

RANDOMiser -O-RAMA



C L O U D S T E P P I N G



RANDOMiser-o-RAMA

Here's a bunch of random generator tables, for determining everything from the contents of a wizard's knapsack to the curious effects resulting from the consumption of various subterranean arthropods, presented in system agnostic black and white. The ideas are taken from 'real world' mythology and from my own game world, the intention is to spur your imagination. As usual, if it doesn't fit in, don't use it – and **please** don't accept a result like that guy on the cover.

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CURIOUS EFFECTS RESULTING FROM THE CONSUMPTION OF VARIOUS SUBTERRANEAN ARTHROPODS

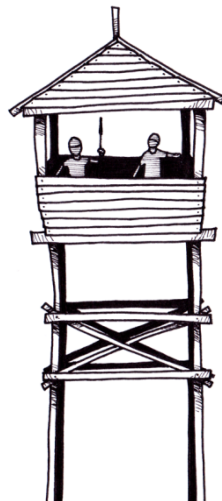
A treatise - prepared by the late Sage of Everbright Holme, recently returned from an involuntarily prolonged sojourn into the abyssal depths of the Iron Mountain Mines – in the fervent hope that others might be elucidated and not intoxicated.

1	Grey Putty Beetle	These fat slug-bodied beetles prefer moist limestones, and are surprisingly wholesome. Learn to get over the slimy feel in the mouth, the resistance before the cold ‘pop’, and suppress the gag reflex as you swallow, and these won’t make you sick. They will, however, cause a seemingly never-ending amount of viscose mucus sweat to exude from the palms of your hands, to which near anything becomes stuck fast. This lasts for about a day or so.
2	Glowbug	A long slim body, the tip of which glows by some internal chemistry. I pulled this off in case the glow was caused by some toxic substance, but forgot that the creature would be making these chemicals within its body. These mixed when I digested the bug, and I spent four days smeared in a dark smelly mud to hide the fact that I glowed in the dark and attracted every predator within 800 yards.
3	Striped Click Beetle	As the name suggests, this fellow has alternating black and yellow stripes running the length of the thorax. It clicks loudly when danger threatens, but is soon silenced by swift chewing. Appears to cause a form of magnified tunnel vision which focuses the attention wholly on the smallest target up to a distance of about 100 ft, even in near-total darkness.
4	Red Trembler	So-named due to the red colouration developed in my vision, whilst I experienced uncontrollable shivering and trembling. Can’t remember what the little sod looked like, but it lived on a flat-topped fungus.
5	Dergenna	This round black beetle can be found in the mud of subterranean rivers. Several, when swallowed whole, acted as a mild painkiller following a severe bruising to my arms and chest when I slipped in some mud alongside a subterranean river.
6	Formic antbug	Something like an ant, but with a bulbous thorax like a true beetle, this creature produces copious amounts of formic acid – bitter to the taste but as a result of a test carried out on cuts on my arm it appears to have conferred an extra coagulating property to my saliva.
7	Hairy Carpet spider	This fellow hunts not with a web but by feeling the minute tremors of its prey through the coarse hairs which cover it. After consumption, I experienced a curious effect as though the hairs all over my body were able to feel the movement of other creatures within the caves, not least the lice I was by now covered in.
8	Red Fatbeetle	These cover iron-bearing rocks, and prefer total darkness. I was sick for a week. Instantly. Severe dehydration, excruciating stomach cramps, diarrhoea. Can’t even look at these little buggers now.
9	Moorfish	Why a caver-dwelling beetle is called a moorfish I don’t know, but this non-descript brown thing does live alongside clear, cold rivers so maybe that has at least something to do with it. Anyway, after eating a handful of these, and again slipping to land face down in the water, I realised that I could breathe the water as if I were in air. Only lasts perhaps ten minutes, as I discovered some fifteen minutes later when I again slipped into the water.

10	Horned Scout Beetle	This aggressive fellow stands guard over his mate's eggs threatening all comers by displaying his fine horned protrusions. It seemed to me that, following the consumption of 'horned scout beetle paste', my vision in the near-complete darkness was somehow enhanced, allowing me to see perhaps 20ft as if it were merely twilight.
11	Giant centipede	Infamous for its potent venom, the giant centipede can grant the boon of immunity by the gradual ingestion of larger and larger amounts of said fluid. I consumed a piece of the venom sac from a dead example each day for about two weeks and, when I stumbled into one of its cousins, the resulting bite merely left me paralysed for seven hours, after a moment or two of extreme agony. Thankfully, a giant spider (q.v.) happened along, and in the confusion I fell into a side passage and was forgotten.
12	Stop Beetle	Often motionless for hours, this large beetle is easy to catch. In the hours following consumption my experience was one of isolation, as all around me sped past at great speed. It was as if I was petrified.
13	Tiger Millipede	Of all the creatures I was forced to eat, this one appears to have bestowed a genuinely useful side-effect. Ten of these, and I was able to clamber with ease over tumbled rock and debris. They are difficult to catch, however, because they can scuttle around so well.
14	Chemwick	A spiky, pale, blind cave cricket, this beast is the size of your hand and makes for a hearty meal. My hearing was undoubtedly very acute as a result of crunching through a few of these, with the effect lasting about an hour.
15	Fire Beetle	Having learned my lesson from the Glowbug (q.v.) I first carefully excised the glow glands from a fire beetle corpse I discovered. The legs, at their fattest part, proved to be most nourishing- if crunchy - but really only palatable when cooked. Despite my care with the glow glands I noticed following consumption that by opening my mouth I could approximate the effect of a bullseye lantern, as a result of the bright glowing from within my throat and stomach. This wore off after several hours, but saved me from falling into several deep pits while it lasted.
16	Giant Spider	It is remarkable how even the greatest revulsion can be overcome by the extreme hunger I experienced. Careful to only eat recently expired creatures I ate a small portion of a giant spider which had succumbed following a struggle with a giant centipede (q.v.). After cracking open the exoskeleton the soft legs tasted much like chicken. Within an hour my lips and tongue had swollen in reaction to the fine, highly irritating hairs I had sent into the air with my vigorous butchery of the beast.
17	<i>Arragonistes pelk</i>	Well known to me from my childhood, when my nursemaid would slap these from my hands with the cry "Don'ta eata thees – thay weel mayke yew squirta week". She was right.
18	Stone beetle	I named this after cracking a tooth on the strong exoskeleton. Pale brown, with a speckled pattern, this beetle lives in the upper reaches of the caves. After eating a handful, I discovered that my skin turned a similar colour, which alarmed me until I realised I had also been endowed with a toughness similar to the creature's outer shell. This lasted for perhaps half an hour.
19	Spit Bug	I observed this bug stalking prey much larger than itself, which it entrapped by spitting a gob of very sticky mucus, allowing it to despatch the other with ease. I found that I was able to also spit an amount of the adhesive gloop as eating a few of these bugs made my saliva extremely sticky. Such a single 'spitball' was able to hold a metal lantern to the cave wall. My saliva gradually returned to normal over the next hour or so, and the lantern fell.
20	Small green bug with red dots on thorax	Found this in the detritus of an ancient and abandoned store-room. Do not eat this bug. I believe perhaps two days passed whilst I was unconscious, and the fact that all of my clothing was now on inside out still causes me an unsettling degree of paranoia.

