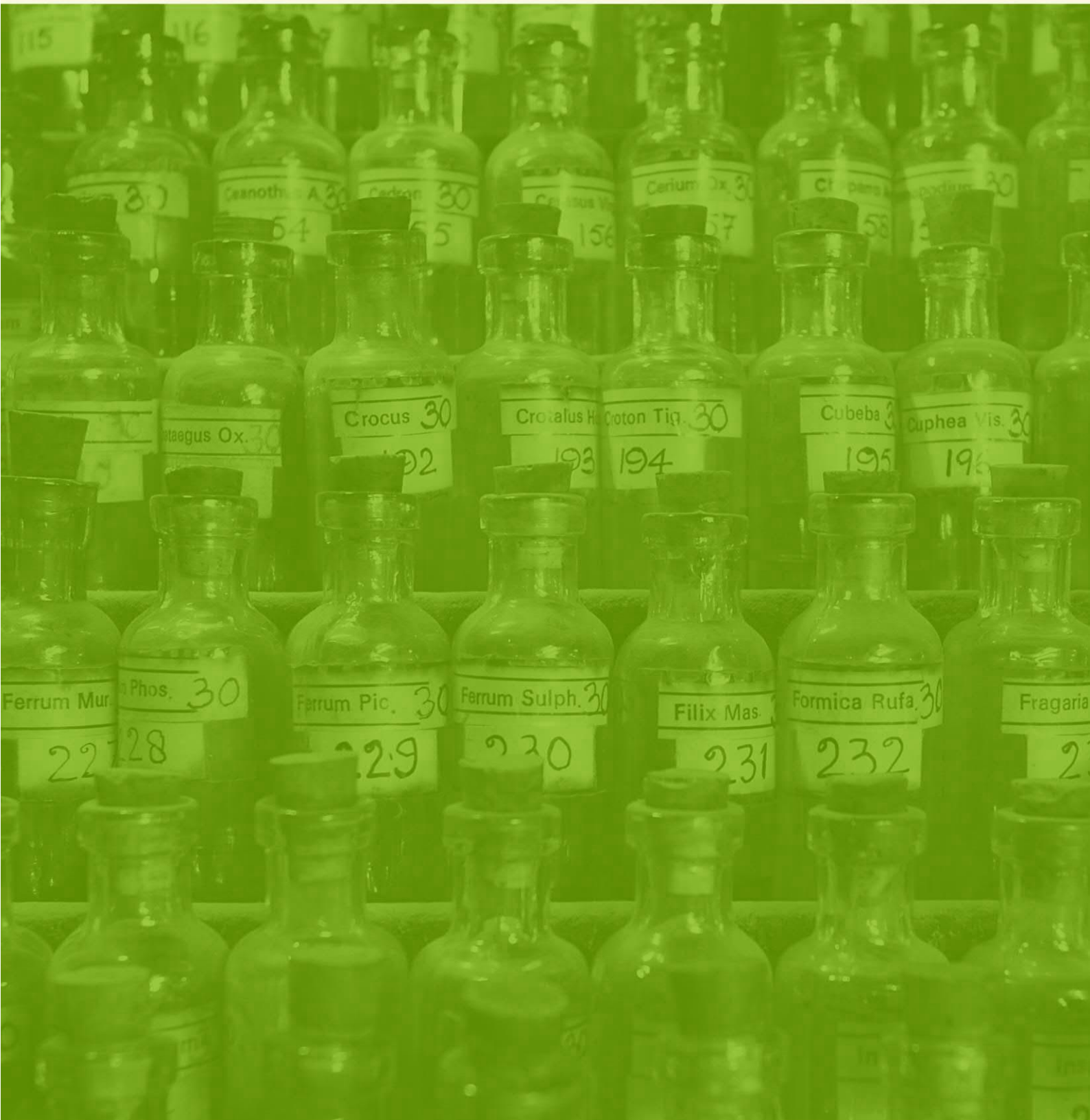


Loot The Room

Trinkets - Bottles

Matt Sanders



Trinkets - Bottles

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This supplement focuses on bottles and all other containers for liquids. It can be used for simple loot, helping develop NPCs, or even as a basis of whole quests and stories.

