

Loot The Room

Trinkets - Adventurers' Gear

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Using this supplement

During preparations you can roll on the table below to generate a category of item, then follow through to the table for that category and roll to get a specific item.

Alternatively, read through the tables as you please and find an item you like and use it. The die is not your master.

After the items, there are three tables of NPCs, locations, and plot hooks. These can be linked up with items from the rest of the book or used independently.

D20

1	Rope
2	Chains
3	Grapples
4	Backpacks
5	Other containers
6	Picks and shovels
7	Traps & snares
8	Thieves' tools & crowbars
9	Camping equipment
10	Consumables
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Ropes

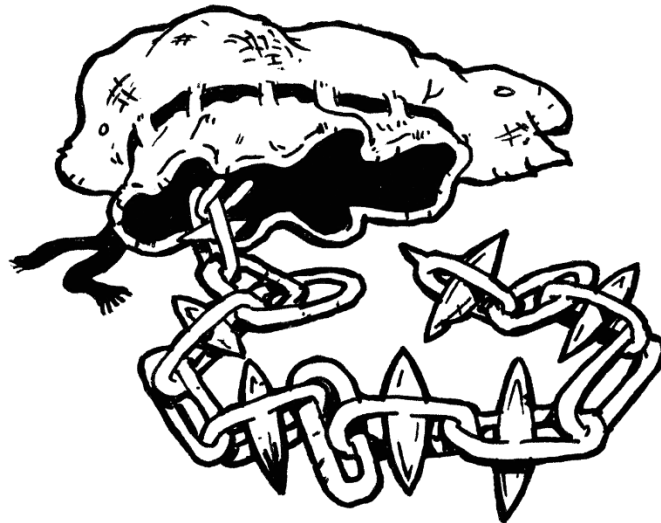
D6 This...

1	crude twisted rope is made from dried vines. It is thick, strong, and light. It isn't as flexible as most ropes, and bends in unpredictable places. It rots easily if it gets wet too often.
2	slightly glossy rope is made from sections of horse hair, knotted together to form a slender and pliable rope. It changes in colour steadily from deep, dark brown at one end to white at the other.
3	thick twisted rope is almost the diameter of a man's wrist and is as tough as it is heavy. This gives it incredible strength, but also creates a requirement of significant strength to manipulate it quickly and effectively.
4	colourful braided rope must have taken an age to make, even for a master. A rainbow of colours spiral from one end to the other. The hues meld into each other slowly, with hundreds of separate colours of strand used.
5	thin, black rope has been braided to give it a smooth surface that knots and unknots easily. It can be coiled tightly and weighs almost nothing. Whilst not as strong or easy to grip as most rope, it is silent on most surfaces and hard to see in darkness.
6	50ft length of rope has had metal rings crimped onto it at 5ft intervals, allowing it to be used for hasty measurements of distances. Each ring is marked with an easily visible number that can be read from a distance.

Chains

D6 This...

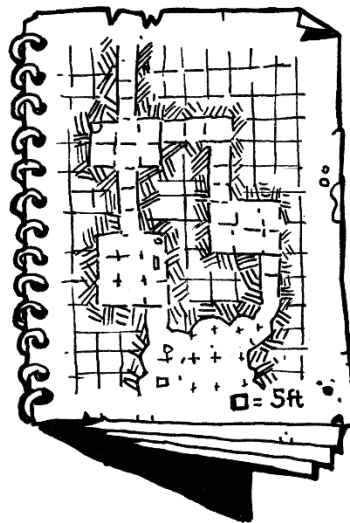
1	rusty-looking chain has a number of hidden false links, enabling a person who knows of their presence to easily separate it into segments or escape from it if chained up with it. The rust has actually been carefully painted on, to make this look older than it is.
2	square-linked chain is extremely strong and heavy. Each link is stamped with a maker's symbol in some sort of runic language.
3	dark-coloured chain has sharp, spiked link pins that could easily inflict some damage. This makes it difficult to handle and it must be carried in some sort of wrap or sack.
4	unusual design of multiple overlapping circles of various sizes makes for a chain that is easily tangled. The advantage is that an individual link can be broken without severing the chain.
5	y-shaped chain has a deer-head metal plate joining the three chains. One is joined to the neck, while the other two leave from where the deer's antlers would be.
6	inch-thick chain is made from thousands of tiny links woven together into a mesh. This makes it more flexible and quieter than most chains, although it is more easily severed and broken.