HOW TO PROTECT YOUR TOWN

Twenty towns, all in need of protection. Each has deployed a different method – from the simple to the elaborate – according to resources, location or the particular set of skills of the occupants.



1	Marsh. The land around the town is marshy and waterlogged. Two or three winding paths of slightly higher ground form narrow routes through the treacherous boggy area, strengthened in places by wicker panels laid into the marsh.
2	River. The town sits in the curving meander of a wide river, surrounding it on three sides. The fourth side opens onto friendly territory, or has another form of protection (roll again). The houses sit on stone-walled foundations as this area is within the river floodplain.
3	Hilltop. Built on the summit of a prominent hill, the town has excellent views of the surrounding land, allowing the watch to observe approaching forces. It may employ further defences (roll again).
4	Clifftop. The town stands on the edge of a steep scarp, with high cliffs falling away. Perhaps this is a geological outcrop, or the remains of an ancient volcano, and the builders have capitalised on the forbidding wall of rock. To one side the ground falls away less steeply, providing a route way up.
5	Ditch. A simple v-cut ditch, perhaps 3ft deep. The spoil is thrown up on the interior creating a formidable obstacle to foot soldiers and cavalry. The ditch runs with raw sewage and the noxious run-off from industries such as tanning and dyeing. Vermin, dead dogs and offal further pollute the ditch.
6	Moat. A more sophisticated ditch, the town is surrounded by a clay lined moat, about 10ft deep and about 20 wide. It is used as a rudimentary fish farm, and is crossed by a stout wooden bridge to one side of the town.
7	Infested moat. This town has a stone-lined moat, about 30ft wide. The dark water is still, the surface covered with duckweed. The moat is stocked with voracious crocodile, piranha, quipper, naga, water weird, or similar, as befits your setting.
8	Dry moat. A stone-lined channel, about 10ft deep and 20 feet wide. The town is entered by means of an arched bridge across the dry moat.
9	Infested dry moat. A stone-lined dry moat, 15ft deep and 30ft wide. Access to the town is by a stone arched bridge crossing the dry moat. Byres beneath the town walls are the home of fighting bulls, which can be released into the dry moat when needed, perhaps after being goaded to enrage them.

10	Palisade. A ditch, 3ft deep and the same wide, has been dug with the spoil thrown up to form a turf bank on the interior. Atop this bank is a wooden palisade fence about 3ft high, made from stout wooden posts driven into the earth, behind which an armed watch patrols a narrow path.
11	Walls. The town is protected by a buttressed stone-built wall, which stands to about 10ft tall. A narrow walkway tops the wall allowing the watch to patrol. A main gate is wide enough for cart traffic, and features an iron portcullis at either end of a barbican. Militia on the wall above can use a murder hole above the entrance to assail attackers with boiling water, oil or missiles. A small postern gate gives way from the rear of the town, where it is concealed by a buttress.
12	Potsherds. The stone wall of the town is further fortified by jagged and sharp potsherds mortared into the stonework to prevent climbers.
13	Stakes and potholes. The ground around the town is pitted with potholes, about 1ft across and 1ft deep, arranged in loose checkerboard patterns. These will force ordered ranks of attackers or cavalry to become disarrayed or forced into the more narrow roadway. Short, sharpened stakes are thrust into the ground to force the same effect.
14	Cheveaux de frise. Portable frames made of logs from which long sharp stakes protrude are arranged around the town, designed to disrupt attacking formations and to funnel aggressors into predetermined and easily defended paths towards the town.
15	Crannog. The town is built on artificial ground, built up near a lake edge by throwing stones, brushwood and logs into the water. The whole structure stands above the water level by means of thick wooden pilings, connected by plank walkways and bridges. Wave action is defied by stakes driven into the made ground around the structures, a measure which also serves to confound water-borne assault. Traffic between the crannog and the mainland is either by boat or by a single narrow wooden walkway, controlled by a gateway half way along its length. During conflict, the wood and thatch structures are kept doused with water to prevent fire assault.
16	Watchtowers. A series of tall towers stand around the town perimeter. Each provides a broad view of the surrounding land and houses a detachment of militia armed with missile weapons. The watch can alarm the townsfolk in the case of an attack. Access to each tower is by rope ladder, drawn up by the occupants to prevent hostile ingress and only in place for the changing of the watch.
17	Familiars. The town is protected from surprise assault by aerial familiars – a flock of jackdaws or similar crows occupy the trees and bushes surrounding the settlement, and return to their masters within the town with regular news of comings and goings.
18	Flying mounts. From a stable high on the town walls a small detachment of eagle-riders patrol the sky above the settlement, ranging abroad on reconnaissance missions and keeping a close eye on the movements of possibly hostile forces.
19	Wards. Wizards under the employ of the lord of this frontier settlement have created permanent wards around the town. Narrow paths have been left unprotected to allow controlled access to the place, and a militia patrols to ensure the wards are not triggered inadvertently. Fencing further delineates the danger areas.
20	Golems. The town is protected by two stone golems, tasked with preventing hostile actions against the place. For the most part, they stand motionless, gazing out across the hinterland. It may be that many within the town have never seen them move. Perhaps they are idolised and given offerings in a form of religious worship. Maybe the town is still home to their creator, a wizard whose past holds many secrets.

The village was quiet – wisps of smoke rose from within, animals scurried here and there, but no other sounds were heard. Nobody worked the fields, no sound of smith's hammer on anvil, no voices, no laughter. Just bodies. Lots of bodies. So...

...JUST WHAT *DID* KILL ALL THE VILLAGERS?