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Using this supplement

During preparations you can roll on the table below to generate a category of item, then follow through to the table for that category and roll to get a specific item. Formats are listed roughly from the most primitive through to most sophisticated.

Alternatively, read through the tables as you please and find an item you like and use it. The die is not your master.

This can also be used in a session when your players have gone off in a totally different direction to that which you expected. You can roll up a quick and interesting take on what any books they find look like in here.

After the items, there are three tables of NPCs, locations, and plot hooks. They all revolve around the theme of books. These can be linked up with items from the rest of the book or used independently.

Bottles, flasks and their contents

If you just need an idea, any idea, roll on this table. If you're looking for something specific, skip ahead to your desired table.

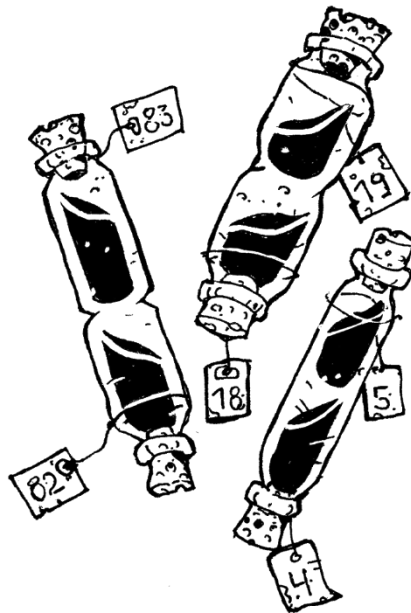
D10 This...

1	is a small ampoule or vial
2	is a drinking vessel
3	is a glass bottle
4	is a ceramic bottle
5	is a waterskin
6	is a jug or flask
7	is a piece of exotic glassware
8	is a weird thing
9	is a barrel or other large container
10	is the contents of a bottle

Vials and Ampoules

D10 This...

1	tiny ampoule of smoky amber glass has been broken, but it hasn't been tipped over and the liquid remains inside.
2	finger-sized vial is made of cheap glass with bubbles and imperfections. The rough-cut cork stopper barely fits, and could easily shake loose.
3	ampoule has been protected by a small metal sleeve to enable it to be carried around. The sleeve is scratched, but the contents are intact.
4	is remarkable for being intact, looking as if it has been buried. The glass is scratched, chipped, and dirty, but unbroken.
5	is plain and well-made. The head had a cork sleeve applied to it, and three coloured rings of paint have been applied just below the neck to indicate its contents.
6	thick and old ampoule is made of glass with a noticeable green tint. The contents appear almost dried up, like a thick, gritty sludge of uneven consistency.
7	ampoule is unusually long and made of a dark brown glass that is almost totally opaque.
8	is about standard-sized but has an unusually bulbous base to allow it to hold a larger amount of liquid.
9	set of fragile-looking double-ended ampoules are numbered, each containing a different coloured liquid.
10	ampoule is almost the length of a man's forearm, and equally thick. Its heavy glass is thick and tough.



“This set of fragile-looking double-ended ampoules are numbered, each containing a different coloured liquid.”

Drinking Vessels

D10 This...

