
12. Rockwell
13. Unwin
14. Udolf
15. Dalbert
16. Kendrick
17. North
18. Waverly
19. Shelley
20. Wyndham
21. Tannar
22. Ryle
23. Twyford
24. Ramsay
25. Fulton
26. Marden
27. Weston
28. Aldridge
29. Rumford
30. Teddie
31. Willoughby
32. Haven
33. Waite
34. Edbert
35. Nickson
36. Radnor
37. Whitcombe
38. Ransom
39. Thurlow
40. Ainsley
41. Packard
42. Arley
43. Frayne
44. Trowbridge
45. Palmer
46. Kirkwood
47. Calvert
48. Burley
49. Buckley
50. Rutledge
51. Roxbury
52. Lane
53. Thurstan
54. Safford
55. Rayburn
56. Linley
57. Walby
58. Penley
59. Lawson
60. Oglesby
61. Saunderson
62. Welby
63. Pollock
64. Pelton
65. Bromley
66. Oxford
67. Prescott
68. Norvin
69. Renshaw
70. Ramsden
71. Marley
72. Manning
73. Earl
74. Elvy
75. Gomer
76. Everard
77. Redford
78. Rowson
79. Wistan
80. Aldwyn
81. Huntley
82. Chadwick
83. Raven
84. Southwell
85. Launcelot
86. Ryley
87. Wyndam
88. Rawley
89. Marlow
90. Zale
91. Morland
92. Radcliff
93. Jamieson
94. Huxley
95. Whitfield
96. Salisbury
97. Wheeler
98. Erwin
99. Somerset
100. Rufford

Human Male Names #2

1. Hamilton	51. Linwood
2. Radborne	52. Lawford
3. Yule	53. Ridley
4. Wystan	54. Kirkley
5. Thatcher	55. Tranter
6. Delwyn	56. Reilly
7. Radcliffe	57. Harlan
8. Hedley	58. Seabrook
9. Ashliegh	59. Blaxton
10. Kemp	60. Stanfield
11. Wainwright	61. Macy
12. Wickham	62. Webster
13. Elwin	63. Witton
14. Remington	64. Grantham
15. Hadley	65. Thorne
16. Kenrick	66. Ronald
17. Elwood	67. Raleigh
18. Ulfred	68. Thornton
19. Rudyard	69. Wilkes
20. Thornley	70. Oxton
21. Fairley	71. Vail
22. Axton	72. Athelstan
23. Hollis	73. Randell
24. Raynold	74. Bray
25. Morton	75. Seaborne
26. Westby	76. Fuller
27. Routledge	77. Lancelot
28. Leigh	78. Ransley
29. Stanley	79. Byford
30. Vane	80. Haddon
31. Heathcote	81. Tilford
32. Calder	82. Stowe
33. Upton	83. Gladstone
34. Graeme	84. Crewe
35. Tripp	85. Fenwick
36. Presley	86. Mead
37. Rochester	87. Walwyn
38. Rowley	88. Livingston
39. Millard	89. Kenton
40. Merrill	90. Holmes
41. Sykes	91. Winchester
42. Tarrant	92. Gresham
43. Hardwin	93. Starr
44. Kyne	94. Leverton
45. Dryden	95. Devereux
46. Seabert	96. Patton
47. Kingston	97. Nyle
48. Kenley	98. Brett
49. Cromwell	99. Orford
50. Derward	100. Somerville

Human Male Names #3

1. Langley	51. Yardley
2. Sealey	52. Stratton
3. Fane	53. Radford
4. Seger	54. Firth
5. Scott	55. Halstead
6. Hayes	56. Sherwood
7. Stratford	57. Townsend
8. Milbourn	58. Shepherd
9. Warburton	59. Venn
10. Jefferson	60. Egerton
11. Kinsey	61. Upwood
12. Stanhope	62. Milford
13. Fernleigh	63. Ravinger
14. Morley	64. Ronson
15. Warley	65. Whitby
16. Fielding	66. Sanborn
17. Lockwood	67. Ridgley
18. Thormund	68. Stanford
19. Linford	69. Westbrook
20. Nash	70. Osmond
21. Haslett	71. Shandy
22. Litton	72. Warmund
23. Bradley	73. Ormond
24. Sherborne	74. Ranald
25. Burke	75. Risley
26. Kenley	76. Wheaton
27. Barclay	77. Hampton
28. Lester	78. Stockton
29. Dwennon	79. Renfred
30. Ridgeway	80. Wentworth
31. Reynold	81. Laibrook
32. Sheldon	82. Riston
33. Elsdon	83. Rutley
34. Wakeman	84. Rockley
35. Medwin	85. Rowell
36. Mervyn	86. Prentice
37. Orman	87. Dallin
38. Salton	88. Freeman
39. Reading	89. Yale
40. Reginald	90. Randal
41. Edlin	91. Tennyson
42. Haig	92. Dempster
43. Hagley	93. Langworth
44. Alger	94. Denley
45. Eldric	95. Osmar
46. Goddard	96. Norville
47. Randolph	97. Norwood
48. Chetwin	98. Standish
49. Tatum	99. Wakefield
50. Hayden	100. Rushford

