

Characters

Character Honor Table

Level	Notoriety	Dishonorable	Low	Average	Great
1	0	1-5	6-10	11-20	21+
2	0	1-8	9-14	15-30	31+
3	0	1-11	12-18	19-40	41+
4	0	1-14	15-22	23-50	51+
5	0	1-17	18-26	27-60	61+

Dishonorable: 1 point penalty on all die rolls.

Low Honor: No bonus or penalty.

Average Honor: 1 point bonus once per session, and only once.

Great Honor: One reroll per session, and 1 point bonus once per session.

Spending Honor

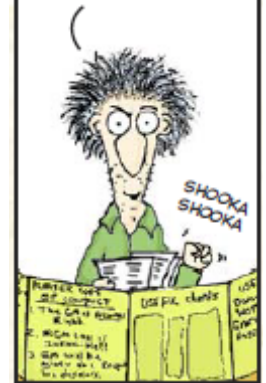
10pts. = Reroll any die.

1 pt. = Raise or lower a die roll by 1, capped at the max. value of the die.

Level Exp. Points

1	0
2	400
3	1,200
4	2,200
5	3,400
6	4,850
7	6,600
8	8,700
9	11,200
10	14,150

EVERYONE
MAKE
A LISTENING
SKILL CHECK.



Turning/Commanding

To Turn undead, a cleric must be within sight of the creature, have its attention, boldly present his holy symbol, and speak (in any language) a prayer or command of his religion.

Roll 1d20 + character level + Turning Modifier

GM rolls 1d20 + monsters Will Factor for all attentive undead.

If Cleric's roll is greater, the monster must flee at maximum movement rate for 3d4p minutes. If it is a tie, the monster is merely held at bay for 5 seconds, and may then re-engage. Turning takes 5 seconds.

The Cleric can try again, but all undead who previously passed a will check receive a cumulative +4 to their rolls.

Commanding Undead works the same way, except the undead gain a +2 to their will checks. Success by less than 5 merely turns the undead. See page 135 of HMB for more information.

Difficulty Modifier

Trivial	-90
Easy	-80
Average	-40
Difficult	0
Very Difficult	+10

Skill Level Skill Mastery Die

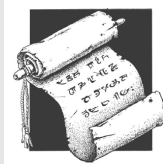
0	Unskilled	d12p
1-25	Novice	d12p
26-50	Average	d8p
51-75	Advanced	d6p
76-87	Expert	d4p
88-100	Master	d3p

Spell Casting and Spell Fatigue

A mage in the process of casting a spell is limited to a **d8p defense roll**. If he opts for a more proactive defense, or if he is struck, the spell is ruined and the spell points are wasted.

Spell fatigue lasts for 5 seconds plus the casting time of the spell that caused it.

- 6 to defense rolls.
- Cannot Attack.
- 30% to all skill checks.
- 1/2 movement and no sprinting or running.
- All actions take twice as long.



Mastery Die Modifiers

Relevant Ability	Mastery Die Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-22	+5

ALWAYS PROTECT
THE MAGIC USER!

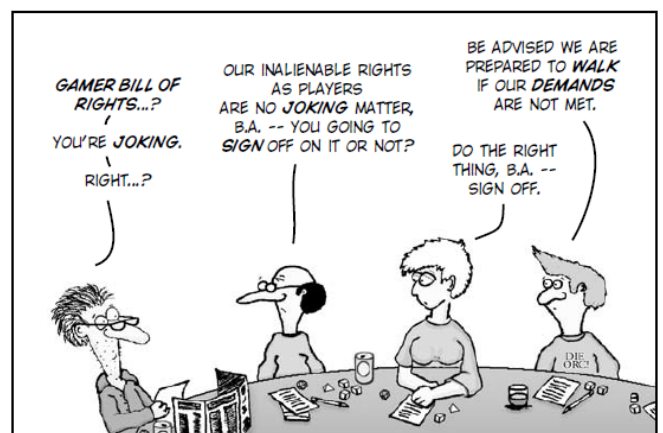
WE'VE TALKED
ABOUT THIS GUYS...



Base Spell Point Cost

Spell Level Memorized Not Mem.

Apprentice	30	60
Journeyman	40	80
1st level	50	100
2nd level	60	120
3rd level	70	140
4th level	80	160
5th level	90	180
6th level	100	200
7th level	110	220
8th level	120	240
9th level	130	260
10th level	140	280



Combat

Random Items

Defence Die Choice	Die
No shield, 1-3 attackers front/side	d20p-4
With shield, 1-3 attackers front/side	d20p
4+ attackers front/side	d12p
Attackers to rear (no shield mod.)	d8p
Surprised (no defense mods.)	d8p
Casting a spell	d8p
Spell fatigue	-6

Size	Effect.	Range	Ranged def/melee	Dmg for KB
Tiny	x2		d20p+10	5
Small	x1.5		d20p+8	10
Medium	x1		d20p+6	15
Large	x.67		d20p+4	20
Huge	x.5		d20p+2	25
Gargantuan	x.25		d20p-2	30