1	is little more than a hunk of dark wood with some large chips taken out of one side. On the bottom, a large 'K' has been scratched into the surface with a dagger point.
2	semi-spherical black stone has had a deep depression carved out of its flat surface to create a drinking vessel. On one edge, a lip has been chiselled out to allow easy drinking.
3	set of bone china cups was clearly lovely, once upon a time. Time and use have left them stained, cracked, and chipped, but still functional.
4	cheap ceramic beer stein has a surprise painted on the bottom of the interior - a terrifying demonic face. Its gaping maw and disgusting teeth loom out at anyone finishing their beer.
5	miniature silver beer stein is barely big enough for half a pint. An engraving of an oak tree occupies the full height of its outer.
6	drinking horn must be more ornamental than functional. Its leather strap with dangling beads is impractical and gets in the way, its capacity is surprisingly small for something nearly a foot long, and anything without a strong taste put in it comes away tasting a little earthy.
7	bizarre white cup has a small semi-circular ledge inside, designed to protect the drinker's moustache from getting wet. It flares out slightly near the top and is made of an ivory coloured porcelain of good quality.
8	almost comically large stein can hold enough beer to sate even the most savage barbarian. It's outer is plain except for a few letters: "B E A E R"
9	double-handed cup is a testament to intricacy and workmanship. Its two handles are shaped like sea serpents, and the portrait of a famous explorer is painted on the side, his valiance and handsomeness exaggerated to the point of being grotesque.
10	delicate cup complete with saucer is of a level of workmanship rarely seen outside of royal courts. The quality speaks for itself, the design being plain, understated, and elegant.

Glass Bottles

D10 This...

1	dainty glass has had its stopper forced in too far, and only tiny hands or tools could safely remove it. The narrow neck must mean the liquid pours out slowly.
2	small bottle has a flat, curved profile, making it suitable to be carried inside a coat. Its stopper is attached by a leather thong wrapped many times around the neck.
3	standard green wine bottle is mostly unremarkable, except for one feature. Down the side, a strip of clear glass stamped with measurements has somehow been inserted.
4	bottle cannot stand up as, rather than a flat bottom, it has a torpedo-shaped base. Its surface is dull and matte, lacking the usual shine of glass.
5	vibrant blue glass is striking. The grenade-shaped body and large size make this bottle truly distinctive.
6	unusual pale green glass has been shaped to resemble a woman in traditional dress carrying a basket.
7	bottle is square in shape, and its sides are heavily ridged, giving it a tough, boxy appearance.
8	large glass jug has a stubby neck and a small handle. The glass is a foreboding dark red-brown colour that lets almost no light through.
9	is a 1 litre Codd bottle. It's clever sealing mechanism uses a glass ball and a cork ring, keeping fizzy liquids fresh for a long time.
10	is a full Midas wine bottle, holding a full 30 litres of its no doubt exotic contents. The bottle is covered with a layer of gilding and must have significant value of its own, even empty.

Ceramic Bottles

D10 This...

1	squat clay orb has a badly chipped white glaze and a short neck that is showing signs of cracking.
2	glazed, mud-coloured ceramic bottle has a band around the centre that is paler in colour. It shows slightly abstracted tribal scenes of dancing warriors. Every space has been filled with swirling patterns.
3	robust bottle has a cap which doubles as a cup. The surface of the clay is rough, and has clear finger marks, giving it a functional rather than ceremonial feel.
4	stoneware bottle has a tough feel to it. Clearly very old, the glaze has mostly worn away, but a faint painting of a cosy-looking country inn is just about visible. The name underneath has become illegible.
5	tall, slim vessel has a narrow profile and a single, finger-sized handle at the top. The clay hasn't been glazed, leaving its exterior rustic and natural.
6	plain green ceramic bottle has been shattered and put back together. Remarkably, the cracks have been filled with metal, giving a pleasant and unusual look to the piece.
7	weighty earthenware bottle is thick and heavy, its mottled surface covered in dimples. The side has a demon's face carved into it before glass was applied.
8	vivid yellow bottle is painted with fine flowers and leaves in lurid pinks and greens. Despite its boldness, the shading is subtle and pleasing to the eye.
9	monstrous stoneware bottle weighs several pounds even when empty. A handle on each side makes it practical to pick up and it has a rich brown glaze with a pleasing shine.
10	delicate set of porcelain bottles have hand-brushed blue designs that form a panorama of a naval battle when arranged in order.

