

The Wildside Book of Loot

A Supplement for the Wildside Gaming System

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This book is dedicated to Nuance Shaffer Bryant and Shaughn Bryant, who met through *Wildside*. May you share a multitude of loot in your lifetime together.

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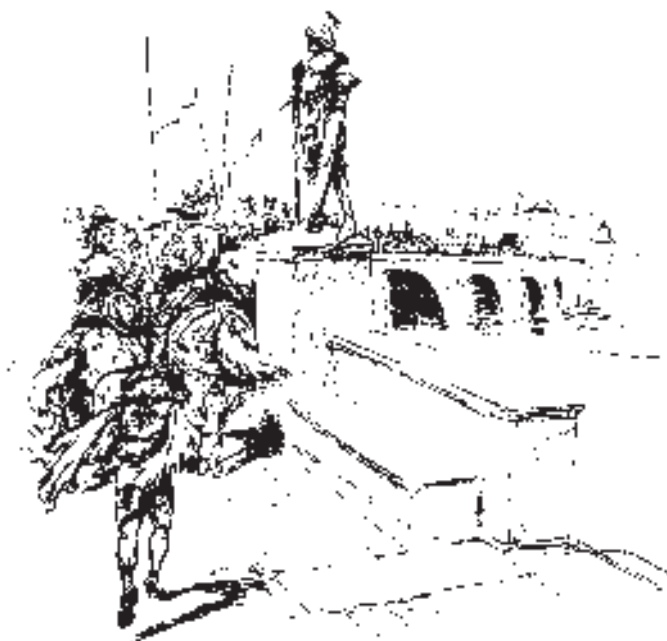
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Introduction

Tell me this hasn't happened to you: You've just finished GMing an epic afternoon of roleplaying. Blood flowed, glory was had by all, everybody had a great time. The characters are now standing around a scorched field littered with bodies, and the adrenaline is just starting to wear off.

Then one of them says the magic words: "So what was on that wizard, anyway?"

"Yeah," says another to you. "We're going to loot the bodies. After everything they threw at us, I bet they're loaded."

Everyone looks at you expectantly. And suddenly, your mind goes blank. This really was an epic battle, and the players are right – the guys they beat would probably have been loaded with interesting stuff.

Another example: The characters have managed to get an invitation to the Princes Casino, a luxurious edifice so exclusive that only royalty – really rich royalty – is allowed in. One of the casino's drawing cards is its famous magic shop, where people who have been lucky at the tables can browse for high-end magic to take home with them. The shop is stocked with the gambling losses of generations of kings, and this night, the dice have been hot for the characters.

"So what do we see in the shop?" one of them asks. "I'm especially looking for a new sword, and something that can raise my coordination. What do they show me?"

The characters have rescued the stolen egg of the great dragon Seshthienessthe, and she is enormously grateful. As they walk around the piles of gold and magic in her enormous cavern, and look at the wall covered with magic potions, she tells them their reward: Each of them can choose one item from her hoard – the pick of her magic.

The players' eyes light up. "I'm looking for really special things," one of them tells you. "Forget about swords, I'm looking for musical instruments."

"Not me," says another. "I'm looking for something I've never seen before. I want to find something *great*."

Winning treasure at the end of a thrilling game can be one of the most entertaining parts of roleplaying. But there's a lot more to treasure than the same longswords +1 and healing potions and recovery rings. There's an astonishing amount of treasure that isn't even made for characters. Think about all of the rich wizards, powerful merchants, and egotistical nobles who aren't always traveling or on the run the way most characters are. Think off all the people in the world you've created who have too much time and too much money – what sort of magic baubles would they make? After all, a lot of those baubles will eventually fall into characters' hands.

The *Wildside Book of Loot* is designed to give you the resources to handle all of these situations, and answer all of your players' treasure questions. On those afternoons when they're crying out like baby birds and you're devoid of ideas – or for all the times you just want to give them something distinctive, or weird, or that will get them into a lot of trouble – the book of loot has almost 10,000 personalized answers.

In the first half of the book, you'll find items grouped by category: more than 40 different kinds of treasure in tables of 100 items, so you can either pick something appropriate or have players roll d%. You'll find everything from tables of the most popular items, to weapons and armor, to items that raise stats or give new skills, to furniture, food, and magical animals and plants. There are also lists of unsavory and defective magic items, the sorts of things that might turn up in the pockets of a dead thief, or the tumbled down ruins of a once-powerful wizard's tower. There are items that were useful once, in a specific context, but are now outdated, or puzzling, or just plain weird. Still, there's no such thing as a useless magic item, and your players will find a way to take advantage of that singing moose head, or ring that makes its wearer gain weight.

The second half of the book contains a massive random table of 5,000 pieces of magic treasure, for those moments when you want to let the dice surprise you.

You will also find adventure seeds scattered around the book – ideas for odd ways to use some of the items, or quick ideas to embroil the characters in new adventures.

Many of the items trigger specific spells from out of the more than 6,000 spells in the *Wildside Gaming System*. If you're not familiar with the particular spell (or if you're converting loot in this book into your own system) you can always go to the Spells Search feature of the game's website at www.wildsidegame.com and enter a name or keyword to get a spell description. (Updated spell lists, including many new spells added since the game's publication, are also available as free downloads from the site, along with character sheets, damage tables, GM screens, etc.)

The focus of the *Wildside Gaming System* is on world-building, and the items you'll find here are designed with that in mind. As a GM, you fill in the details that make any item you choose fit into your own campaign. You decide how hard or easy it is for characters to find out what the effects of an item are. But with *The Wildside Book of Loot*, you never have to worry about coming up blank at the end of a game again.

The Most Common Magic Items

These are the staple magic items. The first magic items that characters get are usually from this list, and any powerful NPC who they get into a fight with will likely have several of these items. These are items most useful to adventurers, but they don't necessarily reflect the most common magic items for the rest of the world. After all, what is most useful to people with settled lives won't always be most useful to nomadic characters on the run from zombie werewolves.

By and large this book isn't about the most common magic items – it's about quirky and decidedly uncommon magic. While most of the lists are filled with unusual stuff, it's important to remember that people usually start with more typical, "off the rack" magic – and that the items listed here are the most common because they're also *incredibly useful*. On the other hand, some incredibly useful items, like invisibility or protection vs. missiles, are pretty hard to come by.

Naturally, NPCs who have these items won't hesitate to use them against player characters.