Action	Seconds
Walk (5 ft/2.5 ft-5' every other sec.)***	1
Jog (10ft/5ft)***	1
Run (15 ft/7.5 ft-5' and 10' per sec.)***	1
Sprint (20ft/10ft)***	1
Halt run/sprint (10' over 1 count)	1
Change facing to side	1*
Change facing to rear	1*
Sit/kneel/stand from prone/reverse	1*
Pick up dropped weapon at feet	1
Draw/ready small weapon	0
Draw/ready medium weapon	1
Draw/ready large weapon	2
Ready a carried ranged weapon**	1
Draw a hurled weapon**	1
Ready a stowed weapon	5
Take aim	4
Quick aim (-6 to hit)	0
String a bow	15
Load a bow/crossbow	5
Pull arrow from quiver/bolt from case	2
Nock arrow/load bolt	3
Crank Heavy crossbow	50
Crank light crossbow	10
Load a sling	2
Spin a sling	2
Retrieve spell components not in hand	d4p
Search container for tiny item	2d4p
Search container for small item	d4p+1
Search belt pouch or pockets for item	d4p
Retrieve strung bow from back	d4p+2
Raise Hue and Cry	1
Unstopper container and drink potion	2
Coup de grace	10
*free combined with other move/action	
**knife may combine with throwing	
***dodging lowers speed by 1 increment	
From standing you must first walk or jog.	
You can then move to a run or sprint.	

Ranged Attacks*

Att Die	Crossbow, Lt.	Crossbow, Hvy	Javelin**	Longbow
d20p	5-60	5-80	5-30	5-60
d12p	61-100	81-140	31-50	61-120
d8p	101-140	141-190	51-70	121-160
d4p	141-180	191-250	71-100	161-210

Att Die	Shortbow	Sling	Thr. Axe*	Thr. Knife**
d20p	5-50	5-40	5-20	5-20
d12p	51-80	41-80	21-30	21-30
d8p	81-120	81-120	31-40	31-40
d4p	121-150	121-160	41-60	41-50

*moving targets roll d20p for defense, stationary targets roll d12p for defense. Neither moving targets nor stationary targets get defense mods.

**STR bonus to dmg. only if thrower jogged at least 15'.

Threshold of Pain 30% +1%/level of HP (2%/level if fighter) --40% of HP if monster)

If dmg > ToP, then trauma check (d20 vs. 1/2 CON)

If roll > 1/2 CON, fall to ground helpless for **5x (roll - 1/2 CON) secs.**

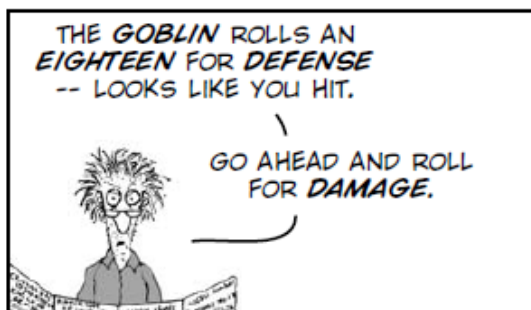
Initiative Die

Standard Encounter	d12
Declared ready for trouble and have evidence of an ambush ahead, but don't know where or when	d10
Can hear opponents in a concrete direction but not see them	d8
Going through a doorway, with absolute knowledge that an opponent is on the other side	d6
Leaping around a corner, with absolute knowledge that an opponent is there (or awaiting an opponent's leap)	d4



Monster Reach

Short	2'
Medium	3'
long	5'



Movement

Type	M&L	S&T
Walk	5ft.	2 1/2ft.*
Jog	10ft.	5ft.
Run	15ft.	7 1/2ft.**
Sprint	20ft.	10ft.
*5ft. every other second		
**5ft. the 1st. second, 10ft. the next.		



Shields

Shield Type	Def. Bonus	DR	Cover Value*
Small	+4	4	19
Medium	+6	6	16 (11)**
Large	+6	6	11 (6)**

* Roll this number or higher to d20 for 100% defend against ranged attacks

** The first number is automatic. You have to actively hide behind your shield to use the second number.

Damage to Shields

Small	M/L	Required Save*
8pts. +	12pts. +	Comp. D20 roll, def gains +6
12pts. +	18pts. +	Comp. D20 roll
16pts. +	24pts. +	Comp. D20 roll, def gains -6
20pts. +	30pts. +	None, shield destroyed

Crushing weapons do 1/2 damage (highest die) to a shield.

Hacking weapons do 1/2 damage (lower die) to a shield.

Piercing weapons do 1 point of damage to a shield.

* If attacker wins this roll, shield is destroyed.