Grapples

D6 This...

1	folding grapple hook was made to be compact and light. When folded, it appears to be a slim black metal tube a foot long.
2	small grapple has unusually short and sharp spikes on its head. It could just as easily be used as a weapon as a grapple.
3	unusual grapple has a body made of woven leather strips that wrap around two crude bars that have been roughly bent into hooks. Perhaps homemade, but effective.
4	brass grapple has a very long shaft and a large loop at the bottom for a rope to be tied to.
5	set of grapples have screw-threaded bases that allow them to be easily switched onto different ropes. There are a variety of sizes and shapes of grapple included.
6	square grapple is made of flat sheet metal. The two pieces slot together and can be taken apart and stored flat.



Maps

D6 This...

1	carved hunk of wood represents the coastline of this area. Settlements and points of interest are marked with small carved symbols.
2	flat clay tile has a crude map drawn on it. The lines have been drawn poorly, perhaps with a finger.
3	illustrated map features many fantastic creatures and evocative quotes. Some of the beasts you haven't seen before.
4	ancient map is a remarkably accurate portrayal of the landscape of this area. The settlements and roads are different however, and you only recognise a few of the names.
5	map represents each country as a person, contorted into a figure that fits the shape of their boundaries. The perceived character of each country is represented in the figure.
6	map is curious for not being a flat piece of paper, but a small globe. It is made of solid glass and each country has been added with glued-on semi-precious stones.

Backpacks

D6 This...

- | | |
|---|---|
| 1 | huge basket is made of thick strands of wicker. Inside it, canvass pockets have been added and the whole thing has a waxed canvas cover to go over the top that keeps it waterproof. |
| 2 | small leather backpack is heavily padded on all sides of its single internal compartment. The top secures very tightly. On the outside, a flame symbol has been embossed into the leather. |
| 3 | thick canvas backpack has been oiled to help make it waterproof. All the pockets lash closed tightly and have extra-large covers that come down several inches over the sides of the compartments they cover. |
| 4 | cloth bag has a wooden frame that keeps it totally rigid even when empty. The top is actually a flat wooden platform with some leather straps for lashing things to it. |
| 5 | bag is encased in a cage of thick wire with a locking lid. This makes accessing things inside it somewhat slow, but theft is almost impossible. |
| 6 | leather pack has unusual side pockets. Each side has a wicker quiver strapped to it to allow the user to carry an enormous number of arrows at one time. |



Picks and Shovels

D6 This...

- | | |
|---|---|
| 1 | broad shovel has thick grooves to stop material sliding off it when moving material. The head is so broad it has two additional supports branching off the handle to help keep the head in place. |
| 2 | compact shovel is made entirely of metal and has a folding handle. It is well-made and sturdy, clearly a labour of love from a true engineer. |
| 3 | square, pointed shovel has wall sides. It produces clean edges when used to dig holes. This makes it excellent for digging pits and trenches. |
| 4 | pickaxe has a fine-pointed head of extremely hard metal. It is meant for breaking up rocks, and as such it has an extra-long handle to reduce the chance of being hit by flying shards. |
| 5 | wide-headed mattock has a thick handle of ebony-coloured wood that matches the head. It's a versatile design with many uses. |
| 6 | well-used miner's pickaxe has seen enormous amounts of both use and care. The handle has been wrapped with leather, and a small hole has been cut out of the handle to keep a whetstone in. |