Inn Names

1. The Hero And The Thief
2. The Silver Fox
3. The Root And Branch
4. The Black Horse
5. The Quick Rabbit
6. The Sleeping Cat
7. The Knife And Fork
8. The Broken Arrow
9. The Whetstone
10. The Happytime Inn
11. The Half Moon
12. The Smoke And The Fire
13. The Gathering Place
14. The Black Swan
15. The Friendly Nag
16. The Buccaneer's Room
17. The Lazy River
18. The Babbling Brook
19. The Sand Dollar
20. The Queen's Servant
21. The Merry Dragon
22. The Silver Stallion
23. The Apple Orchard Inn
24. Wanderer's Haven
25. The Overflowing Flagon
26. The Red Lion
27. The Hook And Line
28. The Watering Hole
29. The Red Boar
30. The Knight And The Lad
31. The Rowdy Badger
32. The Fat Sow
33. The Barrel And Mug
34. The Whale And The Grouse
35. The Pig In The Cow
36. The Flint And Steel
37. The Sweet And Salty
38. The Graceful Deer
39. The Playful Unicorn
40. The Public House
41. The Pheasant And The Pigeon
42. Fisherman's Spot
43. Traveler's Rest
44. The Bronnie Lion
45. The Hare And The Hound
46. Three Coppers
47. The Brass Button
48. The Mulberry Inn
49. The Red Ship
50. The Moon Under Water
51. The Flower And The Bud
52. The White Bear
53. The Dew Drop
54. Elm Tree Inn
55. The Feather And The Comb
56. The Dog And Duck
57. The Goose And Gander
58. The Oak And The Alder
59. The Rose And Crown
60. The Sparkling Starfish
61. The Sleeping Dragon
62. The Happy Home
63. The White Lion
64. The Happy Hound
65. The Black Gryphon
66. The Lost Key
67. The Old Ship
68. The Lazy Goat
69. The Full Pint
70. The White Elephant
71. The Singing Siren
72. The Stay Warm Inn
73. The Hind's Heart
74. The Lazy Goat
75. The Hilt And Blade
76. The Skipping Faun
77. The Eagle And The Child
78. The Horse And Mule
79. The Blind Beggar
80. The Suds And Foam
81. The King's Friend
82. The White Stag
83. The Restless Adder
84. The Plough And Spade
85. The Jumping Donkey
86. The Bell And Beak
87. The Watchful Owl
88. The Croaking Toad
89. The Hungry Squirrel
90. The Roasted Hen
91. The Swordfish
92. The Grape And The Hops
93. The Leaping Lizard
94. The Chick And The Tadpole
95. The Crooked Chimney
96. The Gold Piece
97. The Arrow And The Quiver
98. Sailor's Mess
99. Four Arrows
100. The Rainbow Trout

Knightly Orders Names

1. Order Of The Tree
2. Order Of The Hunt
3. Order Of The Grass
4. The Order Of Spring
5. Order Of The Sea Serpent
6. The Order Of Shadow
7. Order Of The Hand
8. The Order Of The Polearm
9. The Order Of The Timekeepers
10. The Order Of Cloud
11. Order Of The Crow
12. Order Of The Eye
13. The Order Of The Axe
14. Order Of The Foot
15. Order Of The Green Dragon
16. The Order Of The Reaches
17. The Order Of Conquered Fear
18. The Order Of Unending Battle
19. Order Of The Road
20. Order Of The Sword
21. The Order Of The Conquerors
22. The Order Of The Hammer
23. The Order Of Summer
24. Order Of The Staff
25. In Order Of The Tears
26. The Order Of Stone
27. The Order Of The Shipwrights
28. Order Of The Bat
29. The Order Of The Broken Bow
30. The Order Of The Great Clothes
31. Order Of The Dog
32. Order Of The Kindle Fire
33. The Order Of The Bronze Bowl
34. Order Of The Clenched Fist
35. Order Of The Spider
36. Order Of The Crown
37. Order Of The Undying Flame
38. The Order Of The Course
39. Order Of The Seven Seas
40. Order Of The King
41. Order Of The Palm
42. Order Of The Garter
43. The Order Of The Great Secret
44. The Order Of Water
45. Order Of The Elephant
46. Order Of The Sun
47. Order Of The Sun
48. The Order Of Bone
49. Order Of The Cat
50. The Order Of Unquenchable Thirst
51. Order Of The Snake
52. The Order Of Giants
53. Order Of The Vineyard
54. The Order Of Unplowed Ground
55. The Order Of Winter
56. Order Of The Sabre
57. Order Of The Queen
58. Order Of The Sprint
59. The Order Of Peacekeepers
60. Order Of The Queen
61. Order Of The Deep
62. Order Of The Lightning
63. Order Of The Gold Dragon
64. The Order Of The Book
65. The Order Of Goblin Killers
66. Order Of The Robe
67. The Order Of The Keep Guardians
68. Order Of The White Hand
69. Order Of The Wolf
70. Order Of The Moon
71. The Order Of Orc Slayers
72. Order Of The Red Dragon
73. Order Of The Appraised Fist
74. Order Of The King
75. Order Of Untamed Lands
76. Order Of The Silverfox
77. The Order Of Sable Cloaks
78. Order Of The Faithful Shield
79. Order Of The Moon
80. Order Of The Raven
81. The Order Of The Chroniclers
82. Order Of The Winged Beast
83. Order Of The Key
84. Order Of The Sky
85. The Order Of Earth
86. Order Of The Fallen Prince
87. The Order Of The Rose
88. Order Of The Scorpion
89. Order Of The Serpent
90. The Order Of The Red Jerkin
91. Order Of The Arrow
92. The Order Of Blood
93. The Order Of The Temple
94. The Order Of Fire
95. Order Of The Red Fist
96. The Order Of Autumn
97. Order Of The Bear
98. The Order Of The Fox
99. Order Of The Lance
100. Order Of The Tears

