

# 100 ODDITIES FOR A THIEVES GUILD

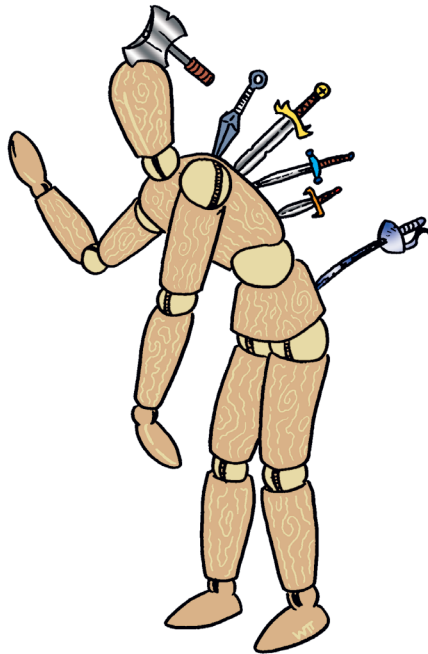


**BY WILLIAM T. THRASHER, CLINT STAPLES  
AND THE SKIRMISHER GAME DEVELOPMENT GROUP**



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## For a Thieves Guild



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Welcome to Skirmisher Publishing's *100 Oddities for a Thieves' Guild*, the second entry in an ever-expanding series of Oddities for places Absurd, Bizarre, Creepy, Devastated, Enervated, and Frustrated (we can go on and come up with an entire alphabet of abject adjectives, but we have already calibrated our cogitation contraptions to alliterative mode).

Oddities are the details that can transform a 10'x10' room into a memorable encounter. Of course we still need you, the GM, but oddities lists are your little helper. You provide the big items — critters, adversaries, mustachioed villains, history, treasure, and context. We give you the bits and bobs of a setting, which can enhance any encounter, or hijack it for a hard left turn or even an about face, depending on what you and your players do with them.

Oddities are mundane or magical, trivial, obtuse, unusual, unsettling, even horrifying. And they are very difficult for a lot of GMs to come up with off the cuff. You might be great at adlibbing dialogue, you might remember monster stats, or be a whiz at just making up a creature on the spot. But coming up with the minutiae that clutter a wizard's bookshelves, or lie in the dirt under the feet of the onrushing zombie horde, is better done in advance.

And a little help never hurts.

*100 Oddities for a Thieves' Guild* is intended as a list that you can roll from, either in the moment or in advance, depending on what you have time for. Is in advance better? Sure. But every GM gets caught less prepared than they would like on occasion. So you can flesh out an encounter right in the middle of it too, or even at the end, after the monster is toast, the cleric is healing, the barbarian is being healed, and the nosy rogue is poking and prodding around the fireplace with the point of his dagger.

The basic method is to roll d100, consulting the oddities list to see what you get. You can do it as many times as you like per room, per encounter, or as suits your needs. You can ignore the roll if you don't like it, or it just doesn't "fit." Or you can alter it to suit the current purpose. You don't even have to roll if you see something that grabs you. The point is to provide your brain with a seed, and the players with an interesting diversion or even a mini-encounter.

If you have time to roll things in advance, you will be better able to place your oddities in context, possibly adjusting the situation to better account for them. But you can also do it on the fly, winging the details, and letting the players nibble at any inconsistencies they notice to see where that might lead. This might be the case if a player has made a particularly good search roll or the like and is sure that there must be something there so the roll didn't go to waste. You can consult the list and reward, or punish the character accordingly.

Let's give it a try.

I roll d100, with a result of 22:

*A pouch stained with grave soil containing fillings (1d10 silver & 1d10 gold) pried from the mouths of the recently deceased in a nearby local graveyard.*