- **Shooting Into Melee:** On a miss, all combatants within 15' must make defense rolls until one is hit, starting with nearest.
- **Critical Hit:** Roll a 20 and beat defender's roll. Deal double damage.
- **Critical Miss:** Roll a 1 on an attack roll, always misses. If the defender's roll beats your roll it's a fumble and the defender receives a free weapon attack against you. If a defender rolls a 1 on defense roll, attacker gets a free attack during the next second (no affect to weapon count-up)
- **Near-Perfect Defense:** Roll a 19 on defense roll and beat attacker's roll and be within 5' of attacker. Receive an immediate free hand-to-hand attack, unless wielding a dirk, dagger, knife, etc. in which case you can use that. This can also be a kick, head-bitt, etc, if you're wielding a 2-handed weapon. A successful attack deals 2d4p-2 +STR mod. (that's 1d4p-2 and 1d4p-2 + STR mod.) that ignore shield and/or armor DR. It is possible to do 0 damage for this attack.
- **Perfect Defense:** Roll a 20 for defense roll and beat attacker's roll. Make a free weapon attack against attacker.
- **Aggressive Attack:** +5 to next attack and -2 to defensive rolls. If the defender gives ground against a successful aggressive attack, only do 1/2 damage.
- **Charge:** Sprint into a foe at least 20 feet away in a straight line to gain +4 to attack, but lose any Dex bonus to Defense rolls for 5 seconds. Damage is normal but counts as double for determining knock-backs.
- **Fight Defensively:** Before attacking you may take a penalty of -2, -4, -6 or -8 to your attack but gain a corresponding +1, +2, +3 or +4 to all defense rolls. You may not apply penetration to successful attacks using this maneuver. You may stop fighting defensively at any time. May be combined with Give Ground and/or Fighting Withdrawal maneuvers
- **Fighting Withdrawal:** Use normal walking movement to back up or sidestep. -2 penalty to next attack as long as you continue withdrawing.
- **Flee:** Attacker can follow at normal speed or make a free attack. If attack, attacker may not pursue for number of sec. equal to 1/2 weapon speed rounded up. Fleeing character cannot use shield in defense, and uses a d10p for defense roll. Re-set count up for fleeing character's weapon.
- **Full Parry:** +5 to defense rolls but re-set weapon speed count up. May be combined with Give Ground and/or Fighting Withdrawal maneuvers.
- **Give Ground:** During attacker's second, defender can move back 5' to gain +5 to defense roll and -1 to next attack. Attacker can automatically advance (press forward).
- **Hold at Bay:** If you have reach and a jabbing weapon you can prevent a target from approaching you. Attacker must roll successful d20p attack on d12p defender's weapon and then may attack normally next count.
- **Jab:** Faster attack, not allowed with all weapons, deals 1/2 damage, no penetration.
- **Ready against a charge:** If you have reach and a spear or other polearm, take 3 secs to set it and be able to attack first. If successful you break the charge (charger loses charging benefits) and do x2 damage. Further, the attacker is held at bay.
- **Scamper Back:** As opponent rolls attack die, you may retreat at jogging speed, gaining +5 defense, but taking a -4 to your next attack. Opponent can automatically advance. If your opponents walk is faster than your jog, you cannot scamper back.

Monster Poison

Poisonous creatures inflict their toxin or venom with a successful hit, whether or not the victim suffers any actual Hit Point loss. If the victim uses a shield to successfully defend against the attack, no poison is inflicted (unless the shield is destroyed in the attack).

The victim of poisoning is allowed a contested die check versus the toxin. **He rolls a d20p and adds his Constitution score while the GM rolls a d20p and adds the venom's Virulence Factor.** If the GM rolls above the PC's score, the victim suffers the full effect of the poison. In some cases, there is an ancillary toxic effect that occurs even if the resistance check is successful. See the charts below for more information.

Monster	Virulence Factor	Effect if save failed	Effect if save made
Centipede, Giant	5	See 1	none
Medusa	8	See 3	none
Scorpion	12	death	See 3
Snake, venomous, asp	8	See 3	none
Snake, venomous, rattlesnake	8	See 3	none
Giant Spider, big	5	See 2 (size Huge and larger unaffected) and half duration	none
Giant Spider, large	6	See 2	none
Giant Spider, very large	7	See 3	none
Giant Spider, huge	10	See 2	See 2
Giant Spider, gigantic	14	See 5	Per 5 but only d4p
Giant Spider, massive	19	death	Paralyzed d4 hours
Giant Spider, gargantuan	25	death	Paralyzed d12 hours
Wasp, Giant	9	See 3	none
Wererat (lycanthropy)	8	acquire wererat lycanthropy	none
Werewolf (lycanthropy)	12	acquire werewolf lycanthropy	none

Effect Type Consequences Effect Type Consequences

- 1) Inflammation that results in d6 hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached. *Size H and larger creatures are unaffected.*
- 2) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -3 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on the victim's saving throw indicates death.
- 3) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -1 penalty to Attack, Defense & Damage for 2d12 hours.)
- 4) Tissue damage results in 2d6p hp loss at a rate of 1 hp per 10 seconds until rolled damage is reached.
- 5) Weakness, dizziness, headache, difficulty breathing and nausea (Game effect: -2 penalty to Attack, Defense & Damage for 2d12 hours.) A natural "1" on the victim's saving throw indicates death.

All poison effects are cumulative.

Illumination

Illumination	Light Shed	Dim (-4/-2)	Dark (-8/-4)	Burn Time Notes
Candle	15' rad.	15'1" - 30"	30'1" and up	6 hours, easy to blow out
Lantern, Miner's	15' rad.	see p. 152	see p. 152	9 hours / 1/2
Torch	30' rad.	30'1" - 60'	60'1" and up	30 minutes, x. weapon use

Lighting: In dim light, if you don't have low-light vision, suffer a -4 penalty to attacks and -2 to defense. In total darkness, suffer -8 to attack and -4 to defense. If you have low light vision and are outside the dim illumination of a light source, but within 120' of said source, suffer -4 to attack and -2 to defense.

Falling Damage

Distance Fallen	Damage
1 - 5 feet	d6p-3 (min. 1)
Up to 10 feet	d6p-1 (min. 1)
Up to 15 feet	2d6p
Up to 20 feet	3d6p
Up to 25 feet	2d12p
Falls over 25 feet	do 2d12 damage + 1d12 for every 5 feet over 25 feet.