Kobold Names

1. Bor Greenfoot
2. Tog Bluefist
3. Buz Surehand
4. Lig Ironhand
5. Huz Mudface
6. Hib Stonejaw
7. Bek Gorefoot
8. Sek Goretooth
9. Ulk Fireblood
10. Sor Greenfire
11. Yog Brokefist
12. Vuz Eyeblood
13. Sik Sharptooth
14. Xub Eyestone
15. Lek Gorehand
16. Kig Daggerblood
17. Meb Greenblood
18. Yor Redplague
19. Uz Bloodhand
20. Tor Redkill
21. Bik Fireborn
22. Ud Eyesword
23. Zeb Redblood
24. Vik Skullfire
25. Mog Grimtail
26. Bog Sharpjaw
27. Wib Stoneborn
28. Vog Blackfist
29. Sud Ironjaw
30. Xik Deathborn
31. Mib Redstone
32. Jub Stoneeye
33. Zud Ironskull
34. Kud Gorefinger
35. Od Gorefist
36. Mik Fanggrim
37. Og Ironeye
38. Xib Stonetooth
39. Kor Redfire
40. Gik Swordeye
41. Hud Jawblood
42. Xeb Gorejaw
43. Ror Flameplague
44. Ob Daggerfist
45. Duz Swordkill
46. Rog Grimjaw
47. Tig Bloodfist
48. Peb Eyegore
49. Muz Brokesword
50. Suz Swordblood
51. Keb Bloodgore
52. Guz Mudborn
53. Lib Blueskull
54. Zuz Daggertail
55. Ur Mudfoot
56. Gib Oneeye
57. Nib Redskull
58. Juz Firedagger
59. Wub Stonedagger
60. Sib Redtooth
61. Vib Killjaw
62. Pud Redfinger
63. Gub Blackeye
64. Wik Stonefire
65. Lud Rediron
66. Ub Scarfoot
67. Ot Ironblood
68. Zub Stonehand
69. Lub Stonefoot
70. Kog Killborn
71. Pik Fangkill
72. Wuz Stoneskull
73. Nik Bloodborn
74. Ut Daggerhand
75. Nuz Swordhand
76. Xud Ironborn
77. Puz Bloodflame
78. Nud Irondagger
79. Ouz Daggereye
80. Gud Blackfinger
81. Wek Gorekill
82. Vor Blackfoot
83. Pib Redgore
84. Uy Scarhand
85. Luz Bloodsword
86. Sog Ironfist
87. Zor Brokenclaw
88. Pog Blacktooth
89. Zik Sharpclaw
90. Kub Stoneblood
91. Gig Ironfoot
92. Vud Bloodiron
93. Zog Flamegore
94. Zib Stonekill
95. Fik Strongfist
96. Por Skullgrim
97. Kib Killstone
98. Hor Redhand
99. Fub Stonefist
100. Zib Firetooth

Orc Names

1. Shazmog the Beast
2. Lagvorg the Diseased
3. Kilras the Breaker
4. Kull the Shadow
5. Filkrag the Lowly
6. Maylarg the One Eyed
7. Zerg the Stealer
8. Trolg the Cutter
9. Raggril the Hungry
10. Zimgril the Hoarder
11. Shigrawl the Heart Render
12. Vormak the Loner
13. Bralgo the Bone Breaker
14. Grolzak the Fang
15. Ziig the Runner
16. Hazogrin the Backstabber
17. Qilzok the Wounded
18. Glorm the Black
19. Puklag the Broken
20. Zod the Impaler
21. Mrog the Elf Bane
22. Zin the Fearless
23. Solgrov the Insane
24. Hazod the Punisher
25. Kluge the Dwarf Slayer
26. Goronom the Head Splitter
27. Gur the Climber
28. Drulag the Viper
29. Xozrog the Blue
30. Shalig the Weak Eyed
31. Zuzbrim the Archer
32. Moz the Tireless
33. Krilgog the Scarred
34. Trelgrav the Throat Slitter
35. Werg the Slasher
36. Froklor the Mage Fighter
37. Krelnok the Powerful
38. Tigdrum the Avenger
39. Bolzogrin the Enforcer
40. Az the Mauler
41. Ozborg the Corrupted
42. Poog the Hammer
43. Trazafil the Ax Wielder
44. Borgzil the Victor
45. Mazbor the Tall
46. Izkorg the Liar
47. Zorgdrul the Conqueror
48. Vrog the Corruptor
49. Morlok the Widow Maker
50. Morzan the Hunted
51. Sawgren the Book Burner
52. Wigvo the Three Fingered
53. Jarl the Lost
54. Nurgzol the Man Killer
55. Shazboz the Disturbed
56. Briklo the Gore Monger
57. Bozhel the Piercer
58. Torngul the Troll Bane
59. Grimlor the Spider Friend
60. Derdak the Young
61. Mrelgoth the Saw
62. Glomgur the Burner
63. Traalgig the Terror
64. Torg the Grim Tooth
65. Shlazgor the Iron Fist
66. Rozbul the Old
67. Vorlig the Hunter
68. Gorgig the White
69. Ugaro the Fiend
70. Nashalgor the Trampler
71. Zorath the Strong
72. Kreg the Shamed
73. Zurgor the Slayer
74. Ziz the Shatterer
75. Durboz the Crusher
76. Argzoz the Swift
77. Gazlip the Unbeaten
78. Brom the Lame
79. Vilgroth the Filth
80. Brimlak the Wild
81. Zomarorg the Hated
82. Saklag the Butcher
83. Vorg the Devil
84. Zogmaz the Blood Spiller
85. Thalmok the Spitter
86. Klarg the Voiceless
87. Yalograz the Flame
88. Xor the Mighty
89. Ozborg the Wicked
90. Grist the Slaughter
91. Kraz the Disemboweler
92. Grigbor the Grinder
93. Ig the Ripper
94. Zorglag the Fearsome
95. Erlag the Twisted
96. Sligmor the Sly
97. Ragmai the Quick
98. Volkslu the Halfling Eater
99. Wurilga the Fierce
100. Mogzilgor the Slasher

