

d20	Inside Crate	Inside Barrel
1	Trap	Trap
2	Sleeping Monster	Sleeping Monster
3	Straw and Rats	Filled With Water
4	Nothing	Nothing
5	Nothing	Nothing
6	Nothing	Nothing
7	Skeleton	Skeleton
8	Moldy Bread	Rotten Fish
9	Rusted Scrap Metal	Dried Flowers
10	Candles	Spices
11	Empty Glass Jars	Beans
12	Lumber	Maple Syrup
13	Ordinary Fabrics	Tobacco
14	Furniture	Ale
15	Clothing	Herbs
16	Salted/Smoked Meat	Holy Water
17	Bottles of Wine	Black Powder
18	A Clue	A Clue
19	Mundane Item	Mundane Item
20	Item	Item

d20	Mundane Books
1	A Worn Journal
2	All Pages Are Blank
3	Altamiel Brothers Fairy Tales
4	Astrology and Astronomy
5	Book of Common Prayer
6	Book of Paintings
7	Codex of Edible Fungi
8	Collected Speeches of King Ortan
9	Dargad Swiftblade: A Biography
10	Encyclopedia of Golem-Building
11	Essays on Government
12	Ghost Stories
13	Histories of the Jade Kingdoms
14	Indecipherable Ravings
15	Laboratory Notes
16	Legend of the Broken Blade
17	Libram of Aquatic Creatures
18	Manual of Armor Care
19	Memoirs of Magad Oathbone
20	The Hymns of Mercuvance

Cursed Magical Items			
	Additional Effect 1-2	Situationally Effective 3-4	Requirement 5-6
1	Looks Ridiculous	At Night	User Must Sleep Twice As Much
2	User Cannot Cast Spells	During Day	User Must Eat Twice As Much
3	User's Gender Changes	Outdoors	Lose 100 gold per day
4	Emits Loud Noise	Indoors/Underground	Cleanse with Holy Water Daily
5	25% to Randomly Activate Each Day	If User is Female	Cannot Carry Other Items
6	Effect is Illusory, Not Actually Magical	If User is Male	No One Else May Hold It

Magic Item Effects		
d20	Name	Effect
1	Animal Friendship	<i>One nearby animal will obey your verbal commands</i>
2	Camouflage	<i>Undetectable unless moving or adjacent</i>
3	Charisma	<i>CHA +2</i>
4	Constitution	<i>CON +2</i>
5	Dexterity	<i>DEX +2</i>
6	Feather Fall	<i>No damage normally, half damage if encumbered</i>
7	Healing	<i>Once per day, heal 1 HD, self or nearby</i>
8	Illumination	<i>Controllable from very dim to bright as day nearby</i>
9	Intelligence	<i>INT +2</i>
10	Iron Fist	<i>Once per day, 2d6 damage melee attack ignoring armor</i>
11	Stoneskin	<i>Armor +2</i>
12	Strength	<i>STR +2</i>
13	Sustenance	<i>No food needed, sleep only 2 hours per night</i>
14	Telekinesis	<i>Nearby object up to 25 pounds</i>
15	Tongues	<i>Speak and understand all languages, including written</i>
16	Vitality	<i>Ignore all condition effects</i>
17	Water Walking	<i>Includes snow, sand, mud, etc.</i>
18	Wisdom	<i>WIS +2</i>
19	Wishing	<i>One wish</i>
20	Wizardry	<i>Double spell capacity</i>

d8	Weather Conditions
1	Unseasonably Cold
2	Storming
3	Precipitation
4	Overcast, Threatening Precipitation
5	Cloudy and Mild
6	Partly Cloudy and Warm
7	Not a Cloud in the Sky
8	Unseasonably Warm