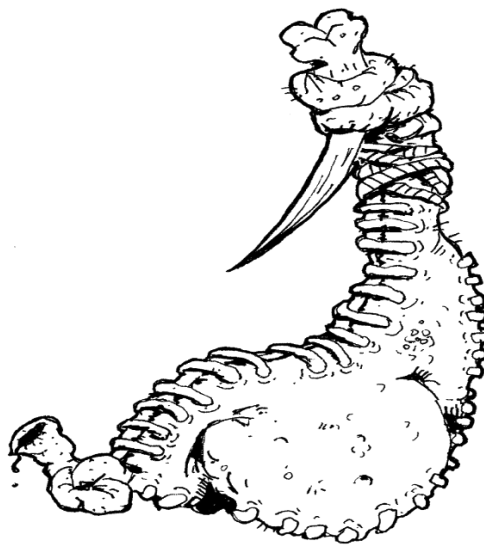


“This squat clay orb has a badly chipped white glaze and a short neck that is showing signs of cracking.”

Waterskins

D10 This...

1	leaky assembly of goatskins has seen better days. Pierced and patched a few too many times, it loses its contents over the course of only a few hours.
2	rough-looking skin has been badly cured externally and still has patches of greyish fur on it. Inside has been well-cured and the seams waxed so it holds water adequately, it just looks ugly doing it.
3	simple skin is made from a cow's stomach and has a plain appearance. A simple rope strap and a horn stopper complete its function-before-form approach to design.
4	rustic waterskin is made from a sheep's stomach. Farming scenes have been painstakingly drawn on the surface using a burning, pointed stick to leave indelible marks.
5	is made of a well-cured, thick brown leather and has evenly stitched edging. Its squarish top and rounded bottom make it a useful and reliable skin.
6	unusual and somewhat gross waterskin is made from a whole pig's head. The ears and eyes have been waxed and sewn shut, and the stopper is placed at the entrance of the pig's mouth.
7	well-shaped skin has a long-neck stopped with an oak bung. The bottom bulges out in a three-section shape like that of a shell. The edge is finely stitched and the eyelets for its strap have been riveted with carved rings.
8	complex skin is made of a series of connected stomachs, with valves allowing different liquids to be mixed together before drinking.
9	sizable skin is made from the stomach of a huge beast and is stopped with one of its teeth.
10	waterskin is somewhat clandestine in hiding its workmanship. It has the traditional stomach shape but is made of young black dragon skin. All its fittings are exquisitely carved with images of dragons soaring, and its strap is many-plaited strands of fine silk.



“This sizable skin is made from the stomach of a huge beast and is stopped with one of its teeth.”

Jugs & Flasks

D10 This...

1	orphaned jug is part of a large and ornate tea set with a deep blue glaze and beautiful spidery patterns rendered in yellow. Judging from the sorry condition of this piece, the rest has perished.
2	roughly spherical flask is made from a dried-out gourd which has been crudely wrapped in thin rope to provide a carrying handle.
3	glass water jug has had small polished stones mixed in with the liquid glass. It glistens and shimmers in the light as different coloured stones catch the rays.
4	ceramic elephant has a removable lid on its back to allow it to be filled with water and used as a jug. The grey glaze is in good condition and even the tail has remained unbroken.
5	remarkably tall and thin jug has an extremely elongated spout, handle, and neck. A small pointed lid on top flops open to allow liquid to be poured in. The body is carved somewhat sloppily with a romanticised depiction of a boy on a flying carpet swooping over a desert.
6	smoky glass sphere is covered with protective metal strands in a filigree pattern. At evenly spaced points around the bottle, there are small sockets where stones were once embedded. They have all been levered out, except for one or two small red rubies.
7	strange ceramic flask has holes along one side and a second mouth that allows it to be used as a musical instrument. Left on a surface, the wind picks out ghostly random notes from it.
8	finely made metal hip flask is shaped to fit in an internal pocket. It is covered with a slightly scaly leather of mysterious origin, and the screw cap is affixed with a rather ominous glass eye, deep yellow with a slitted pupil.
9	bizarre orange ceramic jug is peppered with holes on most of its upper third. Any attempt to pour out its contents results in spillage, no matter how dextrous the use. Sucking on the hole in the handle yields more pleasing results, as it is the head of a tube leading into the base of the jug.
10	rather macabre water flask has been made from a stuffed squirrel. It is picked up by the tail to allow water to pour out of its mouth. It is as curious as it is gross.