Town Names #1

1. Bucklebury
2. Falconhurst
3. Leesthorpe
4. Wistow
5. Little Lavington
6. Little Gringley
7. Dylife
8. Lower Catesby
9. South Heighton
10. Mawsley
11. Dallington
12. Endloss Ditton
13. Tidemills
14. Shorne
15. Whitwell
16. Thundridge
17. Caithness
18. Childwick
19. Goltho
20. Monkton
21. Betterton
22. Over Colwick
23. Oakham
24. Pipewell
25. Tubney
26. Keythorpe
27. North Cadeby
28. Willaston
29. Wyld Court
30. Denchworth
31. Dembleby
32. Freake's Ground
33. Lowton
34. Wakeley
35. East Stoke
36. Boxbury
37. Rufford
38. Barrowby
39. Chilton
40. Woodcoates
41. Wickham
42. Papley
43. Little Cowarne
44. Brickendon
45. Foston
46. Furtho
47. Lower Bullingham
48. Great Purston
49. Sapperton
50. Torpel
51. Fawcliff
52. Appletree
53. Easington
54. Worlingham
55. Broadmead
56. Bilby
57. Clopton
58. Holdenby
59. Edenham
60. Osgodby
61. Oswaldbeck
62. Apuldrum
63. Gilston
64. Moorhouse
65. East Compton
66. Little Creaton
67. Toxall
68. Moor Green
69. Yester
70. Twyford
71. Inglewood
72. Stockerston
73. Thrupp
74. Oxwich
75. Minsden
76. Kinoulton
77. Wykeham
78. Knave Hill
79. Chilstone
80. Eye Kettleby
81. Nether Catesby
82. Hewland
83. Skinnand
84. Sudwelle
85. Lancaut
86. Holt
87. Binnend
88. Meering
89. Kelmarsh
90. Sauvey
91. Hill End
92. Horsepool
93. Foscote
94. Fleet Marston
95. Sulby
96. Falcutt
97. Windridge
98. Emberton
99. Willows
100. Doddington Thorpe

Town Names #2

1. Orgarswick
2. Holbeck
3. Fakenham Parva
4. Skipsea
5. Lindley
6. Witherley
7. Kilvington
8. Willoughby
9. Braunstonbury
10. Henwick
11. Asterleigh
12. Kettlebaston
13. Humberstone
14. Wharram
15. Easton Bavents
16. Holme Lacy
17. Farworth
18. Chaddleworth
19. Carburton
20. Stanstead Abbotts
21. Burston
22. Maidencourt
23. Ganthorpe
24. Gatton
25. Bordesden
26. Othorpe
27. Nether Chalford
28. Keighton
29. Ringstone
30. Burrough Hill
31. Stuchbury
32. Mircott
33. Welby
34. Ichetone
35. Rutland
36. Wordwell
37. Haughton
38. Osberton
39. Hundatoria
40. Frogmire
41. Wyham
42. Enstone
43. Beacon Hill
44. Rattray
45. Stapleford
46. Westerby
47. Shuart
48. Andreskirk
49. Wiverton
50. Thoresby
51. Southerham
52. Hardwick
53. Welham
54. Cotton Mill
55. Starmore
56. Westcotes
57. Odstone
58. Baggrave
59. Hawkshaw
60. Sibberton
61. Brentingby
62. Marwood
63. Preston Deanery
64. Wollenwick
65. Manxey
66. Forvie
67. Crastell
68. Greenbooth
69. Kincardine
70. East Shefford
71. West Laughton
72. Henderskelf
73. East Chilwell
74. Thur maston
75. Gilroes
76. Astwell
77. Tusmore
78. Newbottle
79. Dornford
80. Tyneham
81. High Worsall
82. Netone
83. Eastbridge
84. Doddershall
85. Hoarwithy
86. Gillethorp
87. Exeat
88. Badsaddle
89. Bolham
90. Knaptoft
91. Atterton
92. Althorp
93. Thorpe
94. Lilford
95. Mardley
96. Brookenby
97. Great Munden
98. South Marefield
99. Newton Purcell
100. Quenby