1	Bandits. The village has been raided by a party of ruthless bandits. Anything of worth has been stolen – textiles and clothing, ceramics, food stocks, tools – all is gone, save the villagers who have all been slain.
2	Slavers. Many bodies lie among the huts of the village, but the observant will realise there are no children or younger adults, male or female. Slavers have raided the village, taking those who will fetch the best price and slaying the rest.
3	Traditional enemies. All the signs suggest a violent battle, culminating in the barricading of captives in the central storage barn before it was burned to the ground. Here and there are a number of distinctive arrows, each fletched with the osprey feathers of the neighbouring tribe, the traditional enemy of this vanquished village.
4	Grey lady. The occupants of this small village are found where they died – all are dead in their beds. All have expressions of sheer terror on their cold, pale faces. Nine years ago, the villagers were stricken by a famine, and in their anger they blamed an innocent old woman who was particularly skilled with herbs. Now, on the ninth anniversary of her death, the murdered goodwife has returned to wreak her terrible revenge with a haunting so malevolent that she has scared the whole village to death.
5	Something in the water. The spring which supplies fresh drinking water to the village is venerated as a shrine to a lawful good deity of nature. A malicious cleric of a rival deity has simply poisoned the spring water by submerging a large putrefying chunk of black dragon flesh in the flow of spring water, held in place within a mesh cage attached to a metal stake driven into the gravel bed of the small stream.
6	Stirges. A small village of five family huts has been attacked by a huge flock of stirges, who lair in an ancient ruin in the forest nearby. Each body is drained of blood, exposed skin is pockmarked with many puncture marks. Observant characters may find one or two dead stirges lying here and there.
7	Goblins! The bodies lie here and there, all showing terrible weapon wounds. Observant characters may find a discarded weapon of goblin style. The village has grown up around a new mining venture, which has unknowingly extended into goblin caverns.
8	Black jack. The bodies lie in anguished poses, seemingly having suffered greatly before death. The ground around each is blackened by staining from copious amounts of bloody vomit. The skin of the dead is blackened as if by massive bruising. The village has been struck by an outbreak of black jack, a swiftly fatal haemorrhagic fever.
9	Cholera. There are signs that the villagers died over a number of days – some bodies are in a state of decomposition while others are only recently dead. There are great puddles of milky liquid, fly infested and stinking. The bodies are dehydrated, their skin wrinkled. A virulent cholera has swept through the people. The cause may be identified about a mile upriver from the village – a huge sea-eagle lies rotting in the river, having contracted the illness from its shellfish diet at the river mouth ten miles away.
10	Smallpox. There are only six bodies evident in this small village, each is found individually within various huts, the skin totally covered in large pus-filled bumps. The air is filled with a curious sickly-sweet smell. The villagers have succumbed to a virulent smallpox, burying their dead in the village grave plot until the few remaining people also became too ill.

11	Plague. Bodies lie throughout the village, in beds, slumped over tables, lying in doorways and in the open. Two lie across the opening to the well in the village centre. All have dried blood and crusted saliva and mucus around their noses and mouths. Large rats may be seen here and there, in some cases feeding on the corpses. The village has been eradicated by an outbreak of pneumonic plague, caused by some plague virus carrying rats in the fields around the settlement.
12	Mushroom stew. The villagers' bodies are a little perplexing. They are in bizarre places – three are holding hands on a rooftop, one is sitting in a wooden washtub holding a ladle as if rowing, another is wearing his trousers on his head and not a lot else. Others have paint smeared across their faces and bodies, one has evidently been eating the thatched roof of his house. Observant players may notice that this happened around mealtime – most of the people have bowls of stew alongside them. In the kitchen space of one small hut lies the answer – a stone-dead goodwife, with wide eyes and a grin from ear to ear, has been boiling mushroom stew. On the chopping board beside her are seven sliced mushrooms, three of which show the tell-tale purple bruising of the rare deadly and hallucinogenic Purple Deathstalk.
13	Pixie Dance. The corpses lie mostly in the village centre, many of them lying in a jumble where they appear to be hand in hand. Staring eyes and anguished faces tell of a difficult death. The ground is greatly scuffed, as if the people had been jumping and running about in the open space. The villagers have broken new ground to the west of the village, extending their crop fields, and have inadvertently dug through an ancient pixie mound. The vengeful sprites have literally danced the villagers to death.
14	The Star out of Space. Bodies lie hither and thither, not a mark upon them to explain their demise. There is an acrid smell in the air. In the centre of the village lies a still smoking crater, about eight feet deep, at the bottom of which lies a rough ball of black stone, the surface cracked with fissures through which an orange glow can be seen, and from which a noxious hazy gas is fizzing. The gas is now quite weak, causing nothing more than a mild nausea, but when the meteor is heated the gas becomes instantly toxic to any air-breathing creature of human size or smaller. The meteor is an ore of a strange alien metal, but who would be clever – or stupid – enough to try smelting it?
15	Mass poisoner. Decorated with great clumps of white blossom the village appears empty, until the central barn is opened. Here, under more clumps of blossom and colourful streamers are the bodies of the forty or so villagers. One of the villagers has poisoned the cauldron of cider at the annual village spring festival, and has killed everyone and herself. She lies across the upturned cider cauldron, a now-empty vial of purple worm poison in her pouch.
16	The old burial ground. The villagers have died through violence – some have broken necks, others strangled, still more bludgeoned or thrown from upper storeys. A lich has resurrected the dead from the ancient burial ground as he grows an undead host to strengthen his power.
17	Wolves? The villagers have been cruelly slaughtered, their bodies lie torn and bloody. Although there are many bodies here, one house has no corpses – the occupants are werewolves and have killed the other villagers in a frenzy. They are preparing to flee, and have been surprised by the players whilst in human form.
18	Chlorine gas. The corpses show signs of asphyxiation – blue lips and froth around the mouths. Some have died from resultant heart failure. There is a strong smell of chlorine. A young Green Dragon is establishing a lair in the forest nearby, and has attacked this settlement.
19	Petrified. A closer look at the thirty or so corpses shows that the flesh has been petrified. Each body has been turned to stone by a roaming basilisk, which is searching for a site for its lair.
20	Demonic. Lying here and there, some clutching farming tools and others crouching behind overturned wagons, the bodies have great burns. Scorch marks colour the ground and walls of the huts, and in more than one place the charred thatch still smokes. The damage appears concentrated on a small square stone building at the village edge, inside which is a poorly drawn summoning circle. A human-shaped dusting of ash lies across one side of this. Scorched hoof marks, still very hot to the touch, are seen along the road leaving the village.

PLACES WORTH EXPLORING

On the lookout for unexplored caverns, untouched dungeons, undefiled tombs? Here's a list of exciting new locations for your next crawl...

Roll on Table A, then Table B. Add a preposition to create 'The (A) of (B)', or reverse the results to create 'The (B) (A)'. Then roll on Table C to discover why this place might be attractive to explorers.

TABLE A

1	Caves
2	
3	Dungeon
4	
5	Forest
6	
7	Island
8	
9	Mines
10	
11	Ruins
12	
13	Shrine
14	
15	Temple
16	
17	Tomb
18	
19	Tower
20	

TABLE B

1	Angel
2	Blood
3	Chill
4	Crescent
5	Crown
6	Doom
7	Drake
8	Eagle
9	Eternity
10	Gorgon
11	Hydra
12	Ice
13	Iron
14	Kraken
15	Lotus
16	Raven
17	Sapphire
18	Skull
19	Spirit
20	Stone Men