Exotic Glassware

D10 This...

1	is a large boiling flask that has seen heavy use. The rounded base has a thick layer of soot. Around the neck the yellow glass is heavily scratched from some repeated action.
2	rough glass funnel is made of cheap glass that contains many small bubbles. The slightly brown yellow colour reveals it as cheaply made.
3	small glass mortar and pestle can only be suitable for the smallest and most delicate of ingredients. And hands.
4	long glass rod must have been made for stirring large containers. One end has a slightly thicker section, with etched lines cross-hatched on it to provide a handle. It has a slim bamboo case to prevent it from breaking when carried or stored.
5	this volumetric flask has a long neck and the body is marked with measurements in a threatening, demonic script.
6	small, but long, rectangular case opens to reveal seven vials, each with a glass dropper featuring a leather bulb for extracting liquid. Each bottle contains a coloured residue, but the liquids have long evaporated.
7	round bottomed flask has six separate necks, each finished with a bronze and glass receiving adapter.
8	glass desiccator has been etched with leaves and flower patterns, perhaps suggesting its intended use.
9	exquisite glass retort is a good two feet long and has hand-carved ivory taps and valves. The handle on each of them is a highly-detailed skull.
10	enormous concentrating distillation head is almost four feet tall, and a work of glassblower's art. It disassembles into three pieces of perfectly clear, imperfection-free glass. It has a large wooden carrying case lined with cushioned velvet to enable it to be transported.

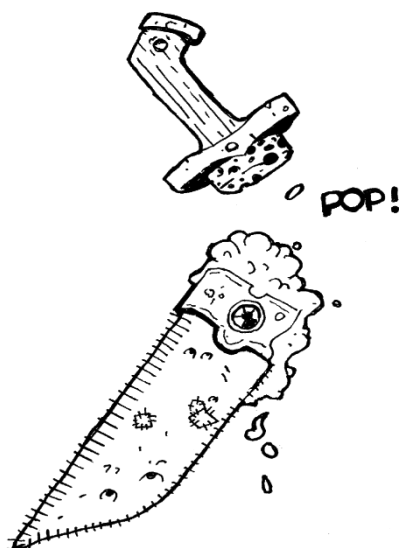


“This round bottomed flask has six separate necks, each finished with a bronze and glass receiving adapter.”

Weird things

D10 This...

1	small ceramic flask is rough looking and stopped with a simple cork. When opened and poured, soothing harp music plays as the liquid is poured.
2	stand-mounted bottle has a ship inside, a familiar enough idea. However, its sails blow in the wind, waves break on its prow, and the weather changes in sync with the real world.
3	looks like a bottle, but it's made up of a twisted network of roots that have been cut to form the neck of the bottle. Despite having holes in it, when liquid is poured in, it doesn't run out through the holes.
4	strange metal bottle with a screw cap keeps cold liquids cold and hot liquids hot.
5	is a bottle of two halves. One side has opaque black glass. The other, perfectly clear. Each half can be separately filled but are poured together.
6	is disguised as a large sheathed knife. When the handle is pulled the cork comes out with a satisfying pop and a sheath full of liquid is revealed.
7	is a pair of boots. Inside is a false heel giving its wearer an extra inch of height. More bizarrely, a flat stopper on the heel can be removed and a liquid poured from them.
8	small potion bottle appears to be filled with a black liquid containing stars and nebulae, like a bottled universe. Any liquid put in the bottle takes on this quality.
9	fearsomely-large beer stein has an epic battle scene painted on it in grisly detail. Over time the battle scene changes, but never when it is being looked at.
10	clear glass bottle appears to have a whale swimming around in it. Even when emptied, it can still be seen. Is this an illusion, or some sort of greater magic?



