

USING THIS SUPPLEMENT

Adventurers are always looting the bodies of their vanquished foes. Often the GM simply reads off the villain's equipment list and the players move on. In this situation, beyond armour, weapons, magic items and some loose coin some foes never seem to carry anything of minor interest. Of course, this is normally due to the tyranny of page count, word count and pagination, but this doesn't help the GM diligently trying to breathe life and verisimilitude into his campaign.

Enter *I Loot the Body*.

This supplement presents three tables, each of 100 entries. Broken down into distinct sections, these tables help the busy

GM add small items of interest to a NPC's equipment. None of the items listed herein are likely to propel the PCs into a new adventure, but in the same vein as dungeon dressing they'll provide minor features of interest to enrich the game.

Generally, the items described herein have a low—or no—worth; a GM should employ common sense when assessing their value. For example, a set of fur-lined gloves might be worth 1 sp, but a single golden nose stud might be worth 5 gp. Remember the items on these tables are not substitutes for proper treasure.

POUCH CONTENTS

Beyond their coinage, folk often carry odds and ends as well as minor pieces of small equipment in their pouches. Use this table, to generate such contents.

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| 1 | A deck of cards, all of which are blank. |
| 2 | A miniature hammer and anvil. |
| 3 | Half of a polished wooden flute. |
| 4 | A knife with a blade on one end and fork tines on the other. |
| 5 | A seemingly endless supply of toothpicks. |
| 6 | Strings of varying thickness and length. |
| 7 | A quill and inkpot. |
| 8 | A tiny scroll covered in tiny, nonsensical glyphs. |
| 9 | A blade polishing kit, though missing any oil. |
| 10 | Fishing hooks with a large coil of line. |
| 11 | A carving knife and an untouched block of wood. |
| 12 | A sewing kit, although it has four needles and some spare buttons it only has black thread. |
| 13 | A velvet-lined box with a number of empty slots inside sized for potion vials. |
| 14 | A fistful of tinder scrap. |
| 15 | A flask of the area's strongest liquor. |
| 16 | A small mirror and shaving razor. |
| 17 | Strips upon strips of beef jerky. |
| 18 | A travel-sized prayer censer. |
| 19 | A ball of yarn, marked off at regular intervals with chalk. |
| 20 | A tight roll of leather that could act as makeshift cover in a pinch. |
| 21 | An empty water flask. |
| 22 | A compass. |
| 23 | A set of practice throwing daggers, dulled by use. |
| 24 | A random assortment of herbs and roots. |
| 25 | Rolls of bandages and salves. |
| 26 | A hunting horn embellished with a sigil depicting a rearing stag. |

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| 27 | An artist's sketchpad and charcoal nubs. The book contains several bad landscape drawing. |
| 28 | A sweet-smelling bar of soap. |
| 29 | A bottle of fine wine wrapped in rags. |
| 30 | A number of meat hooks, like a butcher would use. |
| 31 | A set of fur-lined gloves. |
| 32 | A collection of nuts and berries in a smaller pouch. |
| 33 | A handful of berries commonly known to be poisonous. |
| 34 | A folded up sheath, sized for a longsword, decorated with fine stitching depicting the stars. |
| 35 | A pass that lets the person through a nearby city's gates without question. |
| 36 | Three spare bowstrings. |
| 37 | A wide-brimmed hat adorned with a massive feather. |
| 38 | A set of blank parchments sandwiched between polished wooden covers and tied together with red string. |
| 39 | A number of thick candles, each of which bears a different scent. |
| 40 | A variety of musty-smelling animal pelts. |
| 41 | A veil to be worn across the lower half of the face, blocking out the dusty winds. |
| 42 | A grappling hook on the end of a blackened rope. |
| 43 | A jar of thick, pungent glue and a sticky brush wrapped in a rag. |
| 44 | Charts detailing constellations and their times of appearance in the night sky. |
| 45 | Vials of what appear to be different types of sands gathered from across the lands. |
| 46 | A theatrical mask depicting a white-faced woman crying tears of blood. |
| 47 | Rusty tongs and a crowbar. |
| 48 | A needle and ink kit for inscribing tattoos in a variety of colours. |

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| 49 | A wide assortment of spell components, including powders, dried insects and flecks of precious metal. |
| 50 | Samples of stone that appear to be taken from a variety of local quarries. |
| 51 | A cat's mummified head that meows when you pet it. |
| 52 | A little cooking pot and ladle. |
| 53 | Road rations so old they've lost all flavour. Or maybe they never had any. |
| 54 | A slim tome with nothing but blank pages. |
| 55 | A set of flint and steel. |
| 56 | Several leather-wrapped bundles of wood dipped in pitch (that make lighting fires easier). |
| 57 | A palm-sized astrolabe. |
| 58 | A blackjack. |
| 59 | Three empty potion vials. |
| 60 | A dozen lockpicks most of which are snapped in half. |
| 61 | A vial of oil that heats any skin it's rubbed on for an hour. |
| 62 | A miniature abacus. |
| 63 | A small, battered spyglass, which has all its glass missing |
| 64 | A page filled with dwarven oaths and curses. |
| 65 | A well-worn hammer and chisel. |
| 66 | A set of three six-sided die; grisly faces replaces the pips. |
| 67 | Several paper cones packed with a powdered drug. |
| 68 | A map of all nearby trading routes. |
| 69 | A plain leather mask with just eye and mouth holes. |
| 70 | A bear trap. Fortunately not primed. |
| 71 | A dark hooded cloak wrapped up tightly. It smells slightly musty. |
| 72 | A set of bolas made of rope and metal balls. |
| 73 | A miniature painted portrait of the person's spouse and children. |
| 74 | A few bundles of what appear to be paper sticks with thin cords running out of their ends. |

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| 75 | A last will and testament, entreating whoever finds it to follow its wishes. |
| 76 | An idol depicting a particularly nasty god of death and destruction. |
| 77 | A tightly rolled oil-slicked poncho designed to ward off all but the worst rain. |
| 78 | A couple of indecently illustrated books that turn out to be bawdy romances. |
| 79 | A surveying map, noting the location of nearby mines. |
| 80 | A short length of slender steel chain. |
| 81 | A small spade for gardening or digging latrines. |
| 82 | A translation book for a common language into Abyssal. |
| 83 | Stale bread and mouldy cheese. |
| 84 | A set of spare clothes. |
| 85 | A medallion identifying the person as an agent of the local ruler. |
| 86 | Surgeon blades, scalpels, needles and thread. Some of the blades have flecks of dried blood on them. |
| 87 | A tiny travelling chess set carved in the local fashion. |
| 88 | A small lyre, the wood freshly oiled. |
| 89 | A mortar and pestle, stained by long use. |
| 90 | A block of wax and jars of tar. |
| 91 | A miniature lantern. |
| 92 | A notebook listing local beasts in detail. |
| 93 | Cooking seasonings, including salt and pepper wrapped tightly in individual bundles. |
| 94 | An empty wooden box wrapped in a pretty bow. |
| 95 | A strange-looking rock the locals believe purifies any water it's dropped into. |
| 96 | A jar of moustache and beard wax. |
| 97 | A set of shackles and the keys to them. |
| 98 | A business ledger, listing accounts owed. |
| 99 | Two skeletal fingers wired together. |
| 100 | A slightly cracked vial that is now leaking healing potion (reducing its efficacy by half). |