TABLE C

1	Resting place of the Spear of Inolanthin, fabled weapon of the elven dragon slayer.
2	Only known habitat of the Silver Plumed Estril, royal symbol of House Estrilon.
3	Jonel's ballad 'The Fires of Sholtan' names this as the home of the Emberstone, a great ruby which once formed the pommel of Sholtan's broadsword.
4	If the battle-mother of the Orc horde can be killed, surely the tribes will fragment into feuding again and the settled lands will be safe for now. She is thought to have her lair here.
5	Last known depository of the Library of Costrano, a collection of scrolls and papyri dealing with healing magic.
6	Among the ephemera found in the corpse's despatch bag was a folded note declaring this place as 'where it will all end'.
7	Owned in times past by the characters' new patron, this site needs to be explored and secured before being restored to former glories.
8	The Orb of Huss must be returned here before the next full moon.
9	Dunmore was buried here, with the Blade of Senaron.
10	Headquarters of a sophisticated slaving operation, specialising in the trafficking of high-born and royal women.
11	Fleeing from a warband of goblins, the healer Maron Hammel dropped a full satchel of cinder-dust. Used to fuel the royal star-iron forges, it would greatly boost your reputation to retrieve it.
12	It is said this is the Graveyard of the Turikenn, the seven warriors of the Scarlet Ibis.
13	Several townsfolk have reported seeing 'a faceless man' wandering around this area.
14	Fabled lair of the black dragon Temeril, slain by Fulk centuries ago. Surely the dragon's horde still lies within, undisturbed and awaiting 'collection'.
15	The waters flowing from the springs around this place have all turned a bright glowing green.
16	This place lies directly beneath a vertical line drawn through the aligned 'Four Stars of the North', a prominent constellation in the midwinter sky.
17	Legend identifies this as the site where Rolin lost his Hunting Horn.
18	Bandits, thought to have contacts in the highest places, have stored most of their loot here.
19	The water-clear crystals used in the wands of the Order of Alois are mined here.
20	It's a dungeon, dammit! Get in there!

CONTENTS OF A WIZARD'S KNAPSACK

Eye of newt and wing of bat? Or things altogether more... mundane?

1	Tinderbox	A small container holding flint, steel and a folded strip of char-cloth.
2	Chalk	Several small, white nodules of chalk.
3	Candle	A stub of white candle, which burns with a green flame.
4	Amber	An inch-diameter piece of amber, within which is suspended a small winged insect.
5	Feathers	A cluster of large, battered goose feathers, presumably for use as quills.
6	Pottery vessel	A shallow pottery cup, covered with a coarse linen cap tied around with waxed sinew. Contains the pale grey foul smelling rendered fat of some creature.
7	Butterflies	A small sheet of wax paper, carefully folded to secure six or seven colourful butterfly wings.
8	Pyrites	Several small nuggets of iron pyrites (fool's gold).
9	Ink ingredients	Several oak galls; some small, rusty, bent iron nails; a sticky resinous gum. Ingredients for making black ink.
10	Potion	A slim phial containing a low-potency healing potion.
11	Poison	A round, wax-sealed phial containing a viscose black liquid. This is purple worm blood.
12	Components	Several small wax paper twists, each containing the components for a single low-level spell and annotated on the paper with a coded symbol.
13	Jack	A leather drinking cup, holding about one pint.
14	Crucible	A small stone crucible, carved from a single piece of dark, fine-grained igneous rock.
15	Phial rack	A narrow wooden case, the lid of which hinges to create a rudimentary stand. Within are seven small glass phials, stoppered with cork.
16	Blade roll	A heavy length of linen, sewn and padded, rolled and closed with narrow linen ties. Within are a series of sharp iron scalpels.
17	Talon	A single, sizeable, curving talon, most likely of bird origin, measuring about six inches from base to tip.
18	Scroll	A rolled parchment scroll, secured by a white ribbon, describing the actions of certain plants at particular phases of the moon.
19	Rock crystal	A finely polished irregular rock crystal ball, about an inch across. Secured within a wrapped wire 'basket' with a suspension loop. Somewhat useful as a magnifying lens.
20	Body part	Wrapped in fine, dry linen, within a waxed linen pouch, a mummified body part. Perhaps a finger, a whole hand, or a shrivelled eye. Origin and purpose unknown.

WHAT HAS IT GOT IN ITS POCKETSES, EH?

Picking pockets is all very well if you know what you're after – but what else might be in there? Here are twenty random items which may – or may not – be much use.

1	Spindle whorl	A fired clay disc with a central hole, decorated with dots and chevrons. This whorl is used as a weight on a drop spindle.
2	Tuning peg	An ivory tuning peg, for a harp, lute or hurdy-gurdy.
3	Signet ring	A large bronze signet ring. The flat bezel displays an inscribed eagle motif.
4	Pebbles	Four coloured pebbles, river worn and smooth, with one side slightly flatter. They are red, green, blue and white. Perhaps gaming pieces.
5	Fish bones	Seven pale cream coloured fish vertebrae, threaded onto a knotted string.
6	Stylus	A short bone stylus, used for writing on a wax tablet.
7	Brooch	A circular silver brooch, with a diamond shaped pattern. The pin is broken.
8	Acorns	Four acorns, brown and dry.
9	Goblin teeth	A ragged linen pouch holds perhaps ten tiny sharp goblin teeth.
10	Knife handle	The wooden handle of a broken knife. An inch of rusty blade still protrudes.
11	Mushrooms	Three shrivelled dry mushrooms, a thin thread through their stalks. Useful as tinder.
12	A fancy shell	A very elaborately decorated spiral and spiky sea shell, empty.
13	An empty bag	A small, folded drawstring bag, made of coarse linen. A small device is inked onto one side – a portcullis with a crown above.
14	A cryptic note	A small piece of paper, rough edged and stained, with the note "Oak - 3 N - E 4".
15	Whistle	A slender white whistle, fashioned from the wing bone of a swan.
16	String	A length of fine string, perhaps six feet long, wrapped carefully around a smooth wooden dowel.
17	A curious coin	One side of this silver coin shows a mermaid, the other a sailing ship. There is a hole through the coin near the top, perhaps for use as a medallion.
18	Pinch of spice	A small twist of waxed paper containing a pinch of a bright orange powder. The pungent smell betrays the identity of the strong culinary spice Russ Pepper.
19	Whetstone	A coarse-grained dark stone, about four inches long. Smoothed along the edges and with a distinct 'hourglass' shape. The smoothed surfaces have a fine shiny grey deposit which colours the fingers.
20	Key	A small golden key, the number 125 is inscribed upon it.

SNAKES. WHY'D IT HAVE TO BE SNAKES?

A collection *in re serpens et colubrinus* – treasures, dangers, or just plain snake in the grass.



