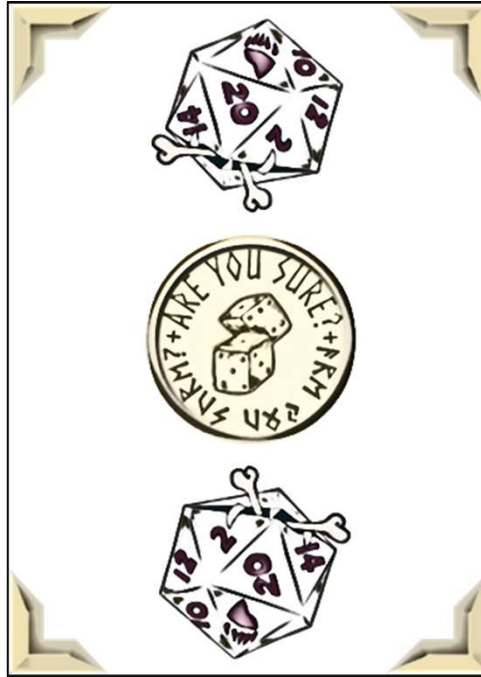


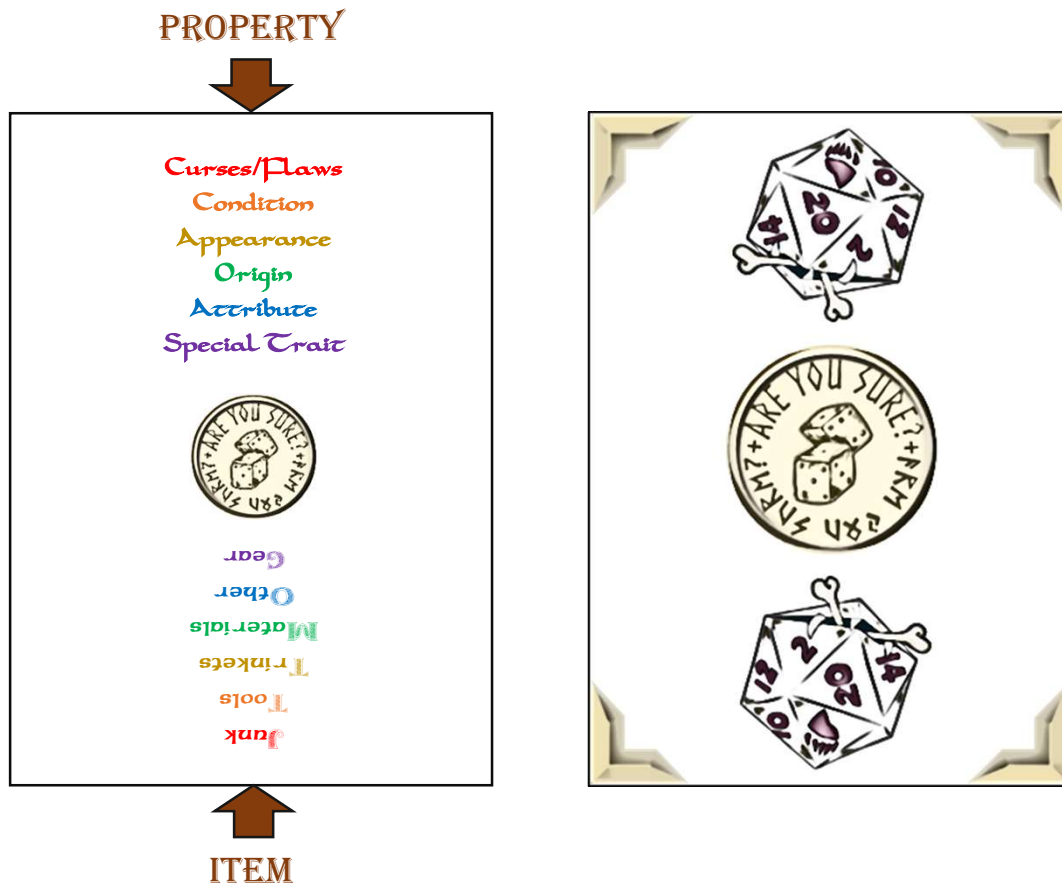
Random Item/Search Deck



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HOW TO USE:



METHOD #1: Draw one or more cards and choose a property and item.