Only padded armor offers protection from falling damage (use padded armor DR).

Falling Adjustments

Expected Fall: Reduce distance by 10ft.
Lowering First: Reduce dist. by 11ft. + PC height.
Dirt Landing: Reduce distance by 5ft.
Water Landing: Reduce distance by 15ft.
Soft Landing: Reduce distance by 20ft.

Dungeon Doors and Traps

Secret Doors Thieves get an auto. scrutiny check (**NOT** opposed), as soon as they enter the room.

Any one can search for a secret door = Opposed scrutiny check vs. 1d100p + 1d20p.*

Break Down The Door Feat of Strength vs. 1d20p +1d6p.*

Identify Traps Normal skill check or opposed check vs 1d100p + 1d20p*

Fail by less than 30 = Fail to identify trap (if trap is present) or falsely believe that a trap exists where there is none

Fail by 31 or more = Activate trap if one is present

Disarm Traps Normal skill check or opposed check vs 1d100p +1d20p*

Fail by less than 20 = Falsely believe trap is disarmed

Fail by 21 or more = Aware that trap is not disarmed

* Unless the door/trap is assigned a specific value.

Road Encounter Lists

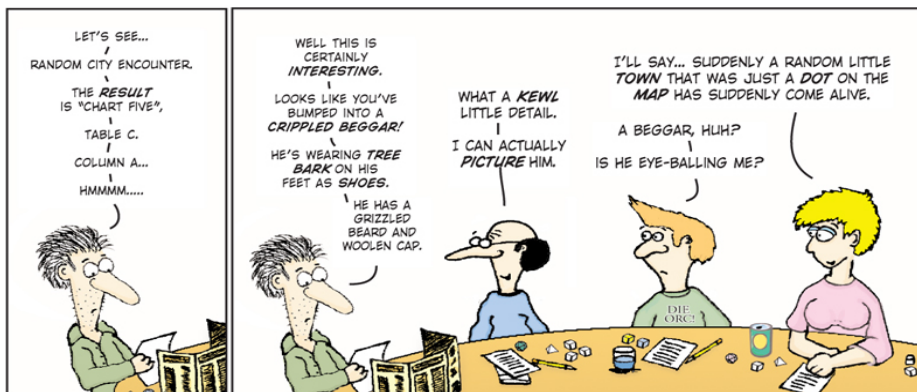
ROLL	CHARACTER	ROLL	CHARACTER	ROLL	CHARACTER			
1	woodcutter	unloaded	41	farrier	unloaded	81	gooseherd	unloaded
2	woodcutter	loaded	42	farrier	loaded	82	gooseherd	loaded
3	dung carter	unloaded	43	caravan	unloaded	83	egg farmer	unloaded
4	dung carter	loaded	44	caravan	loaded	84	egg farmer	loaded
5	mercier	unloaded	45	soldiers	unloaded	85	haywainers	unloaded
6	mercier	loaded	46	soldiers	loaded	86	haywainers	loaded
7	cooper	unloaded	47	beekeeper	unloaded	87	sailor	unloaded
8	cooper	loaded	48	beekeeper	loaded	88	sailor	loaded
9	fishmonger	unloaded	49	ironmonger	unloaded	89	juggler	unloaded
10	fishmonger	loaded	50	ironmonger	loaded	90	juggler	loaded
11	collier	unloaded	51	clothmaker	unloaded	91	theater troupe	unloaded
12	collier	loaded	52	clothmaker	loaded	92	theater troupe	loaded
13	wool merchant	unloaded	53	apothecary	unloaded	93	poet	unloaded
14	wool merchant	loaded	54	apothecary	loaded	94	poet	loaded
15	cordwainer	unloaded	55	monk	unloaded	95	scribe	unloaded
16	cordwainer	loaded	56	monk	loaded	96	scribe	loaded
17	weaver	unloaded	57	messenger	unloaded	97	oxcart drover	unloaded
18	weaver	loaded	58	messenger	loaded	98	oxcart drover	loaded
19	dyer	unloaded	59	cartwright	unloaded	99	Table B	unloaded
20	dyer	loaded	60	cartwright	loaded	100	Table B	loaded
21	baker	unloaded	61	brewer	unloaded			
22	baker	loaded	62	brewer	loaded			
23	hunter	unloaded	63	hunting party	unloaded			
24	hunter	loaded	64	hunting party	loaded			
25	carpenter	unloaded	65	clergy	unloaded			
26	carpenter	loaded	66	clergy	loaded			
27	silversmith	unloaded	67	sherrif	unloaded			
28	silversmith	loaded	68	sherrif	loaded			
29	tinker	unloaded	69	knight	unloaded			
30	tinker	loaded	70	knigt	loaded			
31	tailor	unloaded	71	Coutiers	unloaded			
32	tailor	loaded	72	Coutiers	loaded			
33	trapper	unloaded	73	shepherd	unloaded			
34	trapper	loaded	74	shepherd	loaded			
35	candlemaker	unloaded	75	pig farmer	unloaded			
36	candlemaker	loaded	76	pig farmer	loaded			
37	farmer	unloaded	77	goatherd	unloaded			
38	farmer	loaded	78	goatherd	loaded			
39	weaponsmith	unloaded	79	milkmaid	unloaded			
40	weaponsmith	loaded	80	milkmaid	loaded			

Loaded or Unloaded can refer to either items for craftsmen or whether they are headed towards or away from town when there are no crafts to be had. Table B can be filled in as needed for rare encounters.