Traps & Snares

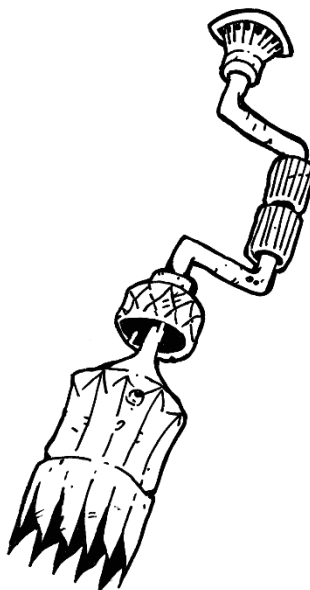
D6 This...

- | | |
|---|--|
| 1 | small man-trap has razor sharp jaws made of a dark-coloured metal Each tooth has had small barbs cut into it, making it incredibly painful to remove from a trapped limb. It has a thick and sturdy mechanism designed to endure being outdoors for some time. |
| 2 | long wire snare has thick brass loops inscribed with runes intended to bring the hunter luck and hide it from prey. |
| 3 | small box trap is intended to snare rabbits and small forest animals, keeping them alive until the hunter returns. Food is placed inside, and it can be covered with a piece of cloth made of separate leaf-shaped pieces stitched together to create a camouflage covering. |
| 4 | fine mist nest has a selection of anchor ropes to tie it to trees. It can easily be used to capture flying creatures alive. There are additional anchor ropes to allow it to set off other traps or mechanisms. |
| 5 | is a fearsome-looking cuff trap. A metal cylinder has a mechanism at the rear that clamps down on the hand of anyone or anything reaching inside it. |
| 6 | bottle of potent-smelling glue is both a lure and a trap. Its potent smell of just-rotting meat attracts scavenging animals of all sorts but leaves them unable to leave once they've set foot in it. |

Thieves' Tools

D6 This...

- | | |
|---|--|
| 1 | set of flat lock-picks slot into a thin metal sheet and are stored in a leather sleeve. They are exceptionally thin and flexible, making them perfect for working intricate locks. |
| 2 | curious metal cylinder is made to fit inside most large locks. Once in place, a button on the end is pressed, and a multitude of small pins shoot out from it and attempt to bully open the lock. A tool intended to help those of little skill have some chance of gaining entry. |
| 3 | circular blade mounted on a y-shaped handle is intended for cutting through glass. It comes with a small hammer of soft wood to help tap the cut circle out. |
| 4 | large tool is intended to cut a circle out of a door. and remove the lock mechanism entirely. It resembles a hand-drill, but the drill is a large cylindrical blade. |
| 5 | set of three short crowbars have holes near one end to tie rope around. When all three are wedged into a door frame, a huge force can be applied from some distance using ropes as a pulley of sorts. |
| 6 | brutal black crowbar has thick, strong feet. Near one a notch with a blade for cutting rope has been cut out. |



Camping Equipment

D6 This...

1	small tent is very low-profile. It only has room for one person lying down, and a few possessions.
2	flint and steel is mounted on a thick hemp cord and also has a small pouch for kindling material. They are stamped with runes
3	heavy, waxed canvas sheet is waterproof in even heavy rain. It has rings for ropes at each corner and can easily be attached to a tree to create a simple shelter.
4	large tent is designed for a group of four people. When packed, it fits neatly into four evenly sized bags of equal weight.
5	spherical tent is designed to be hung from a tree and doesn't touch the ground at all. It has a flat canvas floor within, which can be somewhat disconcerting to walk on for those new to the experience.
6	folding chair has pockets on the side and even a quiver. It can be worn as a backpack when folded.

Consumables

D6 This...