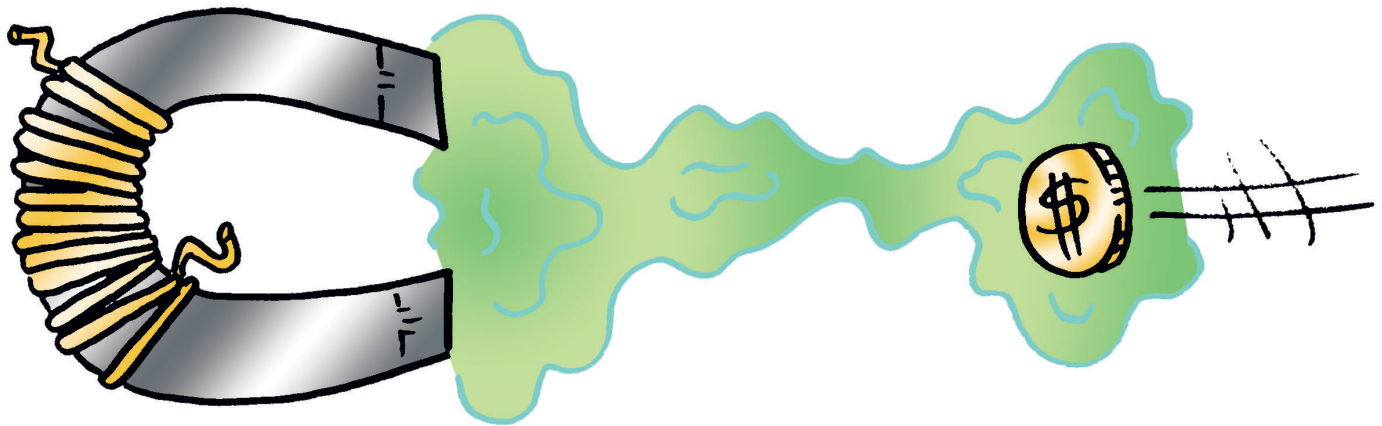
Rolling this during play, you might just place it in a treasure chest or under a loose stone as a curiosity and leave it at that. But you can expand on the entry in a number of ways by interrogating the situation, if you know what I mean:

- ∞ Whose pouch is it? Why was it discarded?
- ∞ Are there any tracks or other indicators of a trail to follow?
- ∞ What is distinctive about the teeth? Or the grave soil?
- ∞ Where is the pouch found?

Of course there are other questions you can ask, but we can start with these. Here are some possible explanations of the pouch and its contents.

1. We *are* in a Thieves' Guild after all, so such things are less unusual here. But still, there are many thieves who would not stoop so low as graverobbing. So maybe later on, perhaps in the street, or in a tavern, one of the PCs will notice a shifty, dirty-fingered fellow with a certain graveyard air about him.
2. What if the contents of the pouch are all Orc teeth. And there is only a single small Orc section of the graveyard. Or, maybe the local Orc custom is to cremate the dead, indicating that someone has been defiling Orcish corpses before the last rites are performed. Imagine a character's surprise when they try to trade the fillings and the goldsmith's Orc bodyguard goes berserk when he recognizes Aunt Gerthroda's garnet-studded tusk cap.





3. Or maybe the reason that the bag was discarded or hidden was not the teeth or the precious metal, but the earth itself, which was taken from the grave dirt of a vampire resident in the local cemetery. Perhaps the vampire can smell his grave earth and is even now tracking down those in possession of it. Or perhaps a canny bunch of vampire hunters stole the earth and have an ambush laid just around the corner.

These are just a few of the possibilities. Here are some more. Maybe the pouch has a set of monogrammed initials on it, initials that match a local official or famous personage. Perhaps the teeth are enchanted, or cursed, or maybe Aunt Gerthroda doesn't need her nephew to defend her honor and is stalking the possessor of her tusk cap herself. She might not even be dead, or undead. Or perhaps the teeth did not come from graves, but are mixed in with the soil to hide their presence from casual investigation.

If none of that works for you, listen to the players. If they are interested, they will advance possibilities. Feel free to steal one and run with that. Or let them assume what they like and let the details wait for development at a later time.

We hope you enjoy *100 Oddities for a Thieves Guild* and ideally enough to want to check out our other "Oddities" lists, available from the same fine online retailer from whom you purchased this one. And please visit our Facebook page and d-Infinity.net in order to keep yourself in the loop for more great stuff distilled from our fevered brains.

Clint Staples, William T. Thrasher, and the Skirmisher Game Development Group

*100 Oddities for a Thieves' Guild* employs a dice rolling sub-system often referred to as "Exploding Dice." In this sub-system, a die that rolls the maximum value possible [e.g., a 6 on a d6] is rolled again, and the new value is added to the previous total. This continues until a value other than the maximum is rolled. So you might roll a d8 and get 8, then roll again, get another 8, and then, on a third roll get a 3. You would then stop and total the results, in this case a 19 [8+8+3]. When we are referring to an exploding die roll, you will see a lower case "x" after the die notation, as in "d10x."