Town Names #3

1. Venonis
2. Ossington
3. Elmesthorpe
4. Stonebury
5. Hygham
6. Hanstead
7. Kilpeck
8. Barcote
9. Rutherford
10. Alswick
11. Weald
12. Carswell
13. Brookend
14. Broxtowe
15. Newsells
16. Gubblecote
17. Ringsthorpe
18. Winwick
19. Gartree
20. Bricewold
21. Lewarewich
22. Lordington
23. Fairhurst
24. Lubenham
25. Upper Catesby
26. Strixton
27. Swinbrook
28. Tiscott
29. Bradgate
30. Fawsley
31. North Stoke
32. Tomley
33. Faxton
34. Winterborne Farringdon
35. Exton
36. Wootton
37. Dodyngton
38. Dode
39. Langford
40. Draycott
41. Stevenage
42. Peeblesshire
43. Flawford
44. Wothorpe
45. Wintringham
46. Chaldean
47. Duns
48. Swanston
49. Newton
50. Quickswood
51. Nobottle
52. Doveland
53. Trafford
54. Rycote
55. Hale
56. Garendon
57. Bockenfield
58. Sapeham
59. Gainsthorpe
60. Bigging
61. Mirabel
62. Paddlesworth
63. Hixham
64. Erringham
65. Milton
66. Wain Wood
67. Serlby
68. Berehill
69. Dartmoor
70. Cumbria
71. East Lothian
72. Old Jedward
73. Napsbury
74. Canons Ashby
75. Woburn
76. West Wykeham
77. Warby
78. Woolley
79. Calme
80. Bockhampton
81. Wyck
82. Nether Adber
83. Kilwardby
84. Stormsworth
85. Pendley
86. Field Burcote
87. Cestersover
88. Caswell
89. Radley
90. Wellbury
91. Barpham
92. Little Oxendon
93. Hound Tor
94. Shalford
95. Laythorpe
96. Midley
97. Whatborough
98. Charwelton
99. Hogston
100. Imber

Town Names #4

1. Hallowtree
2. Washingley
3. Langley
4. Onley
5. Morwellham Quay
6. Stanmer
7. Bittesby
8. Mardale
9. Perching
10. Stroud
11. Streethill
12. Kirby
13. Moreton
14. Berkeden
15. Broadfield
16. Ulnaby
17. Glassthorpe
18. Lowesby
19. Howgrave
20. Cuddington
21. Seawell
22. Whatcombe
23. Kitts End
24. Wolfhampcote
25. Fleecethorpe
26. Dishley
27. Cratendune
28. South Wheatley
29. Hothorpe
30. Roxburgh
31. Bitteswell
32. Elkington
33. Wainscarre
34. Westthorpe
35. West Backworth
36. Tinwell
37. Moray
38. Nafferton
39. Seacourt
40. Wymondham
41. Parbold
42. Dunningworth
43. Lowfield Heath
44. Brooksby
45. Fife
46. Waterton
47. Upton
48. Stagenhoe
49. Normanton
50. Burghley
51. Shottesbrooke
52. Libury
53. Foxley
54. North Marefield
55. Misterton
56. Armston
57. Wellsborough
58. Whenham
59. Broadbusk
60. Langton
61. Silkby
62. Snittlegarth
63. Galloways
64. Whimpton
65. Whittington
66. Northwick
67. Knuston
68. Flaunden
69. Knapthorpe
70. Burton
71. Withcote
72. Brightwell
73. Studmarsh
74. Brime
75. Hempshall
76. Addingrove
77. Roxton
78. Newbold
79. Babworth
80. Aldwick
81. Lubbesthorpe
82. Elmington
83. Throcking
84. Plumtree
85. Fairfield
86. Banthorp
87. Upper Ditchford
88. Westrill
89. Old Shoreham
90. Stanford
91. Colston Bassett
92. Findhorn
93. Northeye
94. Poyningstown
95. Wiltshire
96. Walcot
97. Wandon
98. Naneby
99. Hainstone
100. Wacton

Town Names #5

1. Hermeston
2. Lolham
3. Shrivenham
4. Ingarsby
5. Croscroft
6. Plashes
7. Somerset
8. Betlow
9. Oston
10. East Wykeham
11. Shouldercoates
12. Widford
13. Danethorpe
14. Great Stretton
15. Whitley
16. Redmile
17. Crofton
18. Alsthope
19. Kingswood
20. West Burton
21. Wyfordby
22. Little Newton
23. Adbolton
24. Milnthorpe
25. Dunwich
26. Sempringham
27. Tyningham
28. Silsworth
29. Hangleton
30. Carlbury
31. Weston
32. Eaglethorpe
33. Medbourne
34. Willesley
35. Hanby
36. Shelswell
37. Dengemarsh
38. Avethorpe
39. Vernemeton
40. Elsthorpe
41. Cold Newton
42. Sysonby
43. Kingsthorpe
44. Cotton Mallows
45. Overstone
46. Colsterworth
47. Bulwarks
48. Beesthorpe
49. Elvedon
50. East Tanfield
51. Stonea Camp
52. Allhallows
53. Woodcroft
54. North Rauceby
55. Rempstone
56. Eastern Neston
57. Rayton
58. Ouesby
59. Miswell
60. Balmer
61. Nettleworth
62. Hungarton
63. Winkerfield
64. Dunsby
65. Astwick
66. Penterry
67. Wythmail
68. Slaughden
69. Grimston Hill
70. Fulscot
71. Glendon
72. Maydencroft
73. Wheatfield
74. Alnesbourne
75. Thorney
76. Hodcot
77. Pickworth
78. Kinwick
79. Brockhall
80. Newsham
81. Thorley
82. Bromkinsthorpe
83. Bottesford
84. Aspenden
85. Canby
86. Snorscomb
87. Flexmere
88. Glenbuck
89. Ambion
90. Boughton
91. Gopsall
92. Wansley
93. Binderton
94. Badbea
95. Shelthorpe
96. Parham
97. Wolferlow
98. East Ayrshire
99. Toston
100. Digsowell