Rings or Other Magic Items – Roll d10

- 01 armor-6 (a 6 or better is needed to penetrate on a hit)
- 02 recovery (virtually all wizards will have a recovery item, allowing them to regain 3 spell points a day instead of 1)
- 03 protection vs. emotion magic (powerful characters may have two or more of these)
- 04 protection vs. heat
- 05 *fireballs* (6 charges, rechargeable) or *shockthrow* (4 charges, rechargeable)
- 06 teleport (to a preset location; rechargeable)
- 07 protection vs. poison
- 08 protection vs. cold
- 09 night vision
- 10 fall without harm

Potions – Roll d10

- 01 healing (100%)
- 02 coordination
- 03 speed
- 04 strength
- 05 eyesight

- 06 flying
- 07 protection vs. heat
- 08 protection vs. cold
- 09 climbing
- 10 virility

Runes – Roll d10

- 01 spell points
- 02 healing (fully heal an injured person)
- 03 coordination
- 04 speed
- 05 strength
- 06 beauty
- 07 climbing
- 08 swimming
- 09 accuracy
- 10 protection vs. disease

Weapons – Roll d%

- 1–19 +5%
- 20–38 +10%
- 39–49 +15%
- 50–69 +1
- 70–78 +1/+5%
- 79–84 +1/+10%
- 85–92 +1/+15%
- 93–97 +20%
- 98–00 special – use the tables in this book

Stats and Combat in Wildside – In case you're retro-fitting this book to a non-*Wildside* gaming system, here are a few notes to make conversions easier for you.

There are 9 stats in the game, strength (STR), speed (SPE), coordination (COO), fortitude (FOR), eyesight (EYE), intelligence (INT), sense (SEN), leadership (LEA), and beauty (BEA), usually referred to by their abbreviations. There are also a few subsidiary stats like hearing and smell. Many of a character's skills are somewhat stat-based (someone with a high COO is much more likely to be a better tightrope walker than someone with a low COO), but it's possible for someone to be inexplicably good or bad at something regardless of his or her physical gifts. Stats are rolled with 4d6, and min-maxing is discouraged (but possible). Rolls of 14-16 are in the average range. Stats of 20 or above are in the top 5% and receive special bonuses.

There are no character classes in *Wildside*. How many skills a character can learn is a factor of intelligence, but other stats may lower the cost of learning a particular skill. Knowing similar skills also makes it easier to learn new things. Characters start at level-0 in any weapons, magic, or thieving skills they take. Advancement is comparatively slow, but each new level is a huge jump: A longsword-1 is a good swordsman, while a longsword-2 is very close to a master. Static skills like riding and scribe, which generally don't change, are scaled the same way as a character's stats (4-24).

Combat is head-to-head (the defender's 4d6 roll is subtracted from the attacker's roll, so +1 is a significant advantage. If someone hits, there is a separate damage d% damage roll. So a longsword +1/+10% adds to both combat rolls and damage rolls.

Animals and Plants

There's usually a big role for animals in gaming, from a wizard's familiar, to thundering warhorses, to characters' pets, to the animal mage who shapeshifts into various creatures. No tomb is complete without statues that transform into lions. And every GM has coaxed players into wading through a sewer system filled with giant rats a time or two.

The tables that follow reflect a cross-section of the role animals play in characters' lives. First are things made from animals – everything from a magical bearskin rug to a bag of ducks to a singing boar's head. Next comes things to give to pets – magical collars and treatments that keep fur clean, control your dog's breath, or allow your kitten to breathe fire. Third comes a list of magic affecting horses or other mounts – things that make a horse faster or stronger or meaner, or make someone into a better rider. Finally comes a list of magical plants – everything from talking houseplants to carnivorous hedges.



Stuffed and Dead (or Live) Animal Products

- 01 a bearskin rug that always remains pleasantly warm and plush
- 02 stuffed moose whose eyes follow people around the room, and who bellows loudly at midnight every night
- 03 ermine wrap that protects against cold and gives night vision while worn
- 04 staff with a goat's head mounted on it that disorients everyone within a 30-foot radius once a week
- 05 a stuffed 200-pound sow with stuffed suckling pigs. Each piglet will teleport (along with the person holding it) back to the location of the sow when it's kissed on the lips. The piglets only work once each; they can't be recharged.
- 06 a live weasel containing the soul of a cursed and embittered guard captain. The weasel will seem friendly and whisper advice into the ear of its owner, giving useful advice on guard routines etc. before eventually setting up and betraying the owner.
- 07 pair of stuffed schnauzers that bark at anyone not wearing green who comes within 10 feet of them
- 08 a housecat that changes color to match the furniture. (It doesn't blend in, like a chameleon – it just turns a complementary color that matches aesthetically.)
- 09 bag of ducks: 15 small wooden carved ducks that turn into real wild ducks when thrown into the air (either one at a time or all at once). The animals stay real after they've been changed.
- 10 bag of leopards: 15 small wooden carved leopards that turn into real (not tame) full-sized big cats when they hit the ground (either one at a time or all at once). The animals stay real after they've been changed.
- 11 portable wolves: 6 scraps of wolfskin that turn into live wolves if they're immersed in water (live, angry wet wolves). They can be changed one at a time or all at once. The animals stay real after they've been changed.
- 12 snake piñata: a large sealed clay jar filled with immobile poisonous snakes that come to life when exposed to air
- 13 snake grenade: a small sealed clay jar containing a poisonous snake that comes to life when exposed to air
- 14 kitten generator: a silver chalice that generates a live, randomly colored kitten at midnight every night
- 15 mouse generator: a small plate that generates a live mouse at midnight every night. Useful for feeding snakes.
- 16 goat garden: a patch of grass that turns any Table I creature on it to a goat for an hour at a specific time every afternoon
- 17 talking fish: a small pool filled with chattering carp (they surface to talk, but don't have much to say – sort of like aquatic parrots)
- 18 2 rat masks that change the wearers into human-sized rats as long as they're worn
- 19 stuffed rat that recites dirty limericks when exposed to light; it only knows about 30 limericks, so it repeats often
- 20 red and green hat with antlers that removes a year of age for every month during which it's worn every day for at least 8 hours
- 21 potion that causes a person or animal to grow antlers (which last about a year before being shed)
- 22 llama that can carry up to a ton of cargo
- 23 hobby horse that turns into a warhorse on command and lasts up to a day, before turning back into a toy the following midnight. After six changes the change into a warhorse becomes permanent.
- 24 a pair of toy dogs that bark at intruders
- 25 stuffed bear that sings religious hymns when people interact with it
- 26 a fox mask that turns a person into a fox as long as its worn
- 27 a matched pair of stuffed unicorn heads whose eyes follow people around the room. The heads are very old and slightly

the worse for wear: The once-glistening white fur is patchy and moth-eaten in places. They sing out a loud greeting to their original owner three times daily (at his mealtimes) in a no-longer-spoken language. One of the heads still sings loudly, but the other now mostly mumbles.

- 28 snake whose shed skins turn to silver after a day
 29 translating bird – parrot that repeats whatever is said to it in its owner's native language
 30 blanket that makes a moose tame and rideable
 31 harem wolves – attack any male of non-royal blood who approaches them

Adventure Seed – A well-known big-game hunter has business with the characters, and invites them to his house. Practically every surface seems to be covered with dead animals – mounted heads on the walls, rugs made of skins on the floors, stuffed birds and flying lizards suspended from the ceilings – and many of the animals seem to be singing or making noise. The racket is indescribable, with animals singing human folk songs, asking for loose change, quoting theology, all of them talking over each other.