## d100

## Oddity

- 01 A marble bust of a jowly man with stern features. A plaque under the bust reads “Our Founder”. The eyes are set with glittering jewels of incalculable value. The bust is both cursed and trapped, though anyone who bypasses or outwits the hidden deterrents and steals the jewels earns quick promotion in the Guild.
- 02 A door, complete with doorframe, standing up in the middle of the room. Locks of every type are set into the door, allowing thieves ample opportunity to practice.
- 03 A jar containing a foul-smelling paste. The scent is merely distasteful to humanoid nostrils, but the sensitive noses of guard dogs are rendered useless for 1d4x hours after a whiff.
- 04 An unattended jug of wine. The wine is laced with a powerful sleeping potion. Anyone foolish enough to drink from the jug in the guildhall will have their possessions stolen and face the derisive laughter of the rest of the guild.
- 05 Parts of a complex trap. There are equal chances the trap is broken, incomplete, or disassembled.
- 06 A gibbet containing a member of the city watch. There are equal chances of the guard being dead, starving, insane, or a guild member in disguise.
- 07 *To Walk in Shadow*. A book on the subject of stealth with a deep green cover of rough canvas. Hidden in the illustrated plates is a complex occult formula, a spell written in code. Anyone who casts the spell falls into their own shadow, never to be seen again.
- 08 A sculpture of a duelist made from bent and twined lock picks.
- 09 A small shrine to the local God of Thieves decorated with offerings stolen from the shrines of lawful gods.
- 10 A life-sized wooden mannequin, unclothed. The mannequin’s back is badly gouged. 1d6x daggers protrude from its back.
- 11 A secret hatch leading directly into the storage room of a local business.
- 12 A caged rat. The rat is trained to steal shiny objects and return them to the cage. The cage contains 1d10x gp worth of coins and/or gems.
- 13 A deck of marked cards. The deck contains an extra ace, three jokers, and has a razor blade attached to a random card by a single pearl of glue.
- 14 A gold necklace set with glittering prismatic jewels of all types. In reality, the necklace is nothing more than a few chipped glass beads strung along a thong of cheap, knotted leather given the illusion of beauty and value by a simple glamour spell.
- 15 A pile of manacles of the type favored by local law enforcement. The locks on all the manacles are picked. There is a 50% chance any given set of manacles has been sabotaged to facilitate easy escape.
- 16 A thick wooden pillar. 1d100x red iron nails jut from the pillar at odd angles.
- 17 A mattress stuffed with straw, feathers, and old rags. There is a hatch in the ceiling directly above the mattress. Pulling a cord hanging in the corner of the room causes the hatch to swing open, sending anyone standing above tumbling onto the mattress. Equal chance of the hatch leading to a tavern, inn, warehouse, hostel, or brothel.
- 18 A heavy iron gate connecting the Thieves’ Guild to the sewer. The gate is locked, but can be opened from either side.
- 19 A small printing press for printing wanted posters. Next to the press is a stack of freshly printed wanted posters identifying criminals who operate outside of the Guilds’ auspices. There is a 30% chance each adventurer in the party is also depicted.
- 20 A locked strongbox full of coins, all counterfeit.
- 21 A trophy case containing nooses used in the execution of prominent Guild members. Each noose is accompanied with a tag listing the name of the thief, the crime for which they were hanged, the time and date of the execution, the magistrate who ordered the hanging, and the true identity of the attending hangman.