Table B

1	loaded	8	loaded	15	loaded
2	unloaded	9	unloaded	16	unloaded
3	loaded	10	loaded	17	loaded
4	unloaded	11	unloaded	18	unloaded
5	loaded	12	loaded	19	loaded
6	unloaded	13	unloaded	20	unloaded
7	loaded	14	loaded		



Equipment

Weapons

Melee Weapons	Cost	Damage	Speed (jab speed)	Size**	Reach	Type
Axe, battle	5 sp	4d3p	12	M	3 feet	Hacking
Axe, great (Bardiche)	7 sp	4d4p	14	L	4 feet	Hacking
Axe, hand	3 sp	d4p+d6p	8	S	11/2 feet	Hacking
Bare-handed (fists)	(d4p-2)+(d4p-2)		10*	S	1 foot	Crushing
Club	1 cp	d6p+d4p	10	M	21/2 feet	Crushing
Dagger	2 sp	2d4p	7 (5)	S	1 foot	Piercing
Flail	15 sp	2d8p	13	M	4 feet	Crushing
Knife	5 cp	1d6p	7	S	1 foot	Piercing
Mace	8 sp	d6p+d8p	11	M	2 feet	Crushing
Morning Star	10 sp	2d8p	11	M	3 feet	Crushing
Pole Arms						
Spear	1 sp	2d6p	12 (8)	L	13 feet	Piercing
Halberd	10 sp	2d10p	14 (12)	L	8 feet	Hacking
Scimitar	15 sp	2d8p	9	M	3 feet	Hacking
Scourge	1 sp	2d4p	9	S	11/2 feet	Hacking
Staff	2 cp	2d4p	13	L	8 feet	Crushing
Swords						
Short sword	10 sp	2d6p	8 (7)	S	2 feet	Piercing
Longsword	20 sp	2d8p	10 (8)	M	31/2 feet	Hacking
Great sword [bastard]	30 sp	d8p+d10p	12 (9)	L	41/2 feet	Hacking
Two-Handed sword	50 sp	2d12p	16	L	6 feet	Hacking
Warhammer	2 sp	2d6p	8	S	11/2 feet	Crushing



*4 if opponent is unarmed or unaware **Max Weapon Speeds = Small = 2 / Medium = 3 / Large = 4

Ammunition

Ranged Weapons	Cost	Damage	Base Rate of Fire	Size	Ranges	Type	Cost per Dozen
Axe, throwing	3 sp	d4p+d6p	7	S	see Chapter 9	Hacking	--
Bows (require 2 hands)							
Short bow	30 sp	2d6p	12	S	see Chapter 9	Piercing	8cp
Longbow	75 sp	2d8p	12	M	see Chapter 9	Piercing	2sp
Crossbow, light	35 sp	2d6p	20	S	see Chapter 9	Piercing	1sp
Crossbow, heavy	50 sp	2d10p	60	M	see Chapter 9	Piercing	2sp
Javelin	6 cp	1d12p	7	M	see Chapter 9	Piercing	--
Knife, throwing*	1 sp	1d6p	6	S	see Chapter 9	Piercing	--
Sling	0.5 cp	d4p+d6p	10	S	see Chapter 9	Piercing	2cp

*treat as knife if used as a melee weapon

Armor

Armor	Cost	DR	Defense Adjust.	Initiative Mod.	Speed Mod.	Movement Class	Penalty Type
None	-	0	0	-1	0	none	none
Thick Robes	5 cp	1	-1	0	0	none	none
Leather	6 sp	2	-2	0	0	none	Light
Padded	4 sp	2	-3	+1	0	none	Light
Studded Leather	40 sp	3	-3	+1	0	none	Medium
Ringmail	65 sp	4	-4	+1	+1	75% of max / jog, run & sprint	Medium
Chainmail	200 sp	5	-5	+2	+2	75% of max / jog, run & sprint	Heavy
Scalemail	120 sp	5	-6	+3	+2	50% of max / jog, run & sprint	Heavy
Splint Mail	300 sp	6	-5	+2	+2	50% of max / jog, run & sprint	Heavy
Banded Mail	400 sp	6	-4	+2	+1	75% of max / jog, run & sprint	Heavy
Plate Mail	500 sp	7	-5	+2	+2	50% of max / jog, run & sprint	Heavy

Armor's effects on "stealthy" skills (applies to anyone, regardless of class, attempting these skills)

	No Armor	Leather or Padded	Studded Leather	Ringmail	Chainmail	Scale Mail	Banded Mail	Splint Mail	Plate Mail	shield**
Initiative Die bonus*	one better	yes	forfeit 1 die	forfeit 2 dice	forfeit 3 dice	forfeit 4 dice	forfeit 3 dice	forfeit 4 dice	forfeit 4 dice	forfeit 1 die
Climbing/Rappelling	+10%	std	-15%	-25%	-35%	-50%	-40%	-50%	-60%	1
Disarm Trap	std	std	-15%	-20%	-25%	-30%	-25%	-30%	-25%	1
Hiding	+5%	std	-10%	-20%	-25%	-25%	-35%	-35%	-40%	-40%
Identify Trap	std	std	-10%	-15%	-25%	-25%	-25%	-25%	-25%	1
Listening	std	std	-5%	-5%	-10%	-15%	-10%	-15%	-20%	std
Lock Picking	std	std	-10%	-20%	-25%	-25%	-25%	-25%	-25%	1
Pick Pocket	+5%	std	-15%	-30%	-50%	-60%	-50%	-65%	-75%	-60%
Sneaking	+10%	std	-20%	-35%	-50%	-65%	-50%	-70%	-80%	-40%

*Forfeit a die means that you use the next lowest die, for example, if you would roll a d12, you now roll a d10.