“This is disguised as a large sheathed knife. When the handle is pulled the cork comes out with a satisfying pop and a sheath full of liquid is revealed.”

Large containers

D10 This...

1	small wooden barrel has a brass tap shaped like a horse's head. On the side of the barrel is an open plain with a white and chestnut-spotted horse running across it.
2	large demijohn would hold around 50 litres of liquid. Its body is pear-shaped, tapering to a thin neck that takes a fairly common size of cork.
3	inverted teardrop glass fermenter has a tap on the bottom for letting its contents out, and a rough wooden stand keeps it upright.
4	barrel has a secret compartment in the bottom. When empty, the wax sealing can be removed and the bottom lifted up to reveal the contraband beneath.
5	is a portable copper still. Two copper orbs have been joined together, the top one a foot in diameter, the bottom one three times that. A long conical spout comes down one side to siphon off the distilled spirits.
6	strange barrel has wheels. On the top is a handle that can be pumped, and a hose on top with a steel spray handle allows its contents to be poured on the move.
7	polished wooden barrel has gold barrel rings, and on the head a family crest of a great stag has been painted in green and gold. It was a banqueting barrel for a family of true wealth.
8	huge square box has been put inside a metal cage. Easily 4 feet along each side, this could hold almost 2000 litres of liquid.
9	is a coffin! It has been riveted shut and sealed with wax. In a hidden compartment at the foot of the coffin, a silver tap has been installed. A smuggler's dream.
10	monstrous demijohn is shaped like a troll's head and a crude tap is inside the mouth. When opened, the contents splash over its teeth and pour down the front of its chin.

What's in the bottle??

D10 This...

1	dark, sludgy liquid is intensely black. So black it seems to suck in light from around it, dimming the room.
2	deep red liquid is viscous and has fine pieces of something soft and squidgy floating in it.
3	liquid sits in layers, one of each colour of the rainbow. No amount of shaking or mixing gets them to mix.
4	bottle seems full of a dark grey fog. Shapes swirl inside it but are never quite clear.
5	dark green liquid seems to have tortured, grotesque faces in it. Although they seem to scream out in pain, no sound can be heard.
6	pale yellow liquid has a monstrous worm-like creature floating in it. It has myriad legs and intimidating jaws.
7	perfectly clear liquid is permanently cold, just above freezing temperature.
8	is incredibly fine sand so fine and light it behaves almost like a liquid, easy to pour and even to drink.
9	is effervescent to the extreme. The slightest nudge of the bottle sends bubbles surging to the surface. Must be opened with extreme care.
10	liquid glows brightly in the presence of evil. The glow increases with proximity and the bottle even begins to warm as it intensifies.

Adventure Hooks

D10 Adventure Hook.