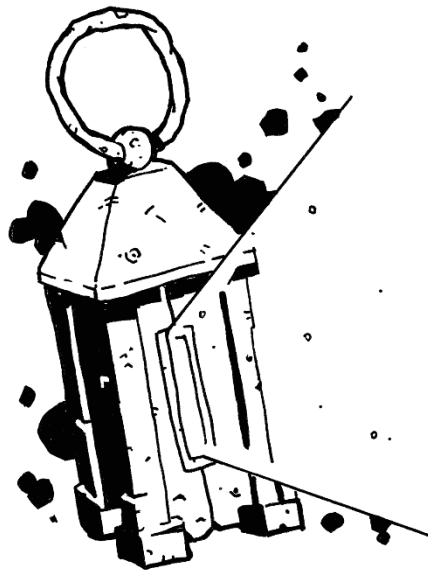
1	soap is packed into slim, pointed bars to make it easy to apply on hard surfaces as a removable marker.
2	leather bag is full of chalk powder. One of the bottom corners has a metal cap that unscrews and allows chalk to pour out slowly. It will leave a trail for a half day's walking when the bag is full.
3	soap has been shaped into a ball and mixed with other agents that mean it reacts violently with water, fizzing and bubbling rapidly. It will turn a large volume of water slightly translucent and bubbly.
4	thick stick of chalk is a lurid red colour. The paper packet it comes in has several designs for magical and ritualistic circles on the back, with handy numbered steps.
5	large block of 'hygiene soap' is marked off into twelve squares that can easily be broken off from the bar. Each one is marked with the name of a month.
6	set of small glass baubles each contain a heavy chalk dust. When thrown they explode in a small cloud of dust and glass pieces.



Lanterns & Torches

D6 This...

1	lantern is made of metal rings joined by a thin chain. It collapses flat when not in use and slips into a canvas pouch for storage.
2	large lantern has a metal frame with parchment stretched thinly over it. It softens the glow from the flame considerably.
3	lantern has removable metal faces on each side. It also comes with an extra face that has a thin slit cut in it, to allow a focused beam of light out.
4	lantern has horrifying faces of grimacing ogres on the sides. When set on the floor in a room, it casts huge shadows on the walls.
5	long wooden torch has a metal cage at the end that contains a small metal flask. The flask holds a wick and oil. The flask can be refilled so that the torch can be reused.
6	unassuming lwooden torch has a hidden button in the handle. When pressed, the flaming end of the torch shoots up to 40 feet from the spring-loaded mechanism.



Repairs & Maintenance

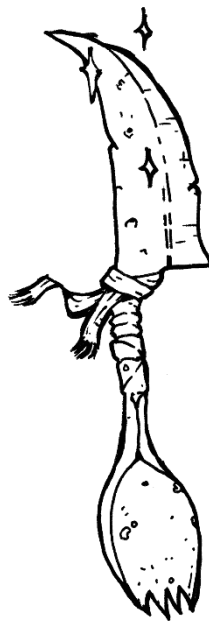
D6 This...

1	small wooden box has six reels of thin thread mounted inside it. A square of cork holds a few needles and a small compartment holds some small scissors. A complete mobile sewing kit suitable for basic repairs.
2	small hammer is made entirely of metal and has a leather loop to hang from a belt. It has both a rounded head and a square head to tap out small dents in armour.
3	pair of thin pliers is used for repairing chainmail rings. Around one handle is a removable jig that can be worn on a finger to hold the mail rings in place while working.
4	pot of clear paste is a quick-drying glue. Once exposed to air, it dries quickly and firmly, forming a strong bond with whatever it has been applied too.
5	roll of thin canvas has a thick, sticky paste applied to the back. It can be cut and used to tape up rips in clothes, or a million other things.
6	set of stone carving chisels are heavy and tough. The wooden handles are well worn, but the blades have been kept keen and they will work even the hardest stone.

Cooking Gear

D6 This...

