

## BOX CONTENTS: The thing about boxes is that you can open them up

RAP

Use when when a party comes across an un-planned box. Depending on age and context, the box could easily be empty; this list assumes it is not. Roll 1d4 for number of items contained.

Condition, magical ability and value of contents are DM option. Roll as indicated or choose as desired.

### d00 Box contents \*A

- 01 A monocle
- 02 A finger nail file
- 03 A large fishhook
- 04 A bone comb
- 05 One foreign gp
- 06 Three small, polished stones
- 07 A large ornate key
- 08 A cheap ring
- 09 Three love letters
- 10 A jeweller's hammer
- 11 A love note
- 12 A wand handle
- 13 A white owl feather
- 14 A collection of orc fingernails \*B
- 15 A gold charm d4
  - 01 A whale
  - 02 A wagon wheel
  - 03 A row boat
  - 04 A treasure chest
- 16 A scrap of parchment with d8
  - 01 A woman's name
  - 02 A rough city map
  - 03 An unknown address
  - 04 A portion of a spell \*C
  - 05 A portion of a business contract
  - 06 A phonetically written phrase
  - 07 A password to an unknown gate
  - 08 Unfinished battle instructions
- 17 A mouse skull
- 18 A silver ear spoon
- 19 Reeds for a musical instrument
- 20 A wooden whistle
- 21 A deck of playing cards
- 22 A belt buckle
- 23 A small bell
- 24 A bundle of dried herbs
- 25 Several random buttons
- 26 Dust from long use
- 27 A silver hair comb
- 28 Rough, hand-drawn map \*D
- 29 A spoon made of horn
- 30 A scarf
- 31 A shale ring bracelet
- 32 A flint arrowhead
- 33 A set of spurs
- 34 Hairpin with a pearl head
- 35 A piece of beeswax
- 36 A bone lucet \*E
- 37 A few beads from an abacus
- 38 A small gold religious symbol
- 39 A wooden spinning top

- 40 A bronze stylus
- 41 An ivory snuff box
- 42 A collection of bird beaks
- 43 A parchment tax receipt
- 44 A guild membership token
- 45 A fossilized coral
- 46 Small sewing scissors
- 47 Small carved wooden farm animals
- 48 A small piece of fine lace
- 49 Dust from long use
- 50 Four sulphur matches
- 51 A silver reading stylus \*F
- 52 A dried flower
- 53 A handful of hobnails
- 54 Two small iron hinges
- 55 A small piece of raw crystal
- 56 A drawstring leather pouch
- 57 Four brass sewing needles
- 58 Small piece of fabric torn from a tapestry
- 59 Nose guard from a helmet
- 60 A cherry pit
- 61 Birch bark sheet with practice writing inscribed
- 62 Scrap of parchment with the name of a large, well known but very distant city clearly written on it
- 63 A bracelet with a dragon's head motif
- 64 Two cork stoppers
- 65 Painted religious icon
- 66 A ball of purple thread
- 67 A small square of ring mail
- 68 Four six-sided dice
- 69 A thimble
- 70 A bone net-making needle
- 71 A long strip of leather
- 72 Bronze tweezers
- 73 A small bag of tiny beads
- 74 A small ring holding two plain keys
- 75 A pewter charm d6
  - 01 A boar
  - 02 A shield
  - 03 An arrow head
  - 04 A plain ring
  - 05 A horse
  - 06 A tower
- 76 Dust from long use
- 77 A gold tooth
- 78 A small silvered mirror

- 79 A lace doily
- 80 A well-used smoking pipe
- 81 A signet ring
- 82 A leather-bound journal \*G
- 83 An old but unused piece of incense
- 84 A piece of turtle shell
- 85 An ivory seal with wax stick
- 86 A small flask of paint pigment (powder)
- 87 A full set of lute strings
- 88 A silver needle case
- 89 Seeds for an unknown plant
- 90 A garlic clove
- 91 A game piece
- 92 A carnivor's fang
- 93 A parchment containing a religious phrase
- 94 Rough map of a location the party wants to explore
- 95 A gambling chip
- 96 A bronze brooch (silvered)
- 97 A child's tooth
- 98 A small pewter cup
- 99 Dust from long use
- 00 A small cloth pouch filled with shards of cheap gems

\*A - Non-magical unless indicated

\*B - Removed during torture

\*C - Illegible by non-magic means

\*D - To unknown, unlabelled location

\*E - A cord or lace-making tool

\*F - To avoid touching holy pages/scrolls

\*G - Contents are DM option