1	A wizened, hunched old man is in the road. He pushes a wooden trolley along, the bumps in the road making the panoply of bottles and vials it carries clink and jostle. As he approaches he says, "You look like you're in need of a little pick-me-up"
2	In the tavern, you notice a man at the bar slip a small vial out of his sleeve and drop its contents into the customer next to his drink. The other customer seems unaware and is already seriously drunk.
3	An alchemist approaches you. He is building a giant kiln to produce a piece of glassware for an experiment and needs a special kind of clay found deep in the swamp. He wants you to collect the clay and do the backbreaking building work.
4	The barkeep needs help. He is arranging for a special delivery of a whole cart of Black Bugbear Beer from their famed distillery but is worried about sabotage by the other tavern owners. He wants you to keep an eye on the delivery cart.
5	A shriek in the marketplace. A man who was selling love potions and palm readings takes flight. The source of the shriek is a beautiful young woman. Her lover lies on the floor, a broken vial beside him and a trickle of blood running from his nose.
6	You are invited to the mayor's office. As you enter the room, the problem is apparent. On her desk are four glass bottles, each containing a miniaturised city guard. "This cannot go on!" she says, slamming her fist on the desk, giving the guards a fright as their bottles wobble.
7	A priest comes to you in a state of alarm. Overnight, all his holy water has turned black. It fizzes and bubbles. He spilt some and it burnt the varnish off a pew. He suspects a priest from another nearby church.
8	A master brewer is in town, plying his latest brewing glassware in the square. So is a famous travelling singer. Her troupe are setup on the other side of the square. As one song reaches its crescendo, a high note causes much of the glass to crack. A few pieces shatter. Strong words are exchanged, knives are drawn and spells are readied.
9	A shifty character comes over to your table in the tavern. He is selling rare and vintage wines from far flung lands at a fraction of their usual price.
10	Last night, there was a soiree at the manor. Fine wines and imported delicacies were served. This morning, at least three guests have turned into farmyard animals. The watch has gathered all the manor staff together. The lord asks you to join, as he doesn't trust the competency of the constabulary.

NPCs

D10 This...

1	balding halfling smokes an enormous pipe. At times, the smoke almost obscures his face. He has a small rack of glass bottles he is peddling and claims they're the realm's best hangover cure.
2	heavily-scarred dark elf wears a bandolier of tiny ampoules. "Choose your poison," she hisses. You suspect she means it literally.
3	drunken slob is dishevelled and can barely stand. You might not notice him except for the unopened bottle he carries in his off-hand, which appears to be a rare and valuable wine.
4	tall, dark-skinned woman wears loose robes in the style of desert-dwellers. She has glass tubes full of sand that purportedly contain the spirits of captured Djinni.
5	dwarf wears his beard unusually short. His appearance overall is as impeccable as the trim of his beard. He sips from a beer, considers for a moment, and scribbles notes on a pad in front of him. "A 75 for this one, just a little too subtle in approach."
6	gnome sits on a blanket spread out on the floor. Around her lie all sorts of colourful glass necklaces and bangles. She offers to enchant them with protective properties as part of her service.
7	armoured half-orc looks like he has hiked some distance carrying an enormous demijohn of a thick, yellow-grey substance that gives off a powerful stench. "Whalegold! Whalegold!" he cries. Despite the stench, a number of people seem interested in purchasing the substance.
8	7-foot-tall dragonborn has fallen on hard times. He is selling his own scales, encased in glass and set on a chain, to help purchase new weapons and armour after he was attacked by an angry mob.
9	glassblower is dressed in brightly-coloured silks and is a real showman, calling out to a crowd who he impresses with his ability to form miniature animals using his silks. He sells the finished articles to people of all ages.
10	farmer has a big basket of dirty glass bottles filled with a clear liquid. Occasionally he swigs from one in front of him, and is clearly extremely drunk. He tells you the spirit has a variety of household uses, as well as being a potent beverage. "Just the fing fer polishin' yer armor".