1	heavy steel cooking pan has a tight lid and contains cooking utensils as well as a plate and cup.
2	short knife is hewn from a smooth, shiny stone that is almost white. Although intended for cooking, it is plenty deadly. The bottom of the handle has been shaped so it can be used as both a spoon and a fork.
3	pair of metal grids are joined at one side and have a removable wire handle. Food can be placed inside to allow easy cooking.
4	pack of twenty metal skewers are for cooking meat or vegetables over a fire. The points are extremely sharp, and they are light enough to be thrown.
5	pyramid-shaped metal box is open at the bottom for wood or coal to be placed inside. Once a fire is going, the top can be removed, creating an intensely focused flame.
6	kettle has a removable metal centre peppered with small holes which allow it to be used to brew teas and even medicinal drinks more cleanly.



Keepsakes

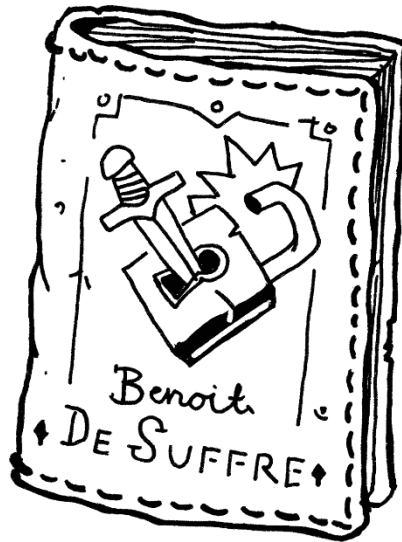
D6 This...

1	belt has a thick, heavy buckle. A catch on the side of the buckle opens it up to reveal a small cache of tiny handwritten messages. It seems they're from a distant loved one.
2	plain band has a single bright sapphire on it. Faintly glowing letters show up in the presence of magic. They read " <i>Volo Noscere</i> ".
3	rough sketch of a handsome man is somewhat lewd. More emphasis is placed on impressive proportions than accurate portrayal. At the bottom is written "for our time in the mountain passes"
4	ring is made from a coin that has been hammered into shape. The images are still visible and the date faces outwards, suggesting it was significant to the owner.
5	red silk scarf has been folded carefully and stored in a pouch. When unfolded, a faint hint of a citrusy perfume lingers in the air.
6	6-inch-long model of an infant boy has been carved from cheap wood and painted even more cheaply. On the bottom is a name and a date.

Books & Paper

D6 This...

1	simple guide to selecting whether mushrooms are edible warns that it doesn't cover all eventualities. It should help an amateur to survive foraging in the wilderness.
2	adventurer's sign language book details a simple set of hand signals that can be used to communicate simple information to people who know the signals.
3	set of thin, crinkly paper has been cut into shapes for pieces of armour and marked with measurements. It seems to be a set of plate armour, but with some unusual joint designs that might allow for greater flexibility.
4	is a treatise on lock design by Benoit De Suffre. In particular, it details how many lock designs can be disabled with a simple dagger or other improvised tools.
5	bundle of wanted posters is spattered with blood. The backs of many of them have notes on rumoured locations of the wanted creatures and people.
6	sheaf of square sheets of paper are each marked with folding lines and a box for writing messages. Once folded, it forms a strange triangular shape that glides through the air when thrown.



Daily Use

D6 This...

1	folding razor is set in a smooth horn handle. It isn't strong enough to use as a weapon against any kind of armour but will cut exposed flesh easily.
2	tiny shaving blade has the blade mounted parallel to the ebony handle. It can be held in the palm of a closed hand and gives an extremely close shave.
3	round mirror is backed with painted leather and is just three inches across. A curved blue wave pattern on the leather uses three shades of blue to achieve depth.
4	leather belt pouch has a sturdy metal plate in the back of it and a heavy clip to attach to clothing that makes it extremely difficult to steal.
5	canvas drawing bag has four separate compartments inside it. Each has a flap and a duffel fastener to allow it to be closed separately inside the bag.
6	pair of leather shoes have a hidden compartment under the sole. Only an inch wide, less than an inch deep and six inches long, it won't hold much, but will keep it hidden.

Maps & Navigation

D6 This...