- 22 A pouch stained with grave soil containing fillings (1d10 silver & 1d10 gold) pried from the mouths of the recently deceased in a nearby graveyard.
- 23 An eyepiece on the end of a metal pipe descending from the ceiling. Looking through the eyepiece allows the user to observe the street near the entrance to the guildhall. Pivoting the eyepiece sweeps the view from left to right.
- 24 A U-shaped piece of metal with a length of gold wire wrapped around the middle. The object is large enough to fit comfortably in your palm. The object emits a magnetic field that only attracts gold.
- 25 A box with a slot in the top and a plaque reading "For The Old Thieves Home". Any coin deposited in the box travels through a network of pipes and falls rattling into a basket on the desk of the Master of the Guild.
- 26 A coat rack in the corner of the room. Close inspection reveals a loose brick or panel in the wall by the rack, allowing anyone on the other side of the wall to pick the pockets of any coat on the rack.
- 27 A harpsichord strung entirely with garrotes.
- 28 A locked safe containing a smaller locked safe containing a smaller locked safe and so on and so forth. The smallest safe contains a strip of paper upon which is written the combination to the first safe.
- 29 A keyring with 4d6 keys. The keys do not open anything in the guildhall.
- 30 Sacks of mortar and cement, a bucket of water, all in a cheap wooden box.
- 31 A pair of smoked glasses similar to those worn by blind members of the local Guild of Beggars. The wearer perceives the world through a dark blue haze with all valuable items, including those hidden by clothing, glowing with a bright golden aura.
- 32 The death mask of a prominent noble or patrician. As far as the citizens know, this individual is still alive and active in local politics.
- 33 A box of alchemical smoke bombs labeled "Defective". If thrown, the "smoke" bombs explode with great force
- 34 A handwritten 'Thief' Sign dictionary. The book is poorly organized and incomplete, with a 75% chance any given thief sign message can be accurately decoded with this book.
- 35 A plump magpie atop a simple perch. The bird follows the party's movements with knowing eyes.
- 36 A handwritten 'Thief' Sign dictionary. The book is well organized and mostly complete. However, the definitions of all signs representing adjectives are actually the antonyms of the signs' true meanings. (e.g. the sign for "danger" is defined as the sign for "safe", the sign for "easy prey" is defined as "hard target", etc.). Most messages decoded with this book will yield the opposite of the intended meaning.
- 37 A fat, one-eyed, grizzled old tomcat. The cat is disgruntled and territorial unless bribed with something tasty. There is a 50% chance the cat is a member of the Guild who attempted to rob a sorceress and was transformed into a cat as punishment.
- 38 A food vendor's cart with a secret compartment just large enough to fit a child, halfling, or small thief. Concealed openings give the occupant easy access to the pockets and purses of customers.
- 39 A closet containing numerous costumes and uniforms corresponding to various temples, guilds, professions, and organizations found in the local area. There is an 80% chance it contains any uniform you desire and an equal chance the uniform is the proper size.
- 40 A floor-length mirror hanging from the wall. The mirror is actually a one-way window. Behind the mirror is an observation room used by the masters of the Guild. In the viewing room are similar mirrors affording views of 2d4 other rooms. There is a 30% chance the observation room is occupied.
- 41 A music box with a little ballerina that spins when the music plays. If the tune is played to completion the figure of a thief emerges from the box and robs the ballerina before returning to its hiding place.







- 42 A small, locked door. The door is only four inches high and two inches wide. On the other side of the door, down a twelve-inch hallway, is 30" x 30" treasure room containing many valuable and wondrous items reduced to infinitesimal size by magic.
- 43 The cooling body of the current master of the Thieves Guild, face down, with a knife in his back.
- 44 A scale model of the local prison. The model is an exact replica down to the tiniest detail. Painted wooden figures represent prisoners and guards and possess a level of detail suggesting they represent specific individuals. Close examination reveals the model includes loose bricks, loose bars, and secret passages.
- 45 A "Least Wanted" poster, complete with bounty. The poster depicts a local do-gooder, vigilante, or prominent city official. There is a 40% chance it depicts a random member of the party.
- 46 A thief's armamentarium, containing a variety of knockout drugs and the means to deliver them, as well as implements for performing crude surgery (e.g. stitching stab wounds, setting bones broken by truncheons, etc.).
- 47 A cabinet containing all manner of official documents (e.g. travel papers, deeds, bills of sale, guild certifications, letters of introduction, etc.). All the documents are blank, just waiting to be filled out. A small compartment contains a variety of forged seals and notary stamps.
- 48 A 30' x 30' training room. Every 5' square is trapped with a unique hidden trap. A panel set into the wall outside the entrance has 36 switches that arm and disarm each trap.
- 49 A fully stocked liquor cabinet featuring libations of every type, from bottles of gutter swill to fine elven wines fermented from white grapes picked by forest nymphs. There is a 10% chance any given bottle is trapped and will explode if opened.
- 50 A basket with a lid on top, and a flute leaning against its side. Within the basket sleeps a coiled cobra. Trained for use by the Guild, the cobra has the ability to entrance anyone through direct eye contact and swaying motions.
- 51 A cabinet containing several "evidence bags" prepared in advance by master thieves, allowing them to seed crime scenes with evidence implicating another in the crime.
- 52 A closet containing canes, smoked glasses, casts, splints, and other accouterments of the infirm.
- 53 A door leading to a secret escape tunnel. The tunnel is designed to collapse behind the fleeing party, branches at several points, and makes several hard turns, making it all but impossible to pursue the escapee or ascertain where they might emerge.