METHOD #2: Draw one or more cards and roll a D6 to determine a Property and Item.

METHOD #3: Start with Method #1 or #2 to create a base item. Then continue drawing cards adding properties until the item has the desired number of properties.

***Caution:** Not every Property will fit with every item it may create some weird but fun combination if tried.*

PROPERTIES:

Most Properties are kept ambiguous or vague to allow DM's to tailor the limitations and benefits of any given property. Below is a suggested use for the Attributes property which have specific suggested values.

ATTRIBUTES	SUGGESTED ITEMS
RARITY: *	For most items that are desired to be beyond normal quality.
SOURCE: *	Animal, vegetable, mineral or Monster? Where does the item come from.
REMAINING: *	How many or much of an item is left.
LENGTH: *	Is the item broken? Is it whole? How big are the parts found?
VALUE: *	Is this item worth anything at all?
LEARNED: *	Best for items that can be read or studied like books. These are suggested benefits not required.
LANGUAGE: *	Is this item something the players can read?
CONTENTS: EMPTY	Used to determine if a container is empty or not.
INFORMATION/MAP: *	Determines whether an item's information is relevant to the character's current location.
TYPE: *	Does good or evil benefit from this item?
WEAPON TYPE: *	Determines the size of a weapon and how can be wielded.
ARMOR TYPE: *	Determines an armor's category.
EXTRA: *	Specially crafted items with unique appearances or more than one material used.

Special thanks to @UnrulyArcana for providing some much needed feedback on this project and its redesign and update.

Foreboding whispers at sunrise

Raw
Indescribable
Necromantic
Rarity: Rare
Layered



Backpack or Bag
Prayer Rug
Droppings
Pipe, Smoking
Mortar & Pestle
Candle Snuffer

Itchy on bare skin
Processed
Indecipherable
Alchemic
Rarity: Legendary
Fibrous



Helmet
Cage
Leaves
Quill
Sextant
Powder Puff

Butterfingers
Tanned
Obscure
Eldritch
Source: Animal
Heavy



Boots
Magic Circle
Ashes
Lamp
Alembic
Stopper, Cork

Demonic/Cainted Aura

Old
Ominous
Planar: Earth
Remaining: 1d4
Transparent



Pottery
Incense Burner
Key
Bone(s)
Tun [250 Gal cask]
Quarterstaff

Random acts of Evil

Repairable
Eerie
Source: Monster
Weightless



Candlestick
Retort
Soap
Lime
Barrel [40 Gal]
Cudgel or Mace

Repair after each use

Salvageable
Creepy
Planar: Fire
Source: Plant
Chick



Fork or Spoon
Wire
Die [d4, d6, d10, d12, d20]
Feather(s)
Firkin [10 Gal cask]
Scabbard or Harness

Dulled can't be sharpened

Folded
Gloomy
Planar: Water
Source: Food item
Narrow



Grater
String
Prism or Crystal
Cobweb(s)
Hogshead [65 Gal Cask]
Robes

Causes Nightmares

Pristine
Cryptic
Arcane
Rarity: Common
Barbed



Comb
Pot or Pan
Brush
Horns
Tray
Dagger

Pulsates like a heartbeat
Preserved
Intricate
Paranormal
Rarity: Uncommon
Ridged



Ear spoon
Tongs
Mirror
Herbs
Pentagram
Longsword

Weeps Blood
Polished
Curious
Preternatural
Rarity: Exotic
Perforated



Crucible
Balance & Weights
Needle(s)
Teeth
Bellows
Torch



Emanates foul odors
Putrefied
Tiny
Planar: Chaos
Remaining: 1d12
Noned



Caltrop(s)
Cask [40 Gal]
Egg
Tweezers
Incense stick
Bottle

Shedding (owner or item)
Decayed
Shrunken
Planar: Law
Remaining: 1d20
Serrated



Coat
Tool
Brimstone
Hourglass
Inkwell
Skull

Loose, Always falling off
Dried
Mis-shaped
Planar: Positive
Remaining: d100
Bound