The hunter, when he finally appears, looks like a tough customer, but he's haggard from lack of sleep. He has no idea who did this to his animals, and he wants it ended. Nobody's better than he is at killing random animals, but he's uncomfortable when it comes to wizards – and this is clearly a job for a wizard. Can the characters silence his dead menagerie?

Adventure Seed – Someone wants to kill the wizard's pig. A healer who has done the characters many good turns has a pet piglet (#72), that a rival healer is insanely jealous of. The healer is a man of peace, so he hires the characters to protect the piglet from his rival. He'll pay them in healing, but the piglet must be kept safe at all costs. This can be played in a fun kind of Looney Tunes way, or it can be played completely straight (well, maybe a few giggles); it works as an adventure either way. The rival wizard can be very dangerous; healers may not have much offensive magic, but for obvious reasons, *nobody* is protected against healing.

Adventure Seed – The Snake Store sells nothing but ser-



pents, living dead, and sometimes not quite one or the other. The front room is crammed with boots and belts and sheaths for weapons, with several huge tanks containing snakes. But if the characters are very friendly with the proprietor – in other words, if they're happy to talk about snakes for hours and dote on his pets, and if they seem to have plenty of money – he may show them the back room, where he keeps the most dangerous vipers, and the items that are only for sale to his very best customers. For instance, he is in possession of items 83-85 on this list.

- 32 pool pooches – two large dogs that are strong swimmers and can spot struggling swimmers up to half a mile from shore; the dogs instinctively will try to rescue any struggling swimmers they see
 33 a dozen talking rats, dressed as tiny guardsmen
 34 a talking rat that discusses philosophy
 35 tame, friendly cougar that changes color to match the furniture, but turns fierce if it ever leaves the building where it's living
 36 crystal flask containing a dragon's tear
 37 shield made from a dragon scale – impervious to all forms of fire
 38 mallasaur tooth that can be thrown as a +1 knife. It can be used in hand to hand combat as well, but only gets the plus when thrown.
 39 box containing 10,000 live moths in suspended animation; if the lid is open they fly out and form a "wall of moths" for an hour before dispersing
 40 sharpening faerie – when released from its bottle, all non-magical weapons in the vicinity are sharpened (at which point the faerie is free). The faerie comes in a tiny glass bottle with a cork stopped, and 1-6 bottles may be found at a time.
 41 shattering faerie – when released from its bottle, all non-magical weapons in the vicinity are shattered (at which point the faerie is free). The faerie comes in a tiny glass bottle with a cork stopped, and 1-6 bottles may be found at a time.
 42 blunting faerie – when released from its bottle, all nonmagical weapons in the vicinity are blunted (at which point the faerie is free). The faerie comes in a tiny glass bottle with a cork stopped, and 1-6 bottles may be found at a time.
 43 dusting faerie – when released from its bottle, every surface in the house will be dusted (at which point the faerie is free). The faerie comes in a tiny glass bottle with a cork stopped, and 1-6 bottles may be found at a time.
 44 necromantis – a praying mantis that makes any necromancy spells cast by someone holding it twice as effective
 45 mothballs – a pouch containing 25 small balls that can be thrown. When they hit, they explode in a cloud of live moths.
 46 gem-studded stuffed fish that protects the room where it's placed (and everyone in it) from scrying
 47 stuffed wildebeest on a stand that rises up on its hind legs and dances every day at noon and midnight
 48 platypus of prophecy – stuffed platypus that gives portentous sounding answers to any question asked of it. The answers are purely random and over the top – basically like fortune cookies – but characters may choose to take them seriously
 49 cow whose udders produce beer instead of milk. As long as the cow is well-treated and milked regularly, she will continue to produce until she gets too old. If she's not milked regularly, she returns to being a normal cow.
 50 waste wasps – 4 giant, trash-eating wasps that live in the rafters until meals are completed, then come down to eat leftovers and garbage. The wasps are harmless unless attacked, but they do have a poisonous sting.
 51 stuffed moose head that croons lullabies for half an hour at a time on command
 52 pair of stuffed deer heads that sing and chant the praises of the archbishop – in harmony
 53 stuffed boar's head that sings religious hymns on request
 54 cage of stuffed whippoorwills that sing when exposed to sunlight
 55 spy cat – housecat that bonds with a single person, who will then always know where the cat is and can always summon it. Once a day, the owner can see through the cat's eyes for as long as he or she concentrates.

- 56 three partridge harmony – stuffed birds that sing folk songs in harmony whenever they're left uncovered
- 57 goose whose eggs hatch into random animals – anything from skunks to sparrows to turtles. The eggs must be fertilized and gestate normally before hatching.
- 58 pair of chickens that lay bright randomly colored eggs. The eggs are normal aside from their coloring
- 59 sealskin that allows a person to turn into a seal by wrapping him or herself in it
- 60 hollowed-out boar's head that turns whoever puts it on into a wild boar. The boar will need assistance taking the mask off and resuming human form
- 61 potion that permanently turns whoever drinks it into a mermaid (or merman)
- 62 giant stuffed pig on a pedestal that eats trash put in front of it (up to and including dead bodies) and snorts whenever anyone approaches
- 63 bunny slippers that twitch randomly, and occasionally look up at whoever's wearing them sadly
- 64 4 exuberant small dogs that change color and dance as they follow behind their owner
- 65 pair of penguins that follow around people and mock them with silly imitations
- 66 pouch of large teeth that grow into hostile undead soldiers when sown into soil
- 67 skull that chatters when it's touched (and summons the minions of the vampire king, who owns it)
- 68 caged wren whose song lulls people to sleep. Anyone who hears the bird singing and misses a *sense resistance* roll falls asleep. The wren is very skittish, and only sings when it's relaxed and undisturbed.
- 69 large stuffed pigeon with glass eyes that coos every hour on the hour
- 70 large snakeskin that absorbs a person who touches it with bare skin, turning that person into a boa constrictor until someone else cuts the skin off
- 71 talking piglet that discusses philosophy with its owner
- 72 piglet that follows its owner around and gives him or her 1 additional spell point a day. If the piglet dies from anything but natural causes, its owner gets no spell points at all for 2-12 months.
- 73 sarcastic talking toad that has a perfect sense of direction, in any weather
- 74 stuffed monkey that comes to life when someone enters the room it's in and attempts to bring that person a pipe and tobacco. It goes back to its pedestal on command, or replenishes a person's tobacco when asked
- 75 warhorse that gains strength from water: it's faster riding through rain and near water. The horse has to drink 3 times as much water as a normal warhorse, but requires no food at all
- 76 flying fish – 12 small smoked fish that each let a person fly for an hour when eaten. The whole fish must be consumed to get a full hour, so most users will get about 40 minutes per fish (because bones, eyes, etc. aren't eaten).
- 77 sea horse – a warhorse with webbed feet where hooves should be that can walk over water. The horse may be ridden over any kind of water, but can't step on land.
- 78 mini-horses – bag of 11 small carved horses that each turn into a full-sized riding horse when thrown on the ground. Each horse will ride tirelessly for a night and a day before turning back into a carving forever.
- 79 spy horse – warhorse that bonds with a single person, who will then always know where the horse is (even if someone else is riding it) and can always summon it. Once a day, the owner can see through the horse's eyes for as long as he or she concentrates.
- 80 alligator surprise – 8 foot-long wooden carvings that turn into live alligators if they hit the ground. (They're ok if they're placed on furniture, cloth, etc.) Great for deterring pursuers.
- 81 live turkey that changes color when ogres are in the vicinity
- 82 stuffed teddy bear that's adorable and impossible not to love (unless you're protected vs. emotion magic). Once a month it turns into a real bear for a day.
- 83 snake bracelets – 3 bracelets in the shape of a small snake wrapped into several loops. At the wearer's command the bracelet straightens out and can be thrown like a knife or dart (or just put down on a pillow or convenient place). Once released, the straightened bracelet becomes a living, highly venomous snake that bites on contact
- 84 woven mat that turns into 40 live poisonous snakes when stepped on by anyone not wearing a piece of snakeskin
- 85 friendly rattlesnake that loves children and will protect them fiercely. It prefers to sleep in a crib next to a young child.
- 86 tame (but enthusiastic) squirrel that fetches small things on command for its owner
- 87 chipmunk that picks pockets
- 88 accounting squirrel – a talking red squirrel that keeps a precise count of coins where it lives
- 89 talking beaver that does small home repairs
- 90 bartending bear – large brown bear that understands humans (though he doesn't speak). He can mix a wide variety of drinks, and will remember any others he's taught.
- 91 bag of mice – when it's opened, the mice open every lock in the building before scurrying away forever
- 92 tarantula in tiny suit of chainmail that wanders through a house killing bugs and small pests
- 93 seal that does laundry by the riverside. She can understand (but not speak with) humans.
- 94 otter that juggles any small objects it finds
- 95 large stuffed lion with a thick mane that will come to life if any stepchildren are brought into the house and attempt to stalk and kill them
- 96 large egg – the size of a small pony – that will hatch if placed in fire for a week, producing a living stegosaurus
- 97 monkey butler that wears a uniform and attempts to supervise any servants in the house
- 98 gorilla wizard's assistant that is familiar with various magic texts and supplies and can bring them on command. She also cleans the wizard's workshop, and will tear the throat out of any intruders
- 99 alligator boots that allow whoever wears them to run twice as quickly as usual
- 00 rattlesnake skin belt that protects whoever wears it from any snake venom