1	Uraeus	The 'Cobra crown' of ancient Egypt, from the Egyptian word for 'rearing cobra'. The symbol of the goddess Wadjet, usually represented by the more familiar 'adjet eye' hieroglyph. The protector of Lower Egypt, she was described as the protector of Ra the sun-god, able to project fire at her enemies in the manner of a cobra spitting venom.
2	Snakeskin	The sloughed skin of a snake is a material component in many spells involving disguise by transformation or shapeshifting. The skin of certain Norse <i>lindworms</i> is thought to bestow knowledge of nature and medicine.
3	Ouroboros	The sigil of a snake circling around to grasp its own tail in its mouth is an alchemical symbol of the circular nature of things, the repetition of events and the eternity of being. It further represents the 'wholeness of being', the combination of opposites to create a whole, somewhat in the manner of the yin-yang philosophy.
4	Rattle	The rattle at the end of the tail of all but one rattlesnake species is made of hollow modified scales of keratin. When vibrated together by very fast shaking they cause the characteristic 'rattle' sound. The rattles of snakes might be collected for personal ritual decoration among certain tribes, or used as a signalling device between allies. Some groups might construct complex and fiendish alarm devices which cause the rattles to give warning of intruders. The rattle could also be a useful component in certain magical preparations.
5	The serpent's egg	Phrase applied to that which is not a danger now, but will become so if allowed to develop. A prophecy attributed to Sandovar Odelin, mystic sage of the Empire of the Scarlet Ibis, uses this phrase to refer to a danger which threatens the longevity of the dynasty. It is now thought that he referred to the rogue mage Thazar Zul.
6	Adder's tongue	Growing in damp, open woodland, this fern has a tall broad leaf with a protruding spore-bearing spike. It emerges in the first part of summer. Herbalists recommend the leaves as an <i>emetic</i> – they induce vomiting as a purgative. A poultice made of the leaves can aid lesions and sores.
7	Ammonites	Sometimes thought of as magically petrified snakes, certain magic incantations might enable a wizard to throw such fossils to the ground and, on a command word, turn them to living serpents.
8	Serpent blade	Name for the characteristic wavy decoration of the many-folded pattern-welded sword blade.
9	Viper's teeth	An exotic weapon from the jungles of Kalati, this short club flattens out at the head, where it becomes two long sharp points jutting out at right angles.

10	Snake fang	A thin, needle-like stiletto knife blade, with a long narrow groove running the length of the blade. The handle holds a reservoir of serpent venom, which constantly refills the blade groove.
11	Snake blood	A potent poison, this heated and decomposing snake blood smells appalling, and will quickly induce sepsis in the victim.
12	Serpent armlet	A finely-wrought silver armlet, fashioned in the form of a snake coiling about the wearer's upper arm. The work is excellent, and ancient.
13	Eye of the Serpent	A gem-cut emerald, about the size of a quail's egg. When placed in a poisoned fluid the jewel will purify the liquid.
14	Collar of the Python	This silver and gold collar is patterned to resemble shining snakeskin. When the clasp is fastened, the collar literally becomes a choker, gradually tightening until the wearer is asphyxiated – at which point the necklace relaxes and again becomes merely a shining treasure.
15	Ring of the Cobra	A heavy silver finger ring, fashioned to resemble a snake twined around the finger. The hooded cobra head faces forward. The ring bestows the power of hypnotism upon the wearer, who must be a magic-user of at least 5 th level or higher to successfully employ this power.
16	Staff of the Viper	This wooden staff, perhaps six feet in length and patterned with a carved snake's head, can be struck on the ground and turned into a living viper, which behaves as a normal living snake. A command word reverses the transformation.
17	Pungi	This wind instrument is made from a gourd and two reed pipes, and is of the type used by snake-charmers to mesmerise their creatures. This pungi, however, can cause a rope to levitate in the manner of a fakir's rope-trick, providing a magical means to climb straight upwards when no other method is available. The pungi must be played continually, by means of circular breathing – requiring a degree of concentration - or the rope will immediately fall to the ground.
18	Snake tattoo	Applied to the skin using an ink concocted from the blood and bile of the krait, applied using needles made from the fangs, while certain ancient incantations and mantras are said, this tattoo can – at the will of the wearer – become an actual krait for up to an hour each day. The krait behaves exactly as a natural snake and cannot be bitten by the tattooed one. While the snake is 'alive' the tattoo is absent. Should the snake die while in 'living' form, the tattooed one will experience an atrophy of the formerly tattooed arm, which will gradually fade over the coming weeks, leaving a rough scarred area as if burned where the tattoo was. To return the 'living' snake to the tattoo, the krait must be wrapped around the body area of the tattoo and help for the few seconds it will take to transform.
19	Snake lock	A particularly fiendish type of trapped lock. When the lock is opened – even when using the correct key – a spring loaded device catapults a skeletal snake's head with open mouth and long fangs onto the opener's hand. The fangs will inject stored venom into any punctured flesh, instantly beginning to necrotise the victim. The legitimate key-holder will wear a special glove featuring a metal plate to avoid penetration topped with a soft wad of fabric and horse hair stuffing to avoid damaging the fangs, allowing the resetting of the trap.
20	Python	Protector of the Oracle at Pytho, this monstrous serpent was also the mouthpiece of the prophecies. Apollo came to Pytho by changing into a dolphin to cross the sea, slew Python and took the oracle for himself. The site of the Oracle was renamed Delphi (dolphin). In this story we see the serpent as a symbol of protection and of wisdom.



PROTECTIVE AMULETS

So you don't believe in all that mumbo jumbo?

Why not carry one just in case...

1	Silver penny	When the new moon is first seen, as a fine crescent with the remainder of the moon visible as a near-black disc – described as ‘the new moon with the old moon in her arms’ – the turning of a silver penny in the pocket will bring luck and wealth.
2	Iron	When the fey are encountered all bad magic may be averted by touching an iron object. Widely practiced among the miners of the Grey Mountains.
3	Wedjat	The all-seeing eye of wisdom is protection against being ‘looked over’, being given the misfortune of the ‘evil eye’.
4	Ear of wheat	The dried ear of wheat, sewn into clothing, will bring abundance, fruition of plans, fecundity and good health, according to the rural folk of Kheeros.
5	Horned hand	The ‘ <i>mano cornuto</i> ’. The thumb grips the two middle fingers while the first and fourth fingers point up like horns. This will dispel bad-meaning magic.
6	Garlic	A fresh garlic clove kept in the pocket will ward away succubi, vampires and other bloodsuckers, so say the travelling folk of central Kheeros.
7	Cowrie shell	For protection in childbearing and birthing, the cowrie shell is traded along far reaching routes and commands high prices. Often passed down as an heirloom.
8	Key	An iron or silver key is often worn around the neck as a good luck charm. Nobles in Jarael have the symbol embroidered onto their fine clothes.
9	Hammer	The dwarves of the Hailstorm Mountains wear a small iron hammer about their necks, symbolic of their god Thunor, deity of smiths. His mastery over the elements makes him the god of smiths; the thunder is the sound of his hammer on the anvil.
10	Horseshoe	If held ‘points-up’ the horseshoe will fill with luck; if held points down, the evil one will have no place to sit. Take your choice and hope for the best.
11	Red stones	A stone or pebble with a distinctly red colouration can be used as a talisman to prevent excessive bleeding – the association is made between the colour of the stone and the colour of blood.
12	Feather	Wearing the feather of a white eagle will bring protection in battle.
13	Scarab	The scarab, or dung-beetle, rolls a perfect ball of dung to its burrow – this is symbolic of the sphere of the sun being rolled across the heavens. The sun, as life-giver is a sacred deity of life.
14	Bear claw	The symbol of the nature deity Ursa the Snow Bear will protect the wearer from frost, ice and extreme cold.
15	Cockerel claw	A powerful symbol of protection against petrification, a cockerel claw – with as long a spur as possible – is relied upon by the Torskhamen islanders.
16	White heather	A talisman bestowing good fortune on one who wears the bloom inside their shirt.
17	Cloves	Often used in pomanders, mixed with other strongly scented preparations, to dispel foul odours which may harbour disease. Expensive and rare.
18	Holed stone	A stone which has been naturally eroded in such a way as to produce a hole from one side to the other might be suspended by a string threaded through this hole. If hung above an animal's stall, the beast is protected from ill magic. A smaller holed stone might also be worn about the neck.
19	Pentagram	A widespread symbol of protection from evil, the pentagram may be worn as an amulet, embroidered onto clothing, painted onto objects, or scratched over images of evil or demonic creatures to ‘trap’ them and prevent mischief.
20	Circle and dot	A circle with a dot at the centre represents the sun, and the power of daylight to dispel evil creatures of darkness. Worn as a tattoo by the sailors of the Great Ocean.