- 54 A door leading to a false escape tunnel. The tunnel ends in a cell in a dungeon beneath the guildhall. Upon entering the cell a heavy stone slab descends to cover the tunnel.
- 55 A book of complicated charts and tables and a set of dice in a variety of shapes. By rolling the dice and comparing the outcome with various entries in the book, the user can randomly generate a believable alias for any occasion or assumed identity, from beggars to the bourgeoisie. Generated aliases include everything from full names, nick names, personal histories, to affectations.
- 56 A teakettle on a small stove. A tea set is laid out upon a table, labeled on the bottom as 'Property of \_\_\_\_'. There is a 75% chance that the name in the blank is a well-known public figure or institution. The kettle is coming to a boil and will whistle in 6d10 seconds.
- 57 An art object well known to the party as being somewhere else at present. The object is clearly authentic; meaning the one the party is familiar with must be a forgery.
- 58 A small fighting pit where rats, cats, dogs, snakes, and other small animals are made to fight for the enjoyment of thieves. There is a 40% chance the loser of the last fight is in the pit clinging to life.
- 59 A shell game, complete with portable table, three coconut shells, and a shiny red stone. The game is rigged, and a skilled operator can make the stone appear under any (or none, or all!) of the shells by nudging the table legs in subtle ways.
- 60 The private journal of a prominent noble, merchant, or priest. The journal contains a plethora of salacious, scandalous, and shocking details about the author's life. There is an equal chance each that the Guild plans to use this journal to blackmail the author or release it to humiliate the author. There is also a 50% chance the journal is a forgery.
- 61 A life-sized replica of a generic human head. The surface of the head is divided into marked sections like a phrenologist's chart. However, the sections indicate the best places to strike someone's head to inflict unconsciousness, dizziness, confusion, memory loss, and all manner of conditions associated with blows to the head.
- 62 A waste paper basket filled with paper scraps. The same name is written upon the scraps over and over again, all that remains of a thief's attempts to master forging a specific signature. There is a 25% chance the original signature belongs to an ally of the party, and a 25% chance the signature belongs to a member of the party.
- 63 A potion labeled "Silence". Anyone who drinks the potion becomes completely silent for the next 2d6 hours and no action they undertake produces noise, including speaking.
- 64 A folio of floor plans for various local businesses, residences, and temples. The floor plans are rendered with everything from hasty sketches to full architectural schematics. Marks on the floor plans indicate ideal places to break in, where valuables are likely kept, and places to avoid.
- 65 A barrow full of seemingly fresh-caught fish. However, the fish have been cunningly gutted and stuffed with contraband.
- 66 A pair of mongrel guard dogs running free throughout the guildhall. They will growl at strangers and attempt to block the passage of people they don't recognize. The dogs have been trained to respond to thief sign-gestures, and the proper gesture will earn their trust, as might a fresh steak.
- 67 A wall made entirely of gems affixed to a stucco surface. The room can be illuminated by candlelight, oil lamps, and a closable skylight. Removing any one gem will take a bit of loud work with a hammer and chisel. The gems vary from uncut gemstones to cut & polished jewels of dazzling luster and incomparable beauty. However, less than half of the stones are real. The rest are made from colored glass, alchemical plastic, and other substances used to make costume jewelry. The purpose of the room is to train thieves to tell truly valuable jewelry from worthless paste at a glance and in various lighting conditions.
- 68 An item one of the adventurers thought they had lost at some time in the past.



- 69 The desiccated corpse of a famed master thief of yesteryear, the Fox, who had a terrific run of luck several decades ago, recognizable by his red whiskers and long nose. When you draw near, he sits up and says, “Now what?”
- 70 A small felt-board with several nametags pinned to it. Each tag has a word or phrase on it — generally a profession, sometimes a name: Baker, Barman, Clothier, Guard, Executioner, etc. When pinned to the lapel of someone, a high quality illusory disguise appears over the bearer of the tag. There are three blank tags which may be filled in. In addition, there is a 25% chance that one of the tags has a PC’s name on it.
- 71 A small satchel with obviously arcane markings upon it, the loot from a recent pilfering of a necromancer’s abode. Gripping the pair of handles that hold the bag closed is a skeletal hand. Anyone touching the hand is attacked by the ghost bound into it.
- 72 A glass display case in which resides the preserved — and potentially magically animated — head of the former Master of the Thieves’ Guild. An identical empty case sits nearby.
- 73 A blackjack enchanted such that it cannot accidentally kill someone. It may still be used to intentionally do so.
- 74 Fine wire of enchanted cold iron, almost invisibly thin, suspended between two emeralds. The wire can garrote creatures that do not need to breath, such as the undead.
- 75 A pair of shoe soles that may adhere to any shoe, boot, or foot. When the keyword is spoken along with name of a type of creature, the affected footwear leaves tracks appropriate to that creature.
- 76 2d6 cooling pies stolen from windowsills in the area. Roll on sub table A for each to determine pie fillings.