NPCs & Characters



Blessings

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

Blessings

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

Blessings

85. Life-giver. Once a day, when you successfully land an attack, you can heal an ally for the amount of damage you dealt.
86. Sure-grip. You can no longer be disarmed in combat.
87. Sure foot. You can no longer be knocked prone.
88. Anointed. You are resistant to necrotic/unholy damage.
89. Desecrated. You are resistant to radiant/holy damage.
90. Death cloak. Once a day, whenever a person dies within 10 ft of you, you regain $3d10$ hp.
91. Mind blast. Once a day you can make a wisdom check with a DC of 15. If you succeed, all hostiles within a 15 ft radius of you take $4d4$ psychic damage and must immediately make a wisdom/willpower save DC 15. If they fail they are stunned.
92. Divine javelin. Once a day you can conjure up a javelin of radiant energy. This javelin deals $2d8$ radiant damage if thrown, or $2d10$ radiant damage if used as a melee weapon. It dissipates immediately after use.
93. Noticed. All ability scores increase by 1
94. Prodigy. Choose one skill you are proficient in. You now get to double your proficiency with it.
95. Insane immune system. You are immune to disease.
96. Blessed. All ability scores increase by 2
97. Strong mind. You're resistant to psychic damage.
98. Thick-skinned. You are resistant to piercing, bludgeoning, and slashing damage.
99. Friend of the elements. You are resistant to Fire, Cold, Lightning, poison, and acid damage.
100. Known not by death. Once a month, when reduced to 0 hp, you bounce back up the following round with full hp, and all class features unused.





Cause of Death

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

Cause of Death

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

Curses

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

Curses

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

Dungeon Health Side Effects

1. Lack of appetite
2. Dry mouth
3. Fatigue
4. Giddiness
5. Aggression
6. Bloody cough
7. Athlete's foot
8. Loss of coordination
9. Fever
10. Photophobia
11. Easy bruising
12. Severe joint pain
13. Excessive sweating
14. Pimples
15. Diarrhea
16. Coughing fits
17. Boils on exposed skin
18. Tourette's
19. Difficulty sleeping
20. Boils on unexposed skin
21. Blurred vision
22. Outbursts of anger
23. Trouble breathing
24. Sadness
25. Ringing in the ears
26. Urge to sing
27. Sneezing
28. Dry cough
29. White blisters on the tongue
30. Mild rash on exposed skin
31. Confusion
32. Earache
33. Bad breath
34. Migraine
35. Hyperactivity
36. Sore throat
37. Facial swelling
38. Moderate joint pain
39. Dry eyes
40. Blisters on exposed skin
41. Nervousness
42. Severe muscle aches
43. Mild thirst
44. Runny nose
45. Muscle tremors
46. Lightheadedness
47. Hallucinations
48. Vomiting
49. Jaw pain
50. Fungal infection in the nose
51. Bleeding gums
52. Hair loss
53. Uncontrollable weeping
54. Lethargy
55. Bleeding from the ears
56. Alien hand syndrome
57. Gout
58. Upset stomach
59. Sores on the soles of the feet
60. Desire to weep
61. Threadworms
62. Mild muscle aches
63. Warts
64. Stuffy nose
65. Feet swelling
66. Heart palpitations
67. Bleeding under finger and toenails
68. Dry skin
69. Hopelessness
70. Anxiety
71. Slurred speech
72. Wheezing
73. Severe rash on unexposed skin
74. Burning eyes
75. Hyperekplexia
76. Frequent urination
77. Lice
78. Sores around the mouth
79. Productive cough
80. Headache
81. Nausea
82. Fainting spells
83. Swollen eyelids
84. Mood swings
85. Random seizure
86. Laughing fits
87. Trouble swallowing
88. Moderate thirst
89. Malaise
90. Sneezing fits
91. Mild joint pain
92. Extreme thirst
93. Joint swelling
94. Nose bleeds
95. Moderate muscle aches
96. Dizziness
97. Uncontrollable desire to sing
98. Eye pain
99. Hand swelling
100. Fish odor syndrome