Pants
Painting(s)
Seed(s)
Magnifying Glass
Scripture(s)
Hilt or Handle

Uncomfortable to be around

Mummified
Covering
Planar: Negative
Length: 1d4
Blessed



Urn
Sheet(s) of Parchment
Pipe(s) Musical
Root(s)
Doll(s)
Shirt

Always getting lost

Miscreated
Hideous
Planar: Ethereal
Length: 1d6
Bouyant



Chain(s)
Adhesive
Bell(s) or Chime(s)
Honeycomb
Arras or Curtain
Costume

Useless (even for intended use)

Worn
Slewed
Demi-plane: Dread
Length: 1d8
Resilient



Dust
Vellum
Prayer Beads
Flesh
Sack
Quiver

Sealed

Flimsy
Curved
Demi-plane: Nightmares
Length: 1d12
Scable



Peg(s)
Candle(s)
Whistle
Eye(s)
Motive Panel
Case, Bolt

Hot surface
Spoiled
Odd
Planar: Air
Remaining: 1d6
Translucent



Gauntlet(s)
Keg [20 Gal]
Claw(s)
Crystal Ball
Rob, Stirring
Grinder

Cold surface
Moldy
Unnatural
Planar: Astral
Remaining: 1d8
Accurate



Sifter or Strainer
Chalk
Funnel
Twig(s)
Pipe [105 Gal Cask]
Hat

Rattles when shaken as if broken
Rotten
Scraggly
Planar: Shadow
Remaining: 1d10
Floating



Table
Votive Candle
Chest
Tallow (fat)
Bute [125 Gal Cask]
Scarf



Random acts of Kindness

Twisted
Crooked
Clockwork
Length: 1d20
Malleable



Blanket
Pouch, Component
Cologne or Perfume
Blood
Stained Glass
Longbow

Opposite intended effect(s)

Brittle
Fancy
Fiend
Length: d100
Extending/Retractable



Bucket
Focus: Orb
Oil, Scented
Powder
Knelling stool
Batleaxe

Strange conditions for use

Disfigured
Bold
Demonic
Value: Under 1gp
Hollowed



Pole
Focus: Crystal
Drum(s) or Gong
Skin
Coffin
Sling

Gauze
Emblem or Symbol
Rope
Sulfur
Book of Poems
Crossbow



Glows under a full moon
Stained
Glamorous
Giant
Value: 1000+ gp
Camouflage: Mundane item

Bead
Awl
Statuette
Salt
Beastiaary
Club



Cries in Darkness
Carnished
Sparkly
Draconic
Elastic
Learned: 1d4 spells

Fiber(s)
Focus: Druidic
Lute or Lyre
Mercury
Manual
Mask



Constantly distracting owner
Bloodied
Shiny
Elvish
Sticky
Learned: Cool proficiency

Charcoal
Whetstone
Walking stick
Tongue
Record(s)
Shortsword



Strange noises when disturbed
Rusted
Matted
Orcish
Warm
Learned: Skill Proficiency

Strange effect(s)

Distorted
Embroidered
Celestial
Value: 10-25 gp
Magnetic



Polearm
Reliquary
Stalk(s)
Prayer Book
Focus: Rod
Spikes(s) or P'itons(s)

3x as long to dry
Bent
Flamboyant
Aberrant
Value: 50-100 gp
Stainless



Hammer
Tapestry
Bitumen
Make-up
Focus: Staff
Stone(s)