1	thin book's pages are inked with a grid pattern. A scale of 1 square = 5 feet is marked on one corner. The first couple of pages contain a map of a nearby cave.
2	long walking stick is made of a sturdy black wood, and its grain follows the length of the stick. On the top, a small metal disc marked with an N at one point is mounted. It rotates to point north and helps with navigation.
3	polished brass sextant is so finely polished it gleams even in small amounts of light. All the markings are in a strange runic script made up of tessellating squares and circles.
4	roll-up scroll is made of linen and is heavily waxed. A thin stylus allows the wax to be sketched on. Heating it gently erases the image.
5	stubby spyglass is only six inches long, and has a vicious barbed arrow etched into the side of it. When looked through, a series of reticules have been etched on the glass, allowing range to be judged accurately using a human-sized object for reference.
6	flat metal bar has an odd glass chamber in the middle of it full of a translucent yellow liquid. The glass chamber protrudes slightly from both sides and has a small bubble inside it. When placed on a surface, markings on the glass can be used to judge the angle of it.

Locations

D6 This...

1	ramshackle hut is made mostly of recovered driftwood. Inside, arrays of nets, hooks, fishing flies, and weights cover every surface. It's all manufactured by the old man and his wife who sit behind a table, working away at an exotic-looking lure of some sort.
2	campsite has three good quality tents and could easily hold six people. A fire with a triangular pot stand still burns, and cooking utensils lie on the ground around it.
3	broad, deep cave is a single chamber. Huge stacks of mining equipment sit in crates and strewn around gathering dust. At the rear of cave, a tunnel has been started, but it only goes back ten feet or so before stopping.
4	beautiful treehouse is full of furniture and wooden representations of household objects. Everything is a perfect copy, but in solid wood. There is even a family of four people sat around a table eating. Carved into their skin are things they might say.
5	dusty cellar has a faint smell of dry sweat, and a coppery tang of dried blood. A circle of sand, five feet across, is in the middle of the room. Hanging from the walls are cheap and gaudy tapestries that show men engaged in fist fighting. Some even show men fighting huge dogs, and in one, a bear.
6	kitchen is full of tubs and pots of all sizes. Strange buckets of thick sludge with varying scents fill most of the floor. On the table sit huge slabs of soap, some cut into blocks and stamped with a logo.

Adventure Hooks

D6 This...

1	wild-eyed dwarf seeks to prove that it is possible to tunnel under a nearby mountain range and to create a road there. He insists half the tunnels are already there, built by goblins and worse. He wants to raise an expedition to clear them out and begin work tunnelling further.
2	square-jawed blacksmith seeks to reclaim an anvil his family owned generations ago, before they were forced to flee their home by invading monsters.
3	renowned thief has built a house full of traps he insists no one but himself is able to successfully disarm. He's also filled it with glimmering treasure to entice people to try.
4	old farmhouse contains a family and their neighbours holding pitchforks and hiding behind furniture. The doors are heavily barricaded. They keep asking, "has it gone?".
5	gnome, who speaks almost as fast as his hands move, has a new invention. It is a torch of some sort, made from a glowing stone and some leather straps that can be mounted on someone's head. He wants people to test it and give him feedback.
6	vase-maker is accused of abducting several people from the village and hiding them in giant vases. People want to search his workshop and smash the colossal and intricate vases but are wary of what happens if they don't find the missing people.

NPCs

D6 This...