Epitaphs

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

Epitaphs

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

Fortunes

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

Fortunes

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

Goals

1. To retrieve a stolen relic from a faraway land.
2. To become a vampire.
3. To exterminate all dragons.
4. To be considered a master huntsman.
5. To kill your possessed parent.
6. To start your own clan.
7. To master all magic.
8. To retrieve your sibling's soul.
9. To forge the perfect sword.
10. To strengthen your kingdom.
11. To modestly retire.
12. To buy back the family farm.
13. To become nobility.
14. To become the greatest thief in the world.
15. To spread your faith to distant lands.
16. To buy a rival's farm.
17. To find your lost weapon.
18. To buy a rival's business.
19. To recover your teacher's instrument.
20. To eradicate all orcs.
21. To go down in history.
22. To die with no regrets.
23. To complete your research.
24. To buy an inn.
25. To reunite your old squad.
26. Find the answer to a lifelong question.
27. To take your rightful place amongst the devils.
28. To finish your book.
29. To rebuild your family's ancestral home.
30. To be named king.
31. To buy back your family's land.
32. To become a master smith.
33. To thwart your destiny.
34. To start your own mercenary group.
35. To gain land.
36. To ascend the throne.
37. To become a world-renowned adventurer.
38. To start a family.
39. To seduce a dragon.
40. To find and use an ancient artifact.
41. To carve your name into legend.
42. To kill a demon.
43. To hunt down the man that killed your family.
44. To become a lich.
45. To find and destroy an evil artifact.
46. To eradicate all werebeasts.
47. To ruin a rival's business.
48. To build a temple dedicated to your god.
49. To sample every kind of mead in the world.
50. To return a stolen item to a king in a faraway land.
51. To return home from war.
52. To found a city.
53. To reclaim the lands of your clan.
54. To rise to the top of your guild.
55. To start your own trade caravan.
56. To open a brewery.
57. To Marry into royalty.
58. To open a bar.
59. To hunt down your mutinous crew.
60. To fulfill your destiny.
61. To find your friends.
62. To be venerated by your temple.
63. To die heroically in battle.
64. To found a library.
65. To discover who you truly are.
66. To become a werebeast.
67. To steal your soul back.
68. To make new friends.
69. To see the four corners of the world.
70. To be recognized as the greatest cook in the world.
71. To become a dragon.
72. To find a lost temple.
73. To amass your own hoard of riches.
74. To paint your masterpiece.
75. To try out new and exciting foods.
76. To ride a dragon.
77. To destroy a rival kingdom.
78. To restore your family's honor.
79. To take your rightful place amongst the gods.
80. To establish a dynasty.
81. To find a lost city.
82. To earn glory in battle
83. To have several families in several places.
84. To find your soulmate.
85. To bring your lost love back from the dead.
86. To pray in every temple you find.
87. To avenge your fallen comrades.
88. To break your family curse.
89. To return home to your love.
90. To find and destroy an ancient artifact.
91. To find a lost relic of your temple.
92. To return to your home village.
93. To kill a god.
94. To find your real family.
95. To eradicate all Vampires.
96. To captain your own ship.
97. To find your long lost sibling.
98. To invent new wonders.
99. To prove you deserve your parents' love.
100. To find a lost library.

Human NPCs

1. Blake Randell, Tanner, Female
2. Linwood Walwyn, Miller, Male
3. Unity Pollock, Cook, Female
4. Vane Nickson, Merchant, Male
5. Hedley Wheeler, Stablemaster, Male
6. Gerry Cromwell, Herbalist, Female
7. Twyla Waite, Merchant, Female
8. Edda Rockley, Scribe, Female
9. Fuller Thorne, Courtesan, Male
10. Norma Vail, Entertainer, Female
11. Thatcher Leverton, Farmer, Male
12. Teal Stanhope, Courtesan, Female
13. Renshaw Kingston, Stablemaster, Male
14. Fulton Kirkwood, Librarian, Male
15. Edwina Calder, Cook, Female
16. Lane Standish, Sailor, Female
17. Patience Hayden, Baker, Female
18. Whitley Gresham, Tailor, Female
19. Zelene Huntley, Farmer, Female
20. Tarrant Kenton, Scribe, Male
21. Norvella Stanfield, Architect, Female
22. Haralda Everard, Gambler, Female
23. Goddard Chetwin, Brewer, Male
24. Tennyson Radcliffe, Miner, Male
25. Edrea Upton, Soldier, Female
26. Fairley Heathcote, Fisherman, Male
27. Upton Remington, Entertainer, Male
28. Earna Webster, Innkeeper, Female
29. Wren Vane, Librarian, Female
30. Lawford Harlan, Merchant, Male
31. Maida Fielding, Priestess, Female
32. Reginald Prentice, Merchant, Male
33. Millard Seabrook, Soldier, Male
34. Calder Stockton, Miner, Male
35. Devona Scott, Herbalist, Female
36. Milbourn Brett, Farmer, Male
37. Warmund Blaxton, Innkeeper, Male
38. Robyn Morley, Soldier, Female
39. Erline Tarrant, Clerk, Female
40. Imogene Orman, Priestess, Female
41. Merrill Langley, Cook, Female
42. Fayre Radcliff, Entertainer, Female
43. Stratford Wyndham, Tailor, Male
44. Doanne Alger, Tailor, Female
45. Safford Norville, Merchant, Male
46. Wanetta Paxton, Herbalist, Female
47. Holmes Ramsden, Scribe, Male
48. Rutledge Seabert, Priest, Male
49. Raynold Gladstone, Merchant, Male
50. Mead Wistan, Cook, Male
51. Rushford Ulfred, Engineer, Male
52. Eda Elwin, Baker, Female
53. Lona Hollis, Gardener, Female
54. Ivy Saunderson, Farmer, Female
55. Walby Mervyn, Scribe, Male
56. Whitney Ormond, Miller, Female
57. Daralis Freeman, Midwife, Female
58. Stanford Pelton, Herbalist, Male
59. Lynn Oxford, Merchant, Female
60. Reynold Thormund, Courtesan, Male
61. Cromwell Starr, Entertainer, Male
62. Roden Chadwick, Midwife, Female
63. Felbertha Prescott, Innkeeper, Female
64. Thornley Hadley, Butcher, Male
65. Ridgeway Kemp, Merchant, Male
66. Norvin Haslett, Shepherd, Male
67. Warburton Jamieson, Courtesan, Male
68. Radella Burke, Merchant, Female
69. Elsdon Ravinger, Trapper, Male
70. Birdie Locke, Tailor, Female
71. Seaborne Lane, Priest, Male
72. Fern Riston, Clerk, Female
73. Egerton Sherwood, Entertainer, Male
74. Lauren Renfred, Merchant, Female
75. Leanne Elwood, Brewer, Female
76. Ellery Reilly, Entertainer, Female
77. Townsend Huxley, Entertainer, Male
78. Ryesen Marlow, Courtesan, Female
79. Wendelle Rufford, Engineer, Female
80. Madison Millard, Innkeeper, Female
81. Routledge Wainwright, Librarian, Male
82. Hampton Twyford, Baker, Male
83. Audrey Hamilton, Farmer, Female
84. Janelle Byford, Courtesan, Female
85. Ainsley Hedley, Miller, Female
86. Unwin Aldridge, Clerk, Male
87. Rowell Livingston, Fisherman, Male
88. Kenley Lester, Gardener, Male
89. Edbert Edlin, Woodcutter, Male
90. Ronald Packard, Soldier, Male
91. Shelley Whitcombe, Innkeeper, Female
92. Pebbles Whitby, Butcher, Female
93. Sherborne Upwood, Soldier, Male
94. Orford Saxon, Innkeeper, Male
95. Lee Raven, Entertainer, Female
96. Byford Rowley, Porter, Male
97. Norwood Hardwin, Sailor, Male
98. Randal Rochester, Brewer, Male
99. Afton Crewe, Merchant, Female
100. Shepherd Derward, Soldier, Male