Feelings of being watched

Dented
Flowery
Fey
Value: 100-500 gp
Repairing



Tile
Focus: Wand
Fan
Egg
Shrine
Whip



Chasing ghostly footsteps

Corroded

Faded

Dwarvish

Language: Unknown

Stuffed



Greataxe

Journal or Diary

Miter

Coin(s)

Tinderbox

Coal

Doesn't fit (anyone, ever)

Ruined

Pale

Goblinish

Language: Known by Player

Sturdy



Shortbow

Spellbook

Gum Arabic

Locket or Pendant

Water-skin

Dirk

Accident Prone

Melted

Painted

Gnomish

Contents: Empty

Rigid



Pauldron(s)

Picture or Sketchbook

Pepper

Puzzle or Music Box

Scissors

Filings

Body (Part)

Bedroll

Geode

Phosphorous

Scroll(s)

Warhammer



Type: Holy
Vibrating

Asian

Embellished

Diseased

Difficult to Lie

Trouble Magnet

Torn

Discolored

Human

Information/Map: Local

Prismatic/Chromatic



Gloves(s)

Compendium

Bile

Toy

Spyglass

Soot

Moves when not observed

Infested

Vibrant

Reptilian

Information/Map: Foreign

Radiant/Glowing



Grave(s)

Map or Navigation Chart

Tentacle(s)

Cup or Chalice

Compass

Sand

Glimpses into Astral Plane

Poisoned

Mismatched

Beastfolk

Information/Map: Unknown

Muted/Soundless



Vambrace(s)

Document(s)

Pitch

Clasp or Pin

Wax, Sealing

Cocoon

Difficult to speak truth

Pulverized

Ornate

Aquatic

Type: Unholy
Shapeless



Breastplate

Schematic(s)

Clay

Monocle

Crowbar

Organ(s)

Augmented sense of taste

Splintered

Modest

Subterranean

Weapon type: 1-handed
Blurred



Maul

Deed(s)

Amber

Ring or Signet

Grappling Hook

Bark

New owner required to be rid

Fragmented

Dusty

Verdant(plants)

Weapon type: 2-handed
Luminescent



Axe

Storybook

Ingot

Collar

Met

Pellet(s)



Ornament (break on hit(65%))

Broken

Dirty

Insectoid

Armor Type: Light

Hypnotic



Greatsword

Vase

Hair

Blindfold

Razor

Straw

Poor Quality

Shattered

Scratched

Hybrid

Armor Type: Medium

Balanced



Spear or Trident

Pitcher or Ewer

Hide

Game Piece

Knife

Lump(s)

Crude (Low or No sell value)

Scattered

Gouged

Cursed

Armor Type: Heavy

Silvered



Hunter's Trap or Snare

Basin

Fur

Bracelet

Sickle

Empty Flask or Vial

Husk(s)

Calipers

Brooch

Carapace

Flagon or Tankard

Visor



Dense

Extra: Wooden

Sacred

Inscribed

Drenched

Oversized

Pair/sec (benefit requires all)

Disceded

Sigiled

False

Extra: Glass

Flawless



Flail

Cauldron

Chitin

Spectacles

Dye(s) or Paint(s)

Insect(s)



Scimitar

Kettle

Ore(s)

Card(s)

Pick

Reed(s)

Cobbled (Disadvantage on use)

Collapsed

Marked

Heroic

Weapon type: Versatile

Mirrored

Primitive(-1 on damage rolls)

Burned or Scorched

Notched

Prophetic

Extra: Jeweled

Unbreakable



Shield

Decanter

Mineral(s)

Coin Pouch

Saw

Petal(s)

Unstable

Smoking

Carved

Sinister

Extra: Metallic

Masterwork



Dress

Dish

Gemstone(s)

Earring(s)

Ruler

Shell(s)

Unsalvageable

Defertified

Wisp

Forgotten

Extra: Bone or Ceramic

Furry



Rapier

Dollhouse or Model

Lodestone

Goggles

Chisel

Manacles

Sickle