A d8 becomes a d6, etc...

**Penalties for Armor and Shield do not stack. Simply use the most restrictive one.



Dungeons

Random Items

- 1) Divine Icon (A tiny golden sword)
- 2) Divine Icon (A tiny golden scale)
- 3) Divine Icon (A tiny wooden stylised person with arms upraised standing on a rainbow)
- 4) Divine Icon (A wooden eagle's claw)
- 5) Divine Icon (A wooden spatially impossible geometric shape upon a crooked stick)
- 6) Divine Icon (A silver spatially impossible geometric shape upon a crooked stick)
- 7) A copper penny
- 8) A silver schilling
- 9) A gold piece
- 10) An Assassin's Run 'Assassin' card
- 11) An Assassin's Run 'Messenger card
- 12) A deck of Assassin's Run cards
- 13) A wooden comb
- 14) A writing quill
- 15) A brass key
- 16) An iron key
- 17) A brass ring with a red glass gem
- 18) A brass ring with a blue glass gem
- 19) A brass ring with a green glass gem
- 20) A brass ring with a yellow glass gem
- 21) A brass ring with a purple glass gem
- 22) A tiny wooden statue of a dog
- 23) A tiny wooden statue of a cat
- 24) A tiny wooden statue of a horse
- 25) A tiny wooden statue of a chicken
- 26) A tiny wooden statue of a man
- 27) A tiny wooden statue of a woman
- 28) A tiny wooden statue of a deer
- 29) A pair of dice in a leather turtle
- 30) A tiny wooden statue of a fish
- 31) A tiny wooden statue of a dragon
- 32) A tiny wooden statue of a goblin
- 33) A 2ft. leather strap
- 34) A small ball of twine
- 35) A dog's tooth
- 36) A cat's tooth
- 37) A human tooth
- 38) A rabbit's paw
- 39) A bit of fluff
- 40) A lock of hair
- 41) A dried cow's tongue
- 42) A small bag of sand
- 43) A small bag of ashes
- 44) A piece of broken glass
- 45) A stuffed mouse
- 46) A bag of 1d10 deer antlers cut like coins
- 47) A Small wooden disc
- 48) A stick of incense
- 49) A chicken thigh bone
- 50) A ribbon
- 51) A small hinge
- 52) A chain link
- 53) A screw
- 54) A dried foreskin
- 55) A candle
- 56) An empty vial
- 57) Flint and tinder
- 58) A fork
- 59) A spoon
- 60) A butter knife
- 61) A set of 3 darts
- 62) A handkerchief
- 63) An eyepatch
- 64) A whetstone
- 65) A wineskin
- 66) A thimble
- 67) A weighted die (always lands on '6')
- 68) A weighted die (always lands on '1')
- 69) A used bandage
- 70) A clean bandage
- 71) A hair tie
- 72) A sock
- 73) A loincloth
- 74) A belt
- 75) Some jerky in a cloth
- 76) Some cheese in a cloth
- 77) Some bread in a cloth
- 78) Some dried fish in a cloth
- 79) Some raisins in a cloth
- 80) Some dried apples in a cloth
- 81) A small vial of honey
- 82) A copper locket
- 83) A silver locket
- 84) A brass neck chain
- 85) A silver neck chain
- 86) A gold neck chain
- 87) A small vial of black ink
- 88) A small flute
- 89) An ocarina
- 90) A small bag of salt
- 91) A small quartz crystal
- 92) A small chunk of pyrite (fool's gold)
- 93) A stick of white chalk
- 94) A fishing hook
- 95) A small spindle of fishing line
- 96) A small dagger
- 97) A small empty leather pouch
- 98) A wooden pipe
- 99) A steel arrow head
- 100) A small silver backed mirror