Things to Put on or Give to Pets (or other animals)

- 01 collar that doubles the loudness of a dog's bark
 02 red ribbon that keeps an animal's fur shiny and repels burrs
 03 pink ribbon that gives the animal it's attached to twice as much energy. Not recommended for use on Jack Russell terriers.
 04 booties that protect vs. cold and leave no trace
 05 muzzle that can only be opened by the person wearing the matching ring
 06 6 rubies that each turn one (non-intelligent) animal they touch to stone, until the animal is touched again by another person (at which point it instantly turns back). The ruby is destroyed once it touches the animal.
 07 17 dog biscuits that make any animal who eats them feral
 08 small pillow that causes any animal placed on it to fall asleep until the animal is moved
 09 food dish that attracts any cats within 100 yards
 10 stone dish that is always filled with ground up raw kidney in pungent gravy
 11 cat collar that makes claws sharp and hard as steel when worn
 12 blue ribbon and bow that keeps a cat's fur shiny and sleek and slightly phosphorescent
 13 cat-sized silver chain that turns an animal's fur a random color each week
 14 a polished stick with brass-shod ends; any dog that bites it will have severe gas, permanently
 15 cat collar that repels dogs
 16 collar which changes a human to a housecat as long as it's worn
 17 small filigree silver cage that mice and small rodents can't escape from (even if the door is open)
 18 large cage with permanent darkness; designed to hold bats
 19 large cage that's always misty and humid
 20 ferret-sized pouch that protects against cold; the cedar shavings inside always stay fresh
 21 cat-sized saddle that any small creature put on will stick to (if you want to have mice riding your cat)
 22 bag of poisoned grain that attracts rodents
 23 small bowl with perpetually running fountain of catnip-flavored water
 24 collar that makes a cat hypoallergenic
 25 box of powder that makes an animal's fur green (but also makes the fur very fragile). It works on whatever fur it touches, so an animal can be completely green, or striped, or polka-dotted, etc. There's enough powder in the box for about 10 cats, or 2 large dogs
 26 potion with 4 doses that makes a cat permanently love to be in and around water. Only works on cats, but makes them love bathtime.
 27 a log that's always warm and attracts lizards
 28 a potion that gives an animal sleek, luxurious whiskers (and will cause whiskers to grow on any Table I creature that doesn't already have them)
 29 collar that prevents an animal from traveling more than 100 feet from a dog-shaped gold pendant on a red ribbon (presumably worn by the pet's owner)
 30 potion that makes any housecat permanently sweet tempered



- 31 potion that makes any pet turn on its owner. It will still remain the same toward other people.
 32 potion that gives a dog really bad breath
 33 potion that gives a dog sweet-smelling breath
 34 saucer that fills with fresh cream every morning
 35 dish that keeps a cat from throwing up anything eaten from it
 36 collar that keeps an animal from throwing up
 37 collar that keeps a cat from scratching furniture
 38 blanket that compels a cat or dog to sleep on it (as opposed to on other furniture)
 39 two collars that make the animals wearing them love each other
 40 ring that makes a pet obey its wearer
 41 muzzle that tames a bear while it's worn
 42 unbreakable rope that makes any animal tied with it angry and fierce (used for bear-baiting)
 43 golden muzzle that permanently tames any wild animal that wears it for a week
 44 hat that gives an ogre human intelligence
 45 potion that turns any dog permanently into a purebred retriever
 46 collar that increases a dog's eyesight
 47 collar that increases a dog's intelligence
 48 collar that increases a dog's sense of smell
 49 collar that gives any dog a bloodhound's tracking ability
 50 collar that prevents itching
 51 collar that makes a cat placid
 52 collar that keeps a cat's claws from growing
 53 collar that makes a cat's breath smell sweet
 54 dog collar that repels fleas
 55 cat collar that protects against fire
 56 muzzle that keeps its wearer silent – designed for dogs, but it will fit a smallish human as well
 57 tin of powder that makes any food it's sprinkled on delicious to cats. There's enough in the tin to last a year if used sparingly – about 700 pinches worth
 58 collar with a bell that repels mice
 59 collar with a bell that attracts mice
 60 cheese that's irresistible to rodents
 61 unbreakable string that's irresistible to cats (makes the best cat toys ever)
 62 comb that kills fleas on contact
 63 collar that makes a cat into a miniature sabretooth tiger while it's worn
 64 collar that makes a cat into a miniature tiger while it's worn
 65 collar that makes a cat into a miniature lion while it's worn
 66 collar that makes a dog torpid and lazy while it's worn
 67 collar that makes a dog peppy and energetic while worn
 68 pair of dog collars studded with semi-precious stones that make barks twice as loud
 69 falconer's glove that gives anyone wearing it *falconry* skill
 70 eyepatch that allows its wearer to speak with and understand ravens
 71 collar that causes a cat or other small animal that wears it to gain a pound a week
 72 collar that teleports a small animal 50 yards away if it's