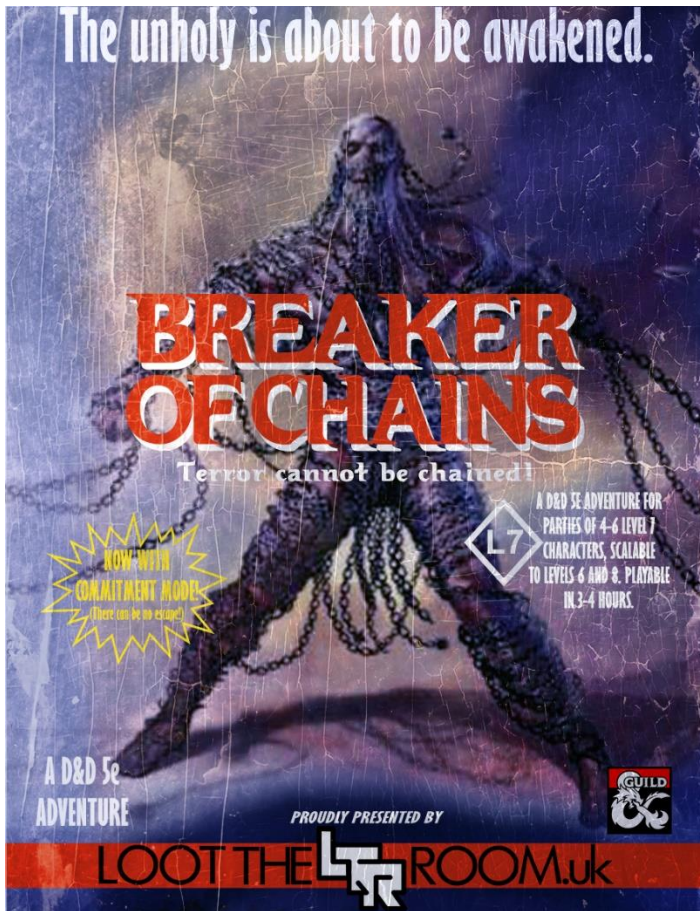
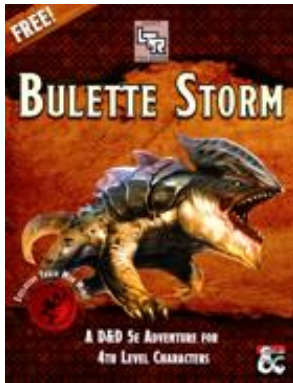
- | | |
|---|--|
| 1 | bearded man carries a rabbit on his shoulder and a bewildering number of cloth pouches mounted to a wicker frame on his back. He offers to brew you an herbal remedy for whatever ails you. Occasionally he tells the rabbit off for interrupting him. The rabbit doesn't speak. |
| 2 | cloaked figure wears a huge number of knives on his belt. Long, short, thin, broad, serrated, curved and straight, they all seem to be there. He trades in knives, but also offers sharpening services for all edged weapons. |
| 3 | middle-aged woman mutters to herself constantly, mostly numbers and place names. Her neat appearance is mirrored in her map-making. Neat and meticulous to the last detail, she has an encyclopaedic knowledge of the local area. |
| 4 | dirty-faced homeless man has no hands but has a huge muscular frame and a black beard shaped like a shovel. He says he was a blacksmith previously, but a horrendous accident has left him unable to make a living, and now he seeks to make money teaching his craft. |
| 5 | old man is past sixty and has a network of scars on his face. He tells adventuring stories to anyone who'll listen and threatens to carry on all night unless you buy him a beer. His colourful stories include lots of useful information on the weak points of all sorts of enemies. |
| 6 | slightly overweight and balding priest is twitchily polite and fussy. He makes a huge deal out of the slightest scratch or injury, and keeps repeating to himself, "oh my, oh my oh my...". Luckily, his healing skills are second to none |



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The shrine on the edge of town has been little more than a landmark for generations – but now eerie runes have begun pulsing across its surface, and rumour has it a dark force is growing. Now the party must investigate the threat and destroy whatever lurks inside the Hall of Lament once and for all.

The Legend of Zelda meets *Hellraiser* in the latest adventure from Chris Bissette. *Breaker of Chains* is a 4 hour old school adventure for characters of levels 6-8, featuring tricks, traps, exploration, traps, and ritual sacrifice. Never again will your players waltz into a dungeon convinced that you aren't willing to kill them in new and horrible ways!

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