- 1) A block of sealing wax
- 2) A copper lizard brooch
- 3) A copper snake brooch
- 4) A copper horse brooch
- 5) A copper fairy brooch
- 6) A copper waxing moon brooch
- 7) A copper star brooch
- 8) A copper cock and balls brooch
- 9) A copper raven brooch
- 10) A copper tree brooch
- 11) A copper leaf brooch
- 12) A copper and red glass rose brooch
- 13) A copper goblin brooch
- 14) A silver figurine of yourself (oooohhh... creepy...)
- 15) A grocery list
- 16) This list (without the numbers)
- 17) A musical score
- 18) A severed finger
- 19) A small sketch of a house
- 20) A small sketch of a forest
- 21) A small sketch of a waterfall
- 22) A small sketch of a man
- 23) A small sketch of a _____
- 24) A small sketch of a dragon
- 25) A small sketch of a wagon
- 26) A small sketch of a guy sketching
- 27) A small sketch of a _____
- 28) A small dungeon map with indecipherable markings
- 29) A small map of a house layout with indecipherable markings
- 30) A brown bird feather
- 31) A white bird feather
- 32) A yellow bird feather
- 33) A blue bird feather
- 34) A red bird feather
- 35) A green bird feather
- 36) The eye of a peacock's feather
- 37) A suicide note ("To whom it may concern... I have decided to end my miserable existence...")
- 38) A love letter
- 39) A love poem
- 40) Someone's plan's for world domination
- 41) A lucky 4 leaf clover
- 42) A silver schilling with two heads
- 43) A silver schilling with two tails
- 44) A squirrel's tail
- 45) A seashell
- 46) A twig with a frayed end (tooth-brush)
- 47) A small pouch of soda (tooth-paste)
- 48) A garrote
- 49) A small brass bell
- 50) A wooden button
- 51) A small hammer
- 52) A garlic bud
- 53) An onion
- 54) A potato
- 55) A small bag of berries
- 56) An oak leaf
- 57) A twig
- 58) A small vial of lantern oil
- 59) A small vial of human urine
- 60) A silver plain loop earring
- 61) An assassination warrant for a 'Lars Kladanaro', promising 25 gold crowns for his head
- 62) A philosophical discourse about how apple trees can be made to bear peaches instead of apples
- 63) A piece of paper with your name written on it in capital letters (ooooohhhh, creepy)
- 64) A bow tie
- 65) A small pot of kohl
- 66) A tiny horse hair brush (so a lady can powder her face)
- 67) A glass eye
- 68) A wooden carving of a _____
- 69) A wooden carving of a _____
- 70) A mouse skull
- 71) A cat's skull
- 72) A small dog's skull
- 73) A snake's skull
- 74) A small turtle's shell
- 75) A necklace of mouse skulls on a string
- 76) A necklace of human teeth on a string
- 77) A necklace of canine fangs on a string
- 78) A necklace of red glass beads on a string
- 79) A necklace of blue glass beads on a string
- 80) A necklace of green glass beads on a string
- 81) A necklace of purple glass beads on a string
- 82) A necklace of black glass beads on a string
- 83) A necklace of white glass beads on a string
- 84) A necklace of tiny wooden cocks on a string
- 85) Lots of live ants in a small vial
- 86) A live cockroach in a small vial
- 87) A live spider in a small vial
- 88) A small live lizard in a small vial
- 89) A tiny live snake in a small vial
- 90) A dried worm
- 91) A small leather bag with live earthworms in it
- 92) A small leather bag with some rabbit turds in it
- 93) A small leather bag with some cat turds in it
- 94) A small vial of cat's urine
- 95) A small leather bag of pipe weed
- 96) A small leather bag of dried mushrooms
- 97) A small leather bag of belladonna
- 98) A small leather bag of multicolored pebbles
- 99) A small leather bag of severed finger digits
- 100) A dried prune.

Random Items

- 1) A piece of straw
- 2) A voodoo-type doll made of grass
- 3) A dried fish scale
- 4) A dried chunk of cheese
- 5) A small packet of rosemary
- 6) A small packet of thyme
- 7) A small packet of oregano
- 8) A small packet of sage
- 9) A bundle of sage for smudging
- 10) A small packet of cinnamon
- 11) Some raw cinnamon (bark)
- 12) A small packet of parsley
- 13) A small empty packet
- 14) A deer carved on a 5" wood disc
- 15) A fish carved on a 5" wood disc
- 16) A horse carved on a 5" wood disc
- 17) A _____ carved on a 5" wood disc
- 18) A _____ carved on a 5" wood disc
- 19) A tree carved on a 5" wood disc
- 20) A flower carved on a 5" wood disc
- 21) A dog carved on a 5" wood disc
- 22) A cat carved on a 5" wood disc
- 23) A mouse carved on a 5" wood disc
- 24) A rat carved on a 5" wood disc
- 25) A waterfall carved on a 5" wood disc
- 26) A bunch of grapes carved on a 5" wood disc
- 27) An apple carved on a 5" wood disc
- 28) A sword and shield carved on a 5" wood disc
- 29) A battle axe carved on a 5" wood disc
- 30) A blank 5" wooden disc
- 31) A sheet of vellum that says "Lars Kladanaro will be dead by dawn. I need that 25 gold crowns."
- 32) A sheet of vellum that says "Yes, I know that Lars Kladanaro has avoided assassination for 12 years. But this time will be different."
- 33) A sheet of vellum that says "Where the hell is Lars Kladanaro anyway?"
- 34) A sheet of vellum that says "Lars Kladanaro was seen at the Griffed Dragon last night!"
- 35) A sheet of vellum that says "Lars Kladanaro killed all seven of the assassins sent after him last week! I tell you, he is un-assassinate-able!"
- 36) A sheet of vellum that says "That's 143 would-be assassins that Lars Kladanaro has killed now!"
- 37) A sheet of vellum that says "Lars Kadanaro has a 12 inch cock."
- 38) A sheet of vellum that says "I DON'T CARE FOR YOUr LAME EXCUSES! I WANT LARS KLADANARO DEAD!"
- 39) A recipe for 'Dejy fried potatoes'
- 40) A fake mustache
- 41) A fake goatee
- 42) A dirty blonde wig
- 43) A dirty brunette wig
- 44) A dirty red wig
- 45) A dirty purple wig
- 46) A dirty blue wig
- 47) A dirty black wig
- 48) A dirty green wig
- 49) A dirty purple wig
- 50) A severed, dried _____
- 51) A severed, dried _____
- 52) A severed human ear
- 53) A vial of skunk gland fluid
- 54) A patch of chainmail
- 55) A blood-stained cloth
- 56) A small bit of tangled twine
- 57) A small patch of rabbit fur
- 58) A piece of coal
- 59) A small box of multi-colored chalk
- 60) A vial of blood
- 61) A list of ten names
- 62) Some fragments of a shattered sword
- 63) A small, clear, glass sphere
- 64) A spool of thread
- 65) A metal cube carved with demonic faces
- 66) A small lodestone
- 67) The deed to a ruined tower
- 68) The deed to a small hovel
- 69) An invitation to a formal ball
- 70) A dried rose
- 71) A small packet of crushed flowers
- 72) A metal whistle
- 73) 3 bent nails
- 74) A vial of scented oil
- 75) A sling
- 76) A small map of the P'Bapar region
- 77) A tin mug
- 78) A small piece of vellum that says "Beware the purple snake!"
- 79) A live scorpion (ouch!)
- 80) A ball gag
- 81) Bad poetry on vellum
- 82) A wooden eye ball
- 83) A chicken egg (be careful!)
- 84) Some leeches in a small vial
- 85) A toupee
- 86) A sheepskin condom
- 87) A used sheepskin condom
- 88) A wad of hay in a leather packet (medieval toilet paper)
- 89) A shaving knife (straight razor)
- 90) A wooden 5" _____
- 91) A wooden 5" _____
- 92) A small fish skeleton
- 93) A small dried bread roll - hard as a rock
- 94) A fake pearl
- 95) A fake diamond
- 96) A fake sapphire
- 97) A fake ruby
- 98) A fake topaz
- 99) A fake opal
- 100) A fake amber jewel