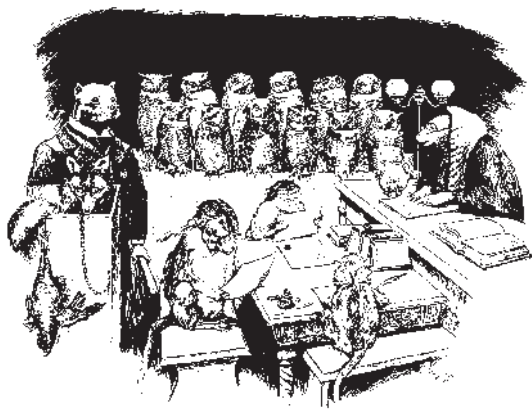
- 73 exposed to heat greater than 90°
crystal fishbowl with gold base and rim that keeps the water inside clean and cool (not too warm or cold)
- 74 collar that protects a pet against poison
- 75 potion that grooms a poodle automatically (or gives whatever drinks it poodle-style grooming). There are 4 doses in the potion.
- 76 matching collar and bracelet – the animal wearing the collar can't go more than 50 yards from the bracelet
- 77 collar that causes the animal wearing it to avoid bodies of water
- 78 collar that makes a dog attack any other dogs it sees
- 79 potion that brings an animal into heat within the next day. There are 4 doses in the potion
- 80 collar that makes a dog incredibly fierce toward humans, but tame around anything else
- 81 collar that makes a dog incredibly fierce toward elves, but tame around anyone else
- 82 blanket that calms an animal it's placed over
- 83 blanket that makes an animal placid when it sits on it – makes any dog a lapdog
- 84 jesses that make a falcon able to fly twice as high
- 85 jesses that make a falcon able to see twice as far
- 86 jesses that make a falcon able to lift and carry twice as much
- 87 jesses that protect a falcon against poison
- 88 jesses that attract pigeons to the falcon wearing them when it's airborne
- 89 falcon's hood that heals an injured bird completely, once a month
- 90 large cage that gives the animal inside the illusion that it's moving through an open, wild space
- 91 arrow that does no damage but will make an ostrich pliable for a day. The arrow can be used once a day
- 92 arrow that does no damage but will make a wild animal pliable for a day. The arrow can be used only once
- 93 vial of clear liquid that can be dripped into a fishtank to make the fish change colors randomly. The drops last about a week, and there's enough in the vial for 15 treatments.
- 94 vial of clear liquid that can be dripped into a fishtank to make the fish glow in the dark. The drops last about a week, and there's enough in the vial for 15 treatments.
- 95 birdcage that repels cats
- 96 windowbox that attracts hummingbirds
- 97 cat collar that causes a small floating ball of light to appear at random times and move around slightly in front of the cat wearing it
- 98 bag of powder that makes cats avoid whatever it's sprinkled on for a year. There's enough in the bag to treat 30 surfaces.
- 99 potion that makes an animal go out of heat immediately. There are 4 doses in the potion.
- 00 collar that prevents a purebred dog from mating with a dog of a different breed or a non-purebred of the same breed

Adventure Seed – An old, lazy dog keeps getting underfoot at the tavern where the group is staying, sleeping in the stairs so they trip over it, etc. The dog's collar is studded with gems worth more than the whole rest of the tavern, but if the collar (#66) is removed, the dog will attack fiercely, bringing the innkeeper and everyone else nearby running.

Adventure Seed – After hours of drinking at a tavern with a friendly ogre and a crowd of farmers, someone bets the thief in the party that he can't steal the ogre's hat (#44).

Things to Put on or Give to Horses (or other riding animals)

- 01 saddle that gives anyone in it *riding* skill
- 02 bridle that makes any horse wearing it calm and gentle
- 03 bridle that makes any horse wearing it angry and fierce
- 04 saddle that increases *riding* skill by +3 when ridden
- 05 horseshoes that never wear out or come off
- 06 saddle that makes a horse silent on command, once a day
- 07 horseshoes that permanently mute sound
- 08 ribbon that gives a horse armor-6 when worn
- 09 bridle that allows a horse to breathe fire when worn
- 10 ribbon that protects a horse vs. heat when worn
- 11 ribbon that protects a horse vs. disease when worn
- 12 ribbon that camouflages a horse so it blends with its surroundings when worn
- 13 ribbon that changes a horse's color when worn (to a specific color chosen by the GM, but always the same color)
- 14 horseshoes that allow a horse to walk on water for an hour, once a month
- 15 ribbon that makes a horse smart when worn (not as smart as a person, but exceptionally smart for a horse)
- 16 ribbon that makes a horse faster when worn
- 17 ribbon that makes a horse more enduring when worn
- 18 ribbon that gives a horse extraordinary hearing when worn
- 19 bridle that lets a horse talk when worn
- 20 feed bag that refills with oats once a day
- 21 feed bag whose contents are always fresh
- 22 6 apples that heal lameness; the apples stay fresh for about a year, then spoil like normal apples
- 23 6 apples that allow a horse or other animal to talk for a day; the apples stay fresh for about a year, then spoil like normal apples
- 24 apple that allows a horse or other animal to talk permanently; the apples stay fresh for about a year, then spoil like normal apples
- 25 10 apples that increase a horse or other animal's speed for a day; the apples stay fresh for about a year, then spoil like normal apples
- 26 10 apples that increase a horse or other animal's jumping ability for a day; the apples stay fresh for about a year, then spoil like normal apples
- 27 bridle that repels flies when worn
- 28 saddle that never chafes or makes its rider sore. (It chafes neither horse nor rider)
- 29 saddle that makes any horse gentle
- 30 red ribbon that makes a horse fierce and love to kick
- 31 blanket that keeps a horse from overheating
- 32 blanket that lets a horse run for twice as long without becoming fatigued (the horse must rest for twice as long afterward).
- 33 ribbon that makes a horse much more attractive
- 34 ribbon that makes other horses follow the horse wearing it
- 35 pin that makes all horses love the wearer
- 36 ring that prevents horses from kicking whoever wears it
- 37 bridle that keeps a horse happy and in good spirits
- 38 bridle that makes a horse exceptionally playful
- 39 ribbon that allows a horse to eat anything and get nourishment from it – like a goat or mule
- 40 saddle that allows a horse to jump twice as high
- 41 bridle that gives a horse exceptional eyesight
- 42 bridle that gives a horse an exceptional sense of smell
- 43 saddle that makes a horse trail sure – able to instinctively avoid obstacles
- 44 bridle that gives a horse night vision
- 45 saddle blanket that makes a horse smell good, no matter what it's been rolling in
- 46 bridle that protects a horse vs. fire, and takes away its fear