### Sub Table A: Pie Fillings

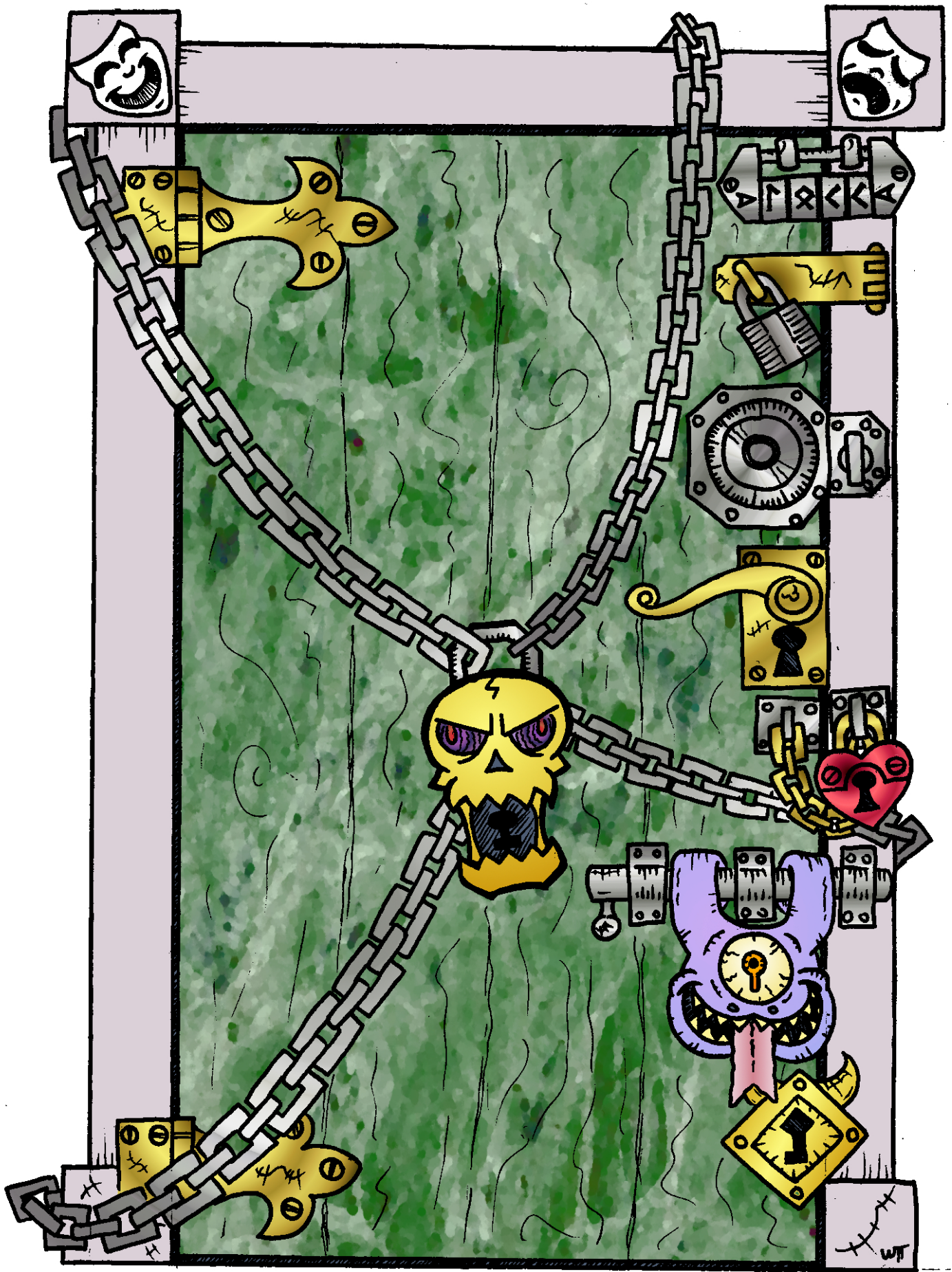
01-04	Apple	53-56	Peanut Butter
05-08	Blackberry	57-60	Pecan
09-12	Blueberry	61-64	Pork
13-16	Boston Crème	65-68	Pumpkins
17-20	Boysenberry	69-72	Rhubarb
21-24	Buttercream	73-76	Steak & Kidney
25-28	Chicken & Vegetables	77-80 81-84	Strawberry Sweet Potato
29-32	Cherry	85-88	d4+d20 Blackbirds
33-36	Gooseberry	89-92	Human Flesh
37-40	Key Lime	93-96	Turns out it’s a quiche
41-44	Kumquat	97-00	Pie is poisoned! Roll again for filling.
45-48	Mincemeat		
49-52	Peach		