THINGS TO FIND ON A BLASTED HEATH

Stumbling around on the windswept moor, looking for shelter from the storm, you find ...

1	... a circle of white pebbles, about 1ft across, surrounding a single bleached white crow skull.
2	... a barrel, standing crookedly and with the staves splayed due to the slipped iron hoops. Nearby lie the remains of another, completely collapsed, and a short wooden plank.
3	... a small mound of iron horseshoe nails, and a small hammer.
4	... a bronze armband, massive and decorated barbarously with incised cross-hatching and protruding hemispheres. It is green with verdigris but would clean up nicely.
5	... a rusting helmet, one cheek guard missing, perhaps a relic from a long forgotten battle.
6	... a 4ft tall grey stone obelisk, square cut and finished smoothly. It is topped with a smooth dome, and at the highest point of each face is a finely inscribed equilateral triangle, point upwards.
7	... a fine tooled leather saddle lies over a long moor stone, soaked by the rain and with a coating of mildew. A worm-eaten wool-stuffed numnah is beneath it, and a tunnel has been dug under the stone to allow the girth strap to be fastened. It is as if someone had wanted to ride the stone itself.
8	... a fine horn-nocked hunting bow, fashioned from emberwood, in perfect condition. The string is broken.
9	... a single tall standing stone, covered in incised swirling patterns, worn with weather and age.
10	... a faded blue hooded cloak, of fine wool but much patched. A silver clasp and chain are attached, but broken.
11	... the skeletal remains of a huge tusked beast. The bones have been rearranged to make the frame of a shelter. There are signs of a recent campfire inside.
12	... an iron ladle, the handle about 18 inches long, the bowl large enough to hold a half pint. It is bent as if trodden on.
13	... a dolmen – three upright stones with a large flat stone resting across them. The ground beneath it is freshly dug.
14	... a pair of small flags, one a red triangle the other a blue, each on a short stick. Some kind of signalling device.
15	... a large clay jug, upright but half buried in the ground. A flat stone serves as a lid. Inside are small wax seals, all different and each bearing the device of a now-extinct noble house.
16	... a leather tent, evidently disused for several weeks but still standing. Inside lies a mouldering bed roll and a broken lantern. Outside an iron fire-dog still stands over a cold campfire, a rabbit skeleton on the spit.
17	... a stunted thorn tree, bent by the wind. The bark sparkles with a silvery dusting, which glows faintly in the dark.
18	... a low bridge made of large flat stones, crossing a very wet marshy area. Half way along its length it reaches a solid patch of ground, where a weathered wooden stump sticks out of the ground.
19	... the stone head of a broken statue. The features are dwarven, the face stern. It is relatively clean, and does not show any sign of weathering.
20	... a rotting wooden gibbet, moss-covered and worm-eaten. A corroded metal plate nailed to the upright displays the crest of Lord Bonhauser, former master of this vast estate.

INN NAMES GENERATOR #652

We've all made one, so here's mine.

This one needs a whole bunch of different shaped polyhedrals.

TABLE A : CATEGORY

1d10	CATEGORY	GO TO TABLE
1	ROYALTY	B
2	TRADE	C
3	GUILD SIGNS	D
4	ANIMAL, NON-HERALDIC	E
5	HERALDIC	F
6	PLANT, NON-HERALDIC	G
7	RELIGION	H
8	NAVAL	I
9	MILITARY	J
0	MONSTER	K

TABLE B : ROYALTY

B1	
1d4	
1	Named after current ruler
2	Named after previous ruler
3	Roll on B2
4	Roll on B3 then B3 again, enumerating duplicates <i>e.g.: Two Kings</i>

B2	
1D6	
1	KING
2	QUEEN
3	PRINCE
4	PRINCESS
5	EMPEROR
6	EMPRESS

TABLE C : TRADE

C 1	
1d4	
1	NAME AFTER CLOSEST TRADE ESTABLISHMENT
2	
3	ROLL ON C2 THEN C3
4	ROLL ON C3

C 2 TRADE PREFIX	
1d10	
1	ARTFUL
2	DANCING
3	JOLLY
4	LAUGHING
5	LEAPING
6	MERRY
7	OLD
8	PORTLY
9	SINGING
0	SMILING

C 3	
1d6	
1-2	ROLL ON C4
3-4	ROLL ON C5
5-6	ROLL ON C6

C4 TRADE SUFFIX		C5 TRADE SUFFIX		C6 TRADE SUFFIX	
1d12		1d12		1d12	
1	APOTHECARY	1	FALCONER	1	NAVIGATOR
2	ALCHEMIST	2	FARMER	2	PEDDLER
3	ARMOURER	3	FISHERMAN	3	POTTER
4	BAKER	4	FORRESTER	4	RATCATCHER
5	BOWYER	5	FURRIER	5	SAILOR
6	BREWER	6	GOLDSMITH	6	SCRIBE
7	BUTCHER	7	HERBALIST	7	SHIPWRIGHT
8	CHANDLER	8	HUNTER	8	SHOEMAKER
9	CARPENTER	9	JESTER	9	SILVERSMITH
10	COOPER	10	LOCKSMITH	10	TANNER
11	COPPERSMITH	11	MINER	11	WHEELWRIGHT
12	DYER	12	MINSTREL	12	WASHERWOMAN

TABLE D : GUILD SIGNS

D 1	
1d4	
1	Guild symbol of closest trade
2	Roll on D2 then D3
3	Roll on D3 then D3 again
4	Roll on D3

D 2 GUILD SIGNS PREFIX	
1d8	
1	CROSSED
2	TWO
3	THREE
4	FOUR
5	FIVE
6	IRON
7	GOLDEN
8	SILVER

D 3 GUILD SIGNS SUFFIX	
1d20	
1	ACORN
2	ARROW
3	BARREL
4	BEE
5	BOTTLE
6	CHAIN
7	COMPASS
8	CROWN
9	CUP
10	FEATHER
11	FLAME
12	FLASK
13	HAMMER
14	QUILL
15	ROSE
16	SCROLL
17	SHEARS
18	STAFF
19	STAR
20	TOWER