- of fire
- 47 saddle that gives a horse an exceptionally steady gait – making it easier to shoot from the saddle
- 48 saddle that gives a rider *lance* skill, and makes it very hard to be dislodged from horseback
- 49 saddle that makes a horse fearless
- 50 horseshoes that strengthen a horse's legs, making the bones almost unbreakable
- 51 horseshoes that allow a horse to walk on mud as if it were solid ground
- 52 saddle that prevents any animals within a square mile from stampeding
- 53 blanket that causes a horse to heal twice as quickly
- 54 potion that will heal a horse completely of its wounds (it only works once)
- 55 liniment that will heal any single injury on a horse; there's enough in the jar for 4 applications
- 56 salve that protects a horse vs. missiles for a day (but won't work on people)
- 57 saddle that allows anyone to ride an ostrich
- 58 saddle that tames any ostrich its put on (until the saddle is removed)
- 59 riding crop that makes a camel pliable
- 60 curry comb that clears knots and tangles effortlessly
- 61 saddle that makes whoever's in it think the horse he or she is mounted on is wonderful
- 62 saddle that makes the person in it *love* riding, to the point of not wanting to dismount or do anything else
- 63 silver spurs that give *riding* skill to whoever wears them
- 64 gold-plated spurs that give +1 to *riding* skill
- 65 spurs that make whatever mount the wearer is riding fiercer
- 66 bracelet that allows the wearer to animate and control a dead horse up to once a month. The horse will be utterly responsive for as long as the wearer stays mounted and conscious. If he or she dismounts (or falls off) or falls asleep, the dead horse collapses
- 67 giant saddle designed to allow the user to ride dinosaurs. It gives whoever's mounted in it (the saddle holds up to 3 people) *dinosaur riding* skill. The saddle does not help in getting the dinosaur to cooperate in being saddled.
- 68 horn that allows whoever uses it to control war elephants
- 69 dogsled that makes dogs attached to it doubly enduring

- 70 sleigh that can be driven by anyone, even without skill
- 71 horn that raises the *riding* skill of everyone within 50 feet by +1 when blown
- 72 harness that teleports a horse 50 yards away if it's exposed to heat greater than 90°
- 73 finely wrought gold spurs that allow the horse being ridden to jump twice as far as usual, and 50% higher than usual
- 74 finely wrought silver spurs that cause a horse to bond completely with the person wearing them – as if they'd been riding together for years. The spurs will only work for someone whose *riding* skill is 17 or better – otherwise, they're just ordinary (but pretty) spurs.
- 75 elephant goad that makes a particular elephant pliable and obedient. Will work on any elephant – but only on a single elephant in a given day
- 76 elephant goad that gives *elephant riding* skill
- 77 bridle and riding crop set, which allows whoever is holding the riding crop to always know the location of the bridle (and presumably, the horse wearing it)
- 78 bag of carrots, each of which protects a horse that eats it against colic for a year
- 79 saddle blanket that protects the horse wearing it from developing colic
- 80 potion that heals colic in a horse
- 81 riding crop that raises *riding* skill by +1
- 82 horn that calms any stampeding animals within a square mile
- 83 bugle that makes any herd animals within a square mile stampede
- 84 dinosaur goad and unbreakable collar set – if the collar is attached to a dinosaur, that dinosaur can be controlled by (and won't eat) whoever is carrying the goad
- 85 dogsled harness that protects the dogs in it as if they were wearing ring armor
- 86 bridle that protects a horse as if it wore chain mail
- 87 small brass bell that attaches to a horse's bridle that makes a horse move twice as fast (without using up any more energy than usual)
- 88 bridle that keeps a stallion under control around other horses
- 89 saddle that makes a rider weigh half as much while mounted
- 90 stirrups that prevent a rider from being dismounted, unless he or she deliberately kicks free of them
- 91 jockey's belt – belt that raises riding skill +3, but only if the person wearing it weighs less than 150 pounds
- 92 jockey's crop – riding crop that gives a horse a brief but intense burst of energy once a day when the horse is touched
- 93 stegosaurus saddle – saddle that allows a person to control and ride a stegosaurus. The saddle has to be attached first, but while it's on, the dinosaur will be tame and won't intentionally harm people.
- 94 arrow that does no damage but gives whatever animal it hits a horse's animal instincts for a day. The arrow can be used only once
- 95 arrow that does no damage but gives any Table I or Table III animal it hits a horse's animal instincts, permanently. The arrow can be used only once
- 96 bridle that protects a horse as if it wore chainmail
- 97 bridle that allows a horse to breathe fire for an hour, once a week
- 98 stirrup that give whoever's feet are in them lance-0 skill. Any points gained with the skill are retained, and if the person gains 10 points, he or she will get the skill even without the stirrups
- 99 bridle that tames a moose and allows it to be ridden
- 00 saddle that gives whoever's in it *moose riding* skill. Getting the saddle on the moose may be problematic.

Adventure Seed – A magnificent but temperamental stallion intended as a gift for the emperor has been entrusted to the characters' care. They are expected to transport it across the Whispering Desert and deliver it in perfect health. In fact their lives depend on it. In the two day's time before they are expected to leave, naturally they begin combing the city for any magic that might improve their chances.

Plants (or things that affect plants)