Locations

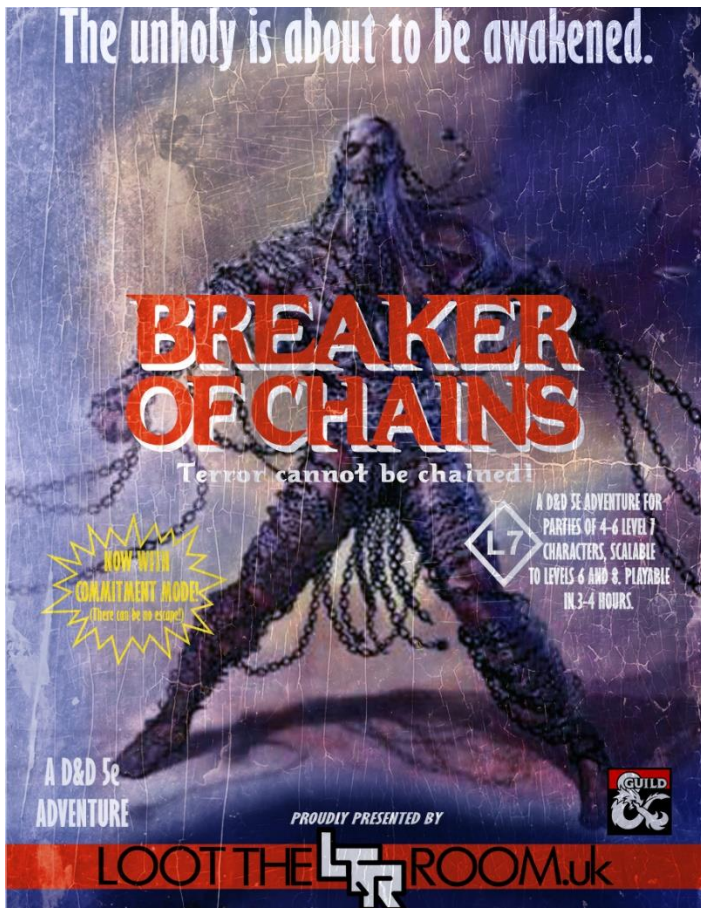
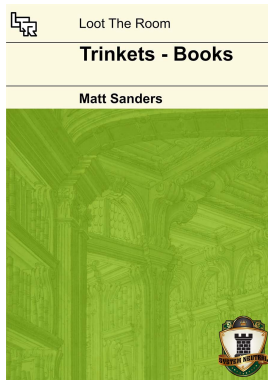
D10 This...

1	tiny hut claims to be an alchemist's workshop with potions for sale. Inside, every conceivable surface is full of dusty glassware with yellowing labels. Careful moving around in here; if you break it, you'll likely need to pay for it.
2	roadside shrine has a wooden rack with some bottles of a cloudy liquid sitting in it. At the bottom of the shrine a simple script reads "take full, leave empty, be blessed".
3	old forge has been repurposed. The smith's hammers on the wall gather dust now. Stout dwarves blow and roll glass to produce beautiful coloured glass artwork.
4	gnomish distillery is cramped and low for any of the larger races. It produces fiercely strong spirits with names like Bee-sting Brew and Were-whiskey. They use recycled bottles, and it isn't unheard of for the spirits to pick up properties from residues left behind.
5	rough shack houses huge bins of bottles of all different shapes and colours. It is run by aged goblin who buys used glass and sells empty bottles by weight.
6	stone fountain has two concentric pools of water flowing in it. Fearsome gargoyles spew into the outer ring. People use them to fill water bottles and skins.
7	glass cube is over nine feet along each side. A door on one side allows you to walk in and look at the labyrinthine tubes within. Liquids of every hue flow around it, eventually reaching a tube in the centre where they drip into a small bowl.
8	unusual brewery is run by an elf and a dwarf. They sell both fine, delicate spirits and stout, wholesome ales. They sell directly from a small counter where they frequently argue with each other. People come not just to buy, but for the spectacle of their interactions.
9	expansive herbalist's workshop sells little in the way of healing potions or antidotes, but seems to do a bustling trade in love philtres and prosperity potions.
10	natural cave has a few alcoves carved into the walls that hold misshapen vials of dark-coloured liquids. A cauldron in the centre bubbles away, presumably with the next batch of whatever is being sold here.

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The shrine on the edge of town has been little more than a landmark for generations – but now eerie runes have begun pulsing across its surface, and rumour has it a dark force is growing. Now the party must investigate the threat and destroy whatever lurks inside the Hall of Lament once and for all.

The Legend of Zelda meets *Hellraiser* in the latest adventure from Chris Bissette. *Breaker of Chains* is a 4 hour old school adventure for characters of levels 6-8, featuring tricks, traps, exploration, traps, and ritual sacrifice. Never again will your players waltz into a dungeon convinced that you aren't willing to kill them in new and horrible ways!

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