- 77 A struggling apprentice thief who failed his escape artistry training. In an attempt to escape relatively simple rope bindings, the thief entangled his entire body in a chaotic mangle of knots. He has been left in his current predicament as a lesson to other apprentices.
- 78 A cleric serving a divinity of Law, Order, Justice, or Charity (equal chance each), who slipped into the Thieves Guild in an attempt to convert its members and turn them away from lives of sin and criminality.
- 79 A wind chime made from old lock picks.
- 80 An agent of a rival Thieves Guild from a nearby city.
- 81 A small room with numerous small chests, hidden panels, loose bricks, and removable boards in its walls and floors. Half of them are trapped. The others have new, foil-wrapped chocolates of good quality. Each day an instructor goes in to rearrange and reset the traps.
- 82 An assassin on a mission to slay a high-priority target inside the Guild.

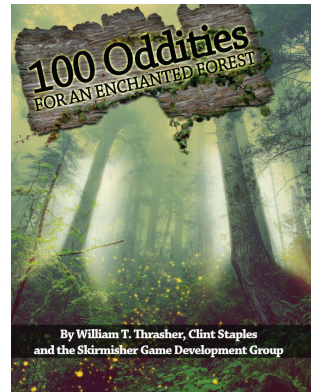
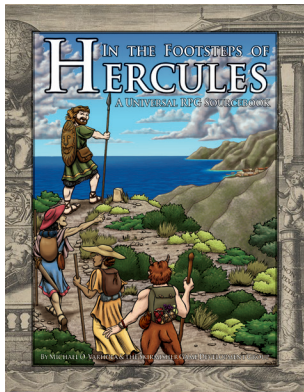
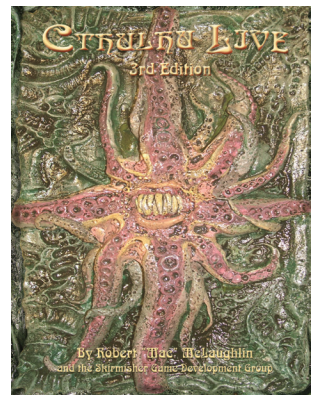
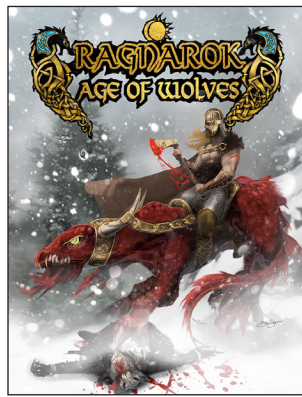
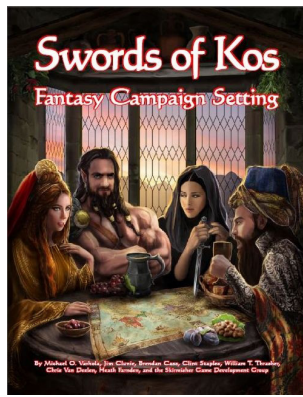
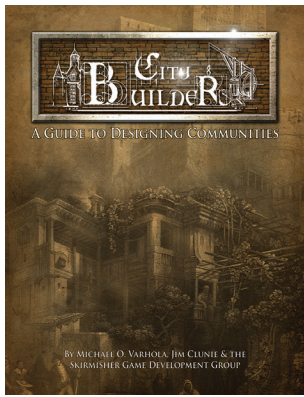