- 01 rosebush whose thorns put people to sleep if pricked
- 02 carnivorous hedge whose clippings can be used to grow more carnivorous hedges
- 03 potted rosebush whose blooms change color to match the surroundings
- 04 potted rosebush that blooms year round
- 05 talking potted plant
- 06 plant whose leaves change color to reflect the next day's weather
- 07 plant whose flowers are dog heads, which bark at intruders
- 08 bag of powder that makes plants grow incredibly fast
- 09 portable hedge – bag of seed that grows into large boxwoods overnight; the bag contains enough seeds for a half mile of hedge – or an incredible maze
- 10 catcatcher – large carnivorous plant that attracts and devours cats (it also eats other small animals that it happens to catch, but attracts cats in particular)
- 11 dogcatcher – large carnivorous plant that attracts and devours dogs (it also eats other small animals that it happens to catch, but attracts dogs in particular)
- 12 plant that glows in the dark
- 13 plant that lights up enough to illuminate a room on command; if triggered more than once a week, the plant has a 30% chance of dying
- 14 plant whose thorns make people lose 1-6 points of sense for a day (10% chance of permanent loss)
- 15 trumpet plant – plays a flourish when any noble enters the room
- 16 trumpet plant – plays a flourish when anyone enters the room
- 17 lemon tree that grows in any climate
- 18 self-pollinating apple tree
- 19 6 ribbons that each protect a tree they're tied to from frost
- 20 poinsettia that blooms when people are cheery around it and wilts when they're melancholy
- 21 unshrinking violet – violet seeds that grow to human-size and thrash ominously when disturbed
- 22 shrieking violet – potted plant that screams at intruders
- 23 speaking violet – potted plant that announces visitors as they enter a room
- 24 fast-growing tobacco plant, half of whose leaves can be picked every day
- 25 spider plant that grows real, poisonous spiders
- 26 rose food – a sack of plant food that makes roses fierce and animated when sprinkled on them. (They won't move from where they're rooted, but they'll go out of their way to catch and prick people, and make movement difficult and painful.) The roses stay aggressive until the following spring, with a 10% chance of the change being permanent. There's enough in the bag to treat 30 plants if used sparingly.
- 27 flower that paralyzes any table 1 creature that crushes or steps on it. The paralysis gradually wears off over the next 24 hours
- 28 rose that can be used to make any single nonmagical, inorganic item (weighing less than 5 pounds) into pure gold. The rose is consumed in the process.
- 29 instant swamp – 4 bags of powder, each of which grows a square mile of cattails around the area where it's scattered. The cattails grow overnight; scatter the powder one day, and the plants will be full-grown in the morning.
- 30 tomato vines that use an extraordinary amount of water – great for keeping swampy land dry
- 31 flower that dies if someone lies in front of it
- 32 large box of soil that lets tropical plants grow in any climate
- 33 large box of soil that lets any plant grow outside of its native climate
- 34 flower that teleports a person to a random area if it's crushed
- 35 flower that teleports everything within a 10-foot radius to a random area if it's crushed
- 36 mint invasion – 4 bags of powder, each of which grows a square mile of mint around the area where it's scattered. The mint grows overnight; scatter the powder one day, and the plants will be full-grown in the morning.
- 37 plant stand that keeps whatever plant is placed on it lush, but also keeps that plant from growing any larger
- 38 pouch with 15 twigs that each turn into orchids on command. Each orchid will live about a week before drying out and dying.
- 39 pussy willow with actual miniature cat heads, that meow for attention
- 40 flaming roses – a rosebush whose petals burn with multiple colors of fire, yet are not consumed
- 41 potted miniature spruce tree that when it's watered repeats anything that was said around it in the past day
- 42 lemon tree whose leaves change color when poison is carried within 15 feet of it
- 43 jar of mint-smelling liquid, a few drops of which prevent mold from growing on a plant for a year, or clear up mold already on a plant
- 44 bag of 60 magical acorns each of which will turn into an oak tree overnight
- 45 spike that causes a tree it's driven into to turn into a stack of neatly cut and piled firewood overnight. The spike works only once a year, but it works on any size tree.
- 46 potted baby's breath that endlessly recites different baby names (alphabetically, in one language at a time, so it may recite elvish names for a couple of weeks, then switch to dwarvish, before coming back to a human language)
- 47 sarcastic cedars – a grove of trees lining a path that make cutting remarks or laugh at people who pass by them
- 48 sarcastic cedars – a pair of potted dwarf cedars that make cutting remarks or laugh at people who pass by them
- 49 grass that grows to a uniform length and doesn't need cutting. It may be found as turf on a lush lawn or as a sack of grass seeds.
- 50 grass that grows uniformly and won't get patchy. It may be found as turf on a lush lawn or as a sack of grass seeds.
- 51 grass that aggressively attacks weeds and crabgrass. It may be found as turf on a lush lawn or as a sack of grass seeds.
- 52 flowering ground cover that will not spread outside its defined borders, but grows thickly and aggressively pushes out weeds
- 53 box of 200 thin wooden strips, each about 4 feet long, that will not rot. The strips are used to lay borders for plants or paths: Plants on either side of the borders will not cross over them. (They won't cross either close to the ground or higher above, as if there were high walls rather than strips.)
- 54 set of 8 tall cedar poles that attract vines, which grow to (and up) them very quickly
- 55 bottle of elixir that makes a tree grow perfectly straight when poured at its base. There's enough in the bottle to treat 8 trees.
- 56 bottle of elixir that makes a tree grow twice as tall as usual (but at the normal speed) when poured at its base. There's enough in the bottle to treat 8 trees.
- 57 bottle of elixir that makes a tree grow very quickly (a year of growth every week until it reaches full maturity) when poured at its base. There's enough in the bottle to treat 8 trees.
- 58 bottle of elixir that makes a plant bloom out of season. There's enough in the bottle to treat 8 plants or bushes.
- 59 tiny bottle of thick purple liquid, a single drop of which can be added to a tub of water. Any wood soaked in the water for an hour becomes very soft and easy to carve until it dries,

Adventure Seed – A mysterious beautiful woman at the fair gives one of the characters a red rose (#64). Now the rose is dead, he's not feeling so good, and she's nowhere to be found.

Adventure Seed – The revolutionary Order of the Yellow Hand wants the characters to help them make a political statement by turning the king's lawn yellow. They even have a powder (#38) that will help accomplish the job. Naturally, it's a setup

- 60 after which it returns to its normal hardness.
 bag of powder that when sprinkled on a plant, causes it to grow as a perennial for the next 5 years, regardless of whether it's usually a perennial in that climate. (It has to actually be able to grow in the climate, though. The powder could make basil a perennial in a temperate climate, for instance, but not in an Arctic climate.) There's enough in the bag to sprinkle over 400 square feet of plants.
- 61 bag of powder that when sprinkled on a plant or seed, causes it to grow for that season regardless of climate. There's enough in the bag to sprinkle over 400 square feet of plants.
- 62 bag of powder that when sprinkled on a plant or seed, causes it to continue growing throughout the winter as if it were summer. There's enough in the bag to sprinkle over 400 square feet of plants.
- 63 peach tree whose fruit doesn't rot
- 64 rose of resentment – a red rose that, when given to a stranger, transfers 10 years of the giver's age to the stranger. The rose withers as soon as the age has transferred.
- 65 rose of resentment – a red rose that, when given to a stranger, enlarges that person's nose dramatically (and permanently). The rose withers as soon as the nose has grown.
- 66 rose of resentment – a red rose that, when given to a stranger, steals a 3-point skill from that stranger. The rose withers as soon as the skill has transferred.
- 67 staff that allows the person holding it to pass through even the thickest plants at will. The plants close up again immediately behind him or her
- 68 staff that allows the person holding it to pass through even the thickest plants for an hour a week. The plants remain parted until the hour is over (so others can pass through, too) then close up again as soon as the time is up.
- 69 rose bush with long, poisonous thorns
- 70 snake bush – a rosebush whose branches end in poisonous snakes, which strike at anyone who comes near them
- 71 powder that makes a hedge bright blue colored – spreading through the roots of the plants overnight so they change color over the course of a day. The hedge continues to grow normally, but remains the new color.
- 72 powder that makes a hedge bright red colored – spreading through the roots of the plants overnight so they change color over the course of a day. The hedge continues to grow normally, but remains the new color.
- 73 powder that makes a hedge bright yellow colored – spreading through the roots of the plants overnight so they change color over the course of a day. The hedge continues to grow normally, but remains the new color.
- 74 hedge that never needs trimming – it can be molded to any shape, and will always grow in that shape
- 75 rosebush with thorns that retract on command so the bush can be trimmed
- 75 jug of sour-smelling liquid that causes trees to yield better wood when it's poured at their base. Each tree treated with the liquid will grow flawlessly, and may be harvested a year