- 1) A bracelet made out of mouse bones
- 2) A bracelet made out of snake fangs
- 3) A bracelet made out of multi-colored beads
- 4) A bracelet made out of human teeth
- 5) A bracelet made out of fish bones
- 6) A dried mushroom
- 7) A fake copper penny
- 8) A fake silver schilling
- 9) A fake gold crown
- 10) A tiny white candle
- 11) A tiny black candle
- 12) A tiny red candle
- 13) A tiny blue candle
- 14) A tiny green candle
- 15) A tiny yellow candle
- 16) A tiny purple candle
- 17) A tiny gray candle
- 18) A small package of candied pecans
- 19) A small package of candied walnuts
- 20) A small package of candied peanuts
- 21) A rolled up bowstring, in a waxed paper
- 22) A marble sized red ruby
- 23) A marble sized topaz
- 24) A marble sized emerald
- 25) A marble sized pearl
- 26) A pearl necklace (30 pearls)
- 27) A pearl bracelet (12 pearls)
- 28) A pewter shot glass
- 29) A glass shot glass
- 30) A steel shot glass
- 31) A crystal shot glass
- 32) A brass shot glass
- 33) A silver shot glass
- 34) A gold shot glass
- 35) A gold shot glass with in-laid rubies
- 36) A wooden belt buckle
- 37) A steel belt buckle
- 38) A brass belt buckle
- 39) A silver belt buckle
- 40) A gold belt buckle
- 41) A small wooden sundial
- 42) A small steel sundial
- 43) A small pewter sundial
- 44) A small brass sundial
- 45) A small silver sundial
- 46) A small gold sundial
- 47) A steel button
- 48) A silver button
- 49) A brass button
- 50) A gold button
- 51) A ruby button
- 52) 26" of gold thread
- 53) A dead canary
- 54) A 1" paint brush
- 55) A cigar
- 56) A silver cigar case (holds 5)
- 57) A brass cigar case (holds 5)
- 58) A gold cigar case (holds 5)
- 59) A steel cigar case (holds 5)
- 60) A bronze star (2")
- 61) A silver star (2")
- 62) A gold star (2")
- 63) A leather glove
- 64) A steel pigs nose ring
- 65) A chunk of human skin with a wart on it.
- 66) A shrunken head
- 67) A cooked, half eaten, and rotting chicken drumstick
- 68) A dried sausage
- 69) A half eaten, rotting sausage
- 70) A wooden cigar, painted brown, with a red tip
- 71) A wooden yoyo
- 72) A brass thimble
- 73) A red patch (as in clothes patch)
- 74) A blue patch (as in clothes patch)
- 75) A green patch (as in clothes patch)
- 76) A yellow patch (as in clothes patch)
- 77) A purple patch (as in clothes patch)
- 78) A small piece of a shield
- 79) A plague doctor's mask
- 80) A small packet of plague doctor's potpourri
- 81) A tiny silver warhammer on a silver chain
- 82) A tiny silver twin tailed comet on a silver chain
- 83) 15 tiny lead balls in a vial of human urine
- 84) A small piece of vellum that says "We want the REQUEST!"
- 85) Instructions on a sheet of vellum for building a gazebo
- 86) A broken drumstick
- 87) A sheet from a spell book (randomly determine the spell)
- 88) A potion (randomly determine which one)
- 89) A magic scroll (randomly determine which one)
- 90) A magic wand (randomly determine which one)
- 91) A cold piece of toast
- 92) A trail biscuit (hard rations)
- 93) A dog biscuit (a bone)
- 94) A fig
- 95) A dried ear of corn
- 96) Instructions on a sheet of vellum for _____
- 97) A wine bottle cork
- 98) A wine bottle opener
- 99) A husk of hard bread
- 100) A tiny rock hammer