TABLE E : ANIMAL, NON-HERALDIC

E 1	
1d4	
1	Roll on E2
2	
3	
4	Roll on E2 then E2 again, enumerate duplicates eg: The Two Dogs

E 2 ANIMAL NON-HERALDIC			
1d20		1d20	
1	BEAR	11	HARE
2	BOAR	12	HORSE
3	BULL	13	LAMB
4	CAT	14	LIZARD
5	COCK	15	MONKEY
6	COW	16	OTTER
7	DOG	17	OX
8	DUCK	18	PIG
9	FINCH	19	SQUIRREL
10	FOX	20	TROUT

TABLE F : HERALDIC

F 1	
1d4	
1	[LOCAL NOBLE] Arms
2	Roll on F2 then F3
3	Roll on F3
4	

F 2 HERALDIC PREFIX	
1d10	
1	BLACK
2	BLUE
3	DUN
4	GOLD / EN
5	GREEN
6	GREY
7	RED
8	SILVER
9	WHITE
0	YELLOW

F 3 HERALDIC SUFFIX	
1d20	
1	BEAR
2	BULL
3	CAMELOPARD
4	COCKATRICE
5	COW
6	DRAGON
7	EAGLE
8	FALCON
9	GRYPHON
10	HARPY
11	LION
12	PHOENIX
13	RAM
14	RAVEN
15	SALMON
16	SERPENT
17	SHARK
18	SWAN
19	UNICORN
20	WYVERN

TABLE G : PLANT, NON-HERALDIC

G 1	
1d4	
1	A commonplace local plant
2	
3	Roll on G3
4	Roll on G2 then G3

G 2 PLANT PREFIX	
1d10	
1	ASHEN
2	BLACK
3	GIANT
4	GOLDEN
5	RED
6	SILVER
7	THREE
8	WHITE
9	WILD
0	WINTER

G 3 PLANT SUFFIX	
1d10	
1	BEECH
2	CLOVER
3	LILY
4	LOTUS
5	NIGHTSHADE
6	OAK
7	ORCHID
8	PINE
9	ROSE
0	THORN

TABLE H : RELIGION

H 1	
1d4	
1	Symbol of local deity
2	Roll on H3
3	Roll on H2 then H3
4	Roll on H3 then H4

H 2 RELIGION PREFIX	
1d6	
1	DANCING
2	JOLLY
3	LAUGHING
4	LEAPING
5	SINGING
6	SLEEPING

H 3 RELIGION SUBJECT	
1d6	
1	BISHOP
2	CLERIC
3	MONK
4	MYSTIC
5	PRIEST / ESS
6	SHAMAN

H 4 RELIGION SUFFIX	
1d6	
1	CASSOCK
2	CUDGEL
3	MISSIVE
4	MITRE (OR OTHER HEADGEAR)
5	SECRET
6	STAFF

TABLE I : NAVAL

I 1	
1d4	
1	A SHIP ONCE OWNED / SAILED BY THE LANDLORD
2	
3	Roll on I3
4	Roll on I2 then I3

I 2 NAVAL PREFIX	
1d10	
1	DANCING
2	DRUNKEN
3	JOLLY
4	MERRY
5	ROLLING
6	SALTY
7	SAILING
8	SINGING
9	SLEEPING
0	WANDERING

I 3 NAVAL SUFFIX	
1d10	
1	FISHERMAN
2	GALLEON
3	KRAKEN
4	LOOKOUT
5	MARINER
6	MERMAID
7	MERMAN
8	PIRATE
9	SAILOR
0	SEACOW

TABLE J : MILITARY

J 1	
1d4	
1	THE LOCAL GARRISON NAME / NICKNAME
2	
3	Roll on J3
4	Roll on J2 then J3

J 2 MILITARY PREFIX	
1d10	
1	BOLD
2	BRAVE
3	DANCING
4	DANDY
5	DRUNKEN
6	MERRY
7	SINGING
8	SLEEPING
9	WANDERING
0	WORTHY

J 3 MILITARY SUFFIX	
1d10	
1	CAVALIER
2	DRUMMER
3	HALBARDIER
4	KNIGHT
5	MERCENARY
6	MILITIAMAN
7	PALADIN
8	PIKEMAN
9	SWORDSMAN
0	WATCHMAN

TABLE K : MONSTER

K 1	
1d4	
1	Roll on K3
2	Roll on K2 then K3
3	
4	Roll on K3 then K3 again, enumerating duplicates e.g.: The Two Kobolds

K 2 MONSTER PREFIX	
1d8	
1	BLACK
2	GREEN
3	BLUE
4	HAPPY
5	RED
6	ROARING
7	SNORING
8	WHITE

K 3 MONSTER SUFFIX			
1d20		1d20	
1	ANGEL	11	KRAKEN
2	BUGBEAR	12	MANTICORE
3	CYCLOPS	13	MINOTAUR
4	DRYAD	14	NAGA
5	GOBLIN	15	OGRE
6	GOLEM	16	OWLBEAR
7	GORGON	17	SALAMANDER
8	HAG	18	SPIDER
9	HYDRA	19	STIRGE
10	KOBOLD	20	WIGHT

IT'S A WORKSHOP, BUT WHAT KIND OF WORK?

A selection of trades and their paraphernalia to add detail to that workshop the players duck in to when escaping the town watch. Each is described with a selection of their raw materials, and examples of the equipment which might be lying around.

1	BREWER	A maker of beer and ale. Materials : barley; wheat; hops; water; honey; heather. Equipment : copper vats; wooden barrels and buckets; long wooden ladles; charcoal.
2	COBBLER	A maker and repairer of shoes and other footwear. Materials : leather of various fineness; animal skins; sinew thread. Equipment : heavy needles; small hammers; fine nails; cobbler's lasts; sewing palm.
3	CHANDLER	A maker of candles. Materials : tallow (animal fat); beeswax. Equipment : iron kettles and vats; sheep and pig fat; honeycomb; charcoal.
4	CREEL MAKER	A maker of crab and lobster pots. Materials : hazel wands; willow wands. Equipment : billhooks; pruning knives; wooden mallet; leather thong.
5	DIEMAHER	A maker of dies used in stamping coins and tokens. Materials : hardwood dowel; flat iron plates. Equipment : fine metal scribing points; heavy lump hammer; anvil.
6	DRAWN WORKER	A maker of small brushes. Materials : hazel rods; stiff broom sticks; horse hair; badger hair; iron nails. Equipment : light hammer; billhook; wooden mallet.
7	DRUM BATTLEDORE	A maker of cane and wooden clothes-beaters. Materials : hazel wands; willow wands; bamboo rods. Equipment : billhook; steaming kettles; copper vats.
8	EMBOSSER	A carver creating decorative finishes on wood. Materials : part finished and complete wooden pieces – furniture or wagon parts. Equipment : awls; fine hammers; chisels; whetstones.
9	FARTHINGALE MAKER	A maker of stuffed rolls worn around the hips to facilitate the drop of a long skirt. Materials : canvas; hessian; horse hair; material offcuts; threads. Equipment : shears; heavy sewing needles; thimbles; sewing palm.
10	FEATHER WORKER	One who prepares feathers for use in clothing and decoration. Materials : bird carcasses, wings; ribbon; sinew; dye stuffs. Equipment : copper dye vats; steaming kettle; shears; wooden buckets.
11	FELL MONGER	A dealer in cattle hides. Materials : broad varieties of cow hide, on tall racks. Equipment : hide knives; tenter hooks; suspension racks.
12	KINGSMAN	A maker and embroiderer of fine large handkerchiefs. Materials : fine linens; silks; ribbons; embroidery thread. Equipment : shears; fine needles; embroidery frame.
13	MASON	One who cuts and prepares stone for building. Materials : various types of stone, local and imported. Equipment : saws; stone chisels; lump hammers; compasses; whetstones.
14	MUMM MAKER	A manufacturer of masks, for religious and recreational use. Materials : wood; leather; fabrics; feathers; beeswax; fine clay. Equipment : knives; chisels; paints and brushes; boiling vats; sculpting tools.