- 76 later. There's enough in the jug to treat 20 trees.
 jug of sour-smelling liquid that causes trees to yield better fruit when it's poured at their base. Each tree treated with the liquid will yield perfect fruit the following season. (the tree must be treated before it flowers to work in that season.) There's enough in the jug to treat 20 trees.
- 78 wand that makes any piece of fruit it touches taste its best – bruises and flaws go away, though it won't ripen unripe fruit
- 79 wand that ripens any fruit it touches
- 80 potted plant that sings lullabies on request. The plant sings for about an hour at a time before subsiding.
- 81 singing ferns – a cluster of ferns that sing martial songs whenever the wind blows from the west.
- 82 orange tree that repels mosquitoes
- 83 flask of green liquid that makes flowers last longer. A drop added to a vase will freshen wilted flowers, or a few drops at the base of a rosebush will make its flowers last twice as long. There are about 80 drops in the flask.
- 84 sack of grass seed that never needs cutting
- 85 sack of grass seed that never gets patchy and drives out weeds
- 86 powder that makes a lawn bright blue colored – spreading through the roots of the grass overnight so it changes color over the course of a day. The grass continues to grow normally, but remains the new color.
- 87 powder that makes a lawn bright red colored – spreading through the roots of the grass overnight so it changes color over the course of a day. The grass continues to grow normally, but remains the new color.
- 88 powder that makes a lawn bright yellow colored – spreading through the roots of the grass overnight so it changes color over the course of a day. The grass continues to grow normally, but remains the new color.
- 89 pair of aspen trees that bow and greet people walking by
- 90 birch wand that forces any plant it touches to bloom
- 91 lemon tree that calls out a loud warning if anyone not wearing yellow comes near it
- 92 pair of willow trees that physically restrain (but don't hurt) people who sleep or stay underneath them for too long
- 93 plant scholars – potted plants that recite poetry, holy books, history, etc. to their owners. Each of the 12 plants has a particular subject of expertise that's been implanted in it (and cuttings rooted from the plants will have that knowledge as well). The plants are not intelligent; they can recite the books or parts of books their owner requests, but not answer questions about them.
- 94 shillelagh that makes any fruit tree it strikes bear lemons from then on. (The tree remains the same otherwise, but the fruit it yields is permanently changed.)
- 95 thornbush that attracts and kills pigeons
- 96 staff that allows its owner to pass freely through thornbushes, but also makes those bushes grow fiercely and impenetrably in its wake
- 97 cedar trees that scream when anyone with an axe or saw approaches them
- 98 willow wand that allows whoever holds it to change the appearance of any flowers he or she touches – they can be freshened, transformed into a different color or shape, etc. The changes last for a day, after which the flower dies unless freshened again.
- 99 alder wand that merges any two living plants touching each other, even if they're from different species. The wand can be used once a day.
- 00 bag of powder that makes plants grow especially bright and thick wherever it's sprinkled on the ground. Useful for creating patterns on lawns overnight.

Things to Wear

As gamers, we pay a lot of attention to magical rings and other jewelry, and not so much to “fashion magic” – all the clothes that sparkle, or always fit perfectly, or make the wearer look thinner. Sometimes what people are wearing isn’t just a descriptive part of the game, it’s part of the loot as well. What kind of clothing would *you* wear if you were really rich, in a world filled with magic?

There are five sets of loot in this chapter, including everything from the usual (and not so usual) rings and jewelry to magical clothing, magical cosmetics, and small, portable magic of the sort that tends to show up in a dropped or stolen pouch.

Clothing

- 01 red scarf that protects against infection
- 02 big floppy hat that protects against wind and cold
- 03 foul weather gear that attracts storms to its owner while protecting the owner against cold and weather
- 04 hat that gives off the scent of an adult male lion, scaring off many other creatures. (Note: Lions are very territorial.)
- 05 large cloth-of-gold slippers with pointy toes that allow the wearer to walk on water for an hour a day.
- 06 dark purple heavy velvet hooded cloak that weighs almost nothing and is waterproof
- 07 waterproof boots that shed dirt and are always shiny
- 08 embroidered tunic with wolf pattern; the wolves gradually migrate around the tunic, and are in slow but constant motion
- 09 heavy blanket that protects everything beneath it from magic detection
- 10 cloak that mutes sound (not completely silent, but mostly)
- 11 hooded cape that instantly blends, chameleonlike, into the surroundings
- 12 big hat that’s always shiny in any weather and always looks new
- 13 light gray doeskin breeches that won’t tear from anything less than a sword cut, and won’t fade
- 14 gold-trimmed black velvet doublet, shiny tunic of black silk, and heavy black wool cape that mend and clean themselves once a week
- 15 velvet gloves that raise a creature’s sense of touch to 24 while worn

- 16 deerskin gloves that are always warm
- 17 deerskin cloak that protects against cold
- 18 thigh boots that remove fatigue once a week
- 19 brass-knobbed birch cane that heals 1-6% of damage once a day
- 20 silk purse that can’t be cut or torn
- 21 pouch that’s exceptionally strong and can’t be cut easily
- 22 pouch that screams if anyone but its owner touches it
- 23 pouch that holds twice as much inside as it should
- 24 pouch that changes color to match the wearer’s clothes
- 25 slippers that always stay warm and don’t pick up dust
- 26 black hat with a purple feather that keeps rain off the wearer
- 27 hairpin that makes hair shiny and clean looking
- 28 elegant cloak that protects against butterflies (intended to protect against moth damage, but went a bit wrong)
- 29 close-fitting black hose that make their wearer look 10 pounds thinner
- 30 self-polishing boots
- 31 shoes that change color to match the wearer’s outfit
- 32 shoes that change color to match the wearer’s eyes
- 33 strapless leather mask that adjusts to the size of the user’s face, raises sensuality by +2, and removes fatigue once a day, but once it’s put on can’t be removed until the following sunrise
- 34 hat that changes color to match the wearer’s outfit
- 35 hat that changes color to match the wearer’s eyes
- 36 socks that are always warm and dry
- 37 waterproof socks
- 38 self-mending socks
- 39 self-mending tunic
- 40 laces that never break
- 41 garters that never slip
- 42 hose that stay in place without garters
- 43 heavy hooded cloak with fox fur trim that is warm in cool temperatures, but cool in warm temperatures
- 44 socks that fit anyone properly
- 45 dressing gown that’s always warm
- 46 dressing gown that puts the wearer to sleep within a half hour after being put on
- 47 dressing gown that gives the wearer a pleasing cinnamon smell
- 48 pair of matching dressing gowns; one repels cats, the other attracts them
- 49 tunic and britches that repel dog hair
- 50 tunic that gives its wearer night vision
- 51 tunic that glows light blue in the dark
- 52 teal blue vest that slowly (but permanently) colors whatever else a person is wearing to match it
- 53 hooded cape that changes color to blend with the surroundings after about 10 minutes in one location
- 54 suit-of-lights (matador’s costume) that repels bulls
- 55 sandals that allow the wearer to walk on mud
- 56 snowshoes whose wearer never becomes fatigued (until they’re removed, when cumulative fatigue will set in)