Insults

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

Insults

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

Mutations

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

Mutations

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

NPC Physical Descriptions

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

NPC Physical Descriptions

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

NPC Reaction to Failed Pickpocket Attempt

1-2.	Offers the character a piece of bread	51-52.	Runs in a circle around the character
3-4.	Turns into a shimmer of light	53-54.	Grabs the character's cloak
5-6.	Slips the character a note	55-56.	Slaps the character's face
7-8.	Hits the character with a cane	57-58.	Turns out to be an old friend
9-10.	Kicks the character in the knee	59-60.	Pulls longsword
11-12.	Invites the character to dinner	61-62.	Demands restitution
13-14.	Offers the character a copper piece	63-64.	Screams
15-16.	Chides the character for being sloppy	65-66.	Hits the character with a wine bottle
17-18.	Spits in the character's face	67-68.	Casts a spell on the character
19-20.	Challenges the character to a duel	69-70.	Flies away
21-22.	Pulls short sword	71-72.	Picks the character's pocket
23-24.	Pulls dagger	73-74.	Offers the character a silver piece
25-26.	Kicks the character in the gut	75-76.	Punches the character in the face
27-28.	Insults the character	77-78.	Calls for help
29-30.	Hits the character with a book	79-80.	Throws a rock at the character
31-32.	Pushes the character	81-82.	Elbows the character in the gut
33-34.	Turns into a dog	83-84.	Kicks the character in the face
35-36.	Turns into a werewolf	85-86.	Stomps on the character's toes
37-38.	Disappears into thin air	87-88.	Says, "Did you need something?"
39-40.	Curses the character	89-90.	Punches the character in the gut
41-42.	Invites the character out for a drink	91-92.	Slaps the character's hand
43-44.	Knees the character in the groin	93-94.	Winks at the character
45-46.	Melts	95-96.	Likes the closeness
47-48.	Runs away	97-98.	Disappears in a cloud of smoke
49-50.	Turns into a cat	99-100.	Tackles the character



Professions

1. Guide
2. Professor
3. Engineer
4. Pure finder
5. Mercenary
6. Treasure hunter
7. Papermaker
8. Merchant
9. Barber
10. Bodyguard
11. Scholar
12. Farmer
13. Gardener
14. Beggar
15. Midwife
16. Carpenter
17. Scullion
18. Con artist
19. Smuggler
20. Herbalist
21. Stonemason
22. Ferrier
23. Stablemaster
24. Cooper
25. Locksmith
26. Shepherd
27. Candlemaker
28. Fisherman
29. Soldier
30. Performer
31. Slave
32. Hatter
33. Thatcher
34. Ropemaker
35. Butler
36. Gravedigger
37. Matchmaker
38. Detective
39. Jailer
40. Archeologist
41. Moneylender
42. Baker
43. Potter
44. Bailiff
45. Innkeeper
46. Architect
47. Porter
48. Calligrapher
49. Town crier
50. Jester
51. Painter
52. Tailor
53. Dancer
54. Wheelwright
55. Assassin
56. Priest
57. Barrister
58. Diplomat
59. Bower
60. Butcher
61. Jeweler
62. Fuller
63. Weaver
64. Slaver
65. Cartographer
66. Miner
67. Hunter
68. Inventor
69. Singer
70. Sailor
71. Lawyer
72. Miller
73. Tanner
74. Lumberjack
75. Librarian
76. Messenger
77. Cook
78. Historian
79. Bounty hunter
80. Explorer
81. Clerk
82. Torturer
83. Spy
84. Sheriff
85. Pirate
86. Woodcutter
87. Doctor
88. Cobbler
89. Acrobat
90. Astrologer
91. Reeve
92. Brewer
93. Glassblower
94. Stablehand
95. Driver
96. Scribe
97. Blacksmith
98. Trapper
99. Gambler
100. Fletcher

Reasons Why a Player Character is Absent for a Session

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

Reasons Why a Player Character is Absent for a Session

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



DEAN SPENCER

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