15	SADDLER	A leatherworker specialising in making saddles. Materials : leather; iron buckles; horsehair; linen and canvas; various oils. Equipment : knives; tooling chisels; awls and punches; heavy needles; waxed threads.
16	PARCHEMINER	One who prepares animal hides for use as writing parchment. Materials : raw leather and animal skins; pre-used parchment. Equipment : stretching frames; tenter hooks; wooden buckets; shaving blades.
17	POTTER	A maker of vessels from clay. Materials : clay, of various grades and colours. Equipment : Wooden buckets; rags; foot-operated throwing wheel; handled wire.
18	SHODDY WEAVER	One who unpicks offcuts of material and weaves the threads into new fabrics. Materials : material offcuts and leftovers, floor-sweepings. Equipment : loom; drop spindles; spindle whorls; shuttles and batters; loom weights.
19	TAXIDERMIST	One who prepares dead animals for display. Materials : animal corpses; horse hair; sawdust; thread; tanning vat; wooden buckets. Equipment : awls; needles; knives; tenter hooks and stretching frames; horse urine.
20	TRUNK MAKER	A maker of boxes, cases and trunks. Materials : wooden batons; leather and animal skins; iron nails; bronze fittings. Equipment : hammers; saws; stretching hooks; frames; heavy needles; sewing palm.

TWENTY PIECES OF HACKSILVER

The bag is full of twenty pieces of hacksilver, each roughly equal to a gold mark in monetary worth. Once they were exquisite pieces which adorned altars, libraries and the tables of the most noble Houses, but the barbarians only see the precious metal.

1	Large silver finger ring, undecorated.	11	Small finger ingot.
2	Small arm ring, about 3 inches diameter, with inscribed chevron design.	12	Large, crudely cast, ingot.
3	Brooch fragment : large fastening pin about 3 inches long.	13	Book clasp, large and elaborately decorated with chevrons and dots, torn from rivets.
4	Brooch fragment : curved half-dome with swirling abstract design.	14	Small strap-end in the shape of a wolf's head.
5	Decorative scabbard chape, intertwined threads motif.	15	Crudely cast gaming die.
6	Sword pommel, circular with cast dots on each face.	16	Cloak fastener, chain and pin.
7	Book clasp, small, broken.	17	Cuff clasps.
8	Segment of massive arm ring, one inch across, the curve suggesting a diameter of at least six inches.	18	Fine silver wire, double braided, threaded through seven small spherical beads of silver.
9	Decorative scalloped edging from lip of probably wooden chalice.	19	Complete penannular cloak brooch, pin length 4 inches, decorated with twined serpent.
10	Four inch length of crude silver wire, folded and twisted.	20	Flattened chalice.

OATHSWORN TO VENGEANCE

Feuds rumble on from generation to generation.

Can anyone remember what started it all ?

1	The land was divided fair and square, the river is the boundary and it falls on my side of the line.
2	This was all our land once. Before the usurper took the throne and the old king was put to the sword. As loyal supporters of the rightful rulers our very name is now outlawed.
3	That pig in your yard looks an awful lot like the pig I used to have in mine...
4	The position of Marshal of the North Watch belongs to an experienced veteran of the border wars, with a record like yours. Not to that city-soft imbecile son of the High Cleric of Phong.
5	So my daughter's not good enough for your high-and-mighty son, eh? So you'd rather ally your family to the inbred kinsfolk of a tavern wench?
6	Numbers are way down this season, no pelts to take back to the station. I bought the right to trap along this side of the river, cost me a sweet penny, and now I'm finding more and more North Company traps all around my patch.
7	My brother was no thief. No fair trial and a summary execution out there on the heath. Tenneric tells me the brooch was found the next day, down the side of the hearth-bench.
8	The chieftain shouldn't listen to that wool-headed fool – this plan will see half our force wiped out.
9	The obligation of hospitality is a principal of survival in this harsh land. Drawing steel on a house-guest is the greatest insult that can be brought against the guest or one's own name.
10	The horses found in your paddock belonged to Lord Hendoren. You say they were put there by your neighbour Ghendrick? And this claim has nothing to do with your forfeited lands being granted to him?
11	House Marison paid a sorcerer to raise a storm, which sank the ship carrying the daughter of influential House Trannen to her wedding to the merchant-prince Farion of House Bracko.
12	Those upstarts from the valley have ideas above their station. No noble blood. No right to lead that unruly rabble in a revolt against their ordained masters. Tonight you will take a few friends and shut them up.
13	The secret path to the valley of our clan was only known to my family and one other – your spineless son Torvak the Sly...
14	Two sons, like as their own reflection. Now the younger says he is the elder.
15	I needed one more day to raise the money, one more day. 'Business is business' you said, but I will have my family home back, one way or another.
16	Borrow, respect and return – yes. Take, destroy and deny – no.
17	Arriving late to the battle is one thing, but arriving alongside the other army is quite another.
18	For decades the cattle were taken to pasture through this mountain pass, but now the Casavuenos have put up a toll gate.
19	That conceited fool is trying my patience with his new chariot. I could take my latch-lifter and gouge a good deep line right along the fancy gilded scrollwork on the running board...
20	Your wife sure does look like her mother was confused between her husband and a marsh-hog.

RANDOMiser -O-RAMA

a whole bunch of random tables
to add inspiration to your next
dungeon delve

all you need is a d20 and your imagination*.

Also a gaming group, a games system to
structure your game, a location at which to play,
stationery, probably a bunch of other polyhedral
dice, munchies, beverages, and so on*.



*d20 and imagination not supplied.

*reader must independently source gaming group,
games sytem, location, stationery, polyhedral dice,
munchies, beverages, and so on.