- 83 A large room lined with caged spider monkeys, ferrets, and possibly other more exotic animals. Around the room are numerous courses of wires, perches, ropes, gaps to leap, as well as windows and doors, behind which incentive treats are placed.
- 84 An apprentice thief in leather armor absentmindedly juggling throwing knives. He turns to the adventurers, thinking them thieves, and says “*About time. What’s today’s lesson?*”
- 85 A barber’s chair surrounded by the tools of alchemists, beauticians, and tattooists. With the equipment available a skilled user can do anything from dye a thief’s hair to burn off their fingerprints or add or remove distinguishing features like scars and moles.
- 86 A room full of “reliable witnesses.” The individuals within are a mix of retired thieves and active beggars. Everyone in the room is paid a stipend from the Guild, and at a moment’s notice will conspire to provide any member with a credible alibi or testimony on the member’s behalf.
- 87 A massive tome compiled by the Guild containing all the laws of the land. Written in red ink in the margins and between the entries are loopholes, contradictions, precedents, and interpretations of the law a thief can use in court to escape punishment.
- 88 An old woman stirring a pot of bubbling sauce over a small stove. The woman is the mother of a Master Thief, grown senile in her old age. She knows nothing of the Guild and believes she is in her own kitchen preparing a hearty evening meal for “*Johnny and his friends. Such nice boys.*” She is well liked by members of the Guild, who will not hesitate to strike swiftly and brutally if she is in danger, doing their best to keep her from witnessing any violence. The sauce is delicious.
- 89 A skittish messenger in service to a prestigious noble house. The messenger carries a love letter from a high-ranking young noble to a fast-rising thief.
- 90 A barrel containing walking sticks, crutches, peg legs, and other aids used by thieves impersonating beggars, lepers, and the infirm. Though the contents of the barrel appear to be cheaply made and barely capable of supporting anyone’s weight, all the implements have rigid iron cores. In combat, these items are as effective as a mace or heavy cudgel.
- 91 A circular hole in the floor, ten feet across. A rickety wooden chair stands just at the edge. The hole is dark, and a faint liquid sound can be heard emanating from its depths. Beneath the hole there is either a 20’ drop to a subterranean waterway, a gelatinous abomination, a bottomless pit, a ravaging ghoul, or the feeding tube of a massive subterranean monstrosity.
- 92 5d10 sealed jars containing severed left hands soaked in preservative fluids. The hands were once attached to thieves who ran afoul of brutal and overzealous enforcers of the law.
- 93 A portable moneychanger’s stall with weighted scales, adjusted conversion tables, and hidden slots for stashing extra coins.
- 94 A Hand of Glory. If the wicks at the end of each fingertip are set alight, all those within the immediate area become drowsy and drift into sleep. However, the hand is not magical in any way. It is a cunning wax replica of a hand of glory infused with soporific chemicals released when the candle burns.
- 95 A room with three doors on the opposite wall. Each is locked. One is trapped. Another has a permanent illusion of a terrible creature behind it. The third contains a box with 50gp atop a small table. This is a training room for second story men. Only one door may be opened before the room magically resets and the things behind the doors are randomly redistributed.
- 96 A sack of oranges.
- 97 A taxidermy mandrill with vulture wings sewn on its back searching for a book.
- 98 A smelter used to quickly melt down large amounts of stolen jewelry into metal ingots.
- 99 A rack of false beards in all styles and colors.
- 00 A hidden, locked door leading to the *real* Thieves Guild.









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GUIDE

**WELCOME TO SKIRMISHER PUBLISHING'S ODDITIES FOR A THIEVES' GUILD, SECOND ENTRY IN AN EVER EXPANDING SERIES OF ODDITIES FOR PLACES ABSURD, BIZARRE, CREEPY, DEVASTATED, ENERVATED, AND FRUSTRATED (WE CAN GO ON AND COME UP WITH AN ENTIRE ALPHABET OF ABJECT ADJECTIVES, BUT WE HAVE ALREADY CALIBRATED OUR COGITATION CONTRAPTIONS TO ALLITERATIVE MODE).**

**ODDITIES ARE THE DETAILS THAT CAN TRANSFORM A 10'X10' ROOM INTO A MEMORABLE ENCOUNTER. OF COURSE WE STILL NEED YOU, THE GM, BUT ODDITIES LISTS ARE YOUR LITTLE HELPER. YOU PROVIDE THE BIG ITEMS - CRITTERS, ADVERSARIES, MUSTACHIOED VILLAINS, HISTORY, TREASURE, AND CONTEXT. WE GIVE YOU THE BITS AND BOBS OF A SETTING, THAT CAN ENHANCE ANY ENCOUNTER, OR HIJACK IT FOR A HARD LEFT TURN OR EVEN AN ABOUT FACE, DEPENDING ON WHAT YOU AND YOUR PLAYERS DO WITH THEM.**

**ODDITIES ARE MUNDANE OR MAGICAL, TRIVIAL, OBTUSE, UNSUAL, UNSETTLING, EVEN HORRIFYING. AND THEY ARE VERY DIFFICULT FOR A LOT OF GMS TO COME UP WITH OFF THE CUFF. YOU MIGHT BE GREAT AT ADLIBBING DIALOGUE, YOU MIGHT REMEMBER MONSTER STATS, OR BE A WHIZ AT JUST MAKING UP A CREATURE ON THE SPOT. BUT COMING UP WITH THE MINUTIAE THAT CLUTTER A WIZARD'S BOOKSHELVES, OR LIE IN THE DIRT UNDER THE FEET OF THE ONRUSHING ZOMBIE HORDE, IS BETTER DONE IN ADVANCE.**

**AND A LITTLE HELP NEVER HURTS.**

**RIGHT SIDE ELEVATION**  
1/4" Scale

ONTARIO  
Revised Aug. 20, 1936  
JOB# 834 SHEET 2

