HOW TO USE:

PROPERTY

Curses/Flaws
Condition
Appearance
Origin
Attribute
Special Trait
Gear
Other
Dwarven
Trinkets
Tools
Junk

ITEM

METHOD #1: Draw one or more cards and choose a property and item.

METHOD #2: Draw one or more cards and roll a D6 to determine a Property and Item.

METHOD #3: Start with Method #1 or #2 to create a base item. Then continue drawing cards adding properties until the item has the desired number of properties.

Caution: Not every Property will fit with every item. It may create some weird but fun combination if tried.
**PROPERTIES:**

Most Properties are kept ambiguous or vague to allow DMs to tailor the limitations and benefits of any given property. Below is a suggested use for the Attributes property which have specific suggested values.

<table>
<thead>
<tr>
<th>ATTRIBUTES</th>
<th>SUGGESTED ITEMS</th>
</tr>
</thead>
<tbody>
<tr>
<td>RARITY:*</td>
<td>For most items that are desired to be beyond normal quality.</td>
</tr>
<tr>
<td>SOURCE:*</td>
<td>Animal, vegetable, mineral or Monster? Where does the item come from.</td>
</tr>
<tr>
<td>REMAINING:*</td>
<td>How many or much of an item is left.</td>
</tr>
<tr>
<td>LENGTH:*</td>
<td>Is the item broken? Is it whole? How big are the parts found?</td>
</tr>
<tr>
<td>VALUE:*</td>
<td>Is this item worth anything at all?</td>
</tr>
<tr>
<td>LEARNED:*</td>
<td>Best for items that can be read or studied like books. These are suggested benefits not required.</td>
</tr>
<tr>
<td>LANGUAGE:*</td>
<td>Is this item something the players can read?</td>
</tr>
<tr>
<td>CONTENTS: EMPTY</td>
<td>Used to determine if a container is empty or not.</td>
</tr>
<tr>
<td>INFORMATION/MAP:*</td>
<td>Determines whether an item's information is relevant to the character's current location.</td>
</tr>
<tr>
<td>TYPE:*</td>
<td>Does good or evil benefit from this item?</td>
</tr>
<tr>
<td>WEAPON TYPE:*</td>
<td>Determines the size of a weapon and how can be wielded.</td>
</tr>
<tr>
<td>ARMOR TYPE:*</td>
<td>Determines an armor's category.</td>
</tr>
<tr>
<td>EXTRA:*</td>
<td>Specially crafted items with unique appearances or more than one material used.</td>
</tr>
</tbody>
</table>

Special thanks to @UnrulyArcana for providing some much needed feedback on this project and its redesign and update.
<table>
<thead>
<tr>
<th>Item</th>
<th>Opposite intended effect(s)</th>
<th>Strange conditions for use</th>
<th>Feelings of being watched</th>
</tr>
</thead>
<tbody>
<tr>
<td>blankets</td>
<td>Brittle</td>
<td>Distorted</td>
<td>Dented</td>
</tr>
<tr>
<td>beards</td>
<td>Fancy</td>
<td>Glamorous</td>
<td>Flowery</td>
</tr>
<tr>
<td>focus: orb</td>
<td>Fiend</td>
<td>Giant</td>
<td>Fey</td>
</tr>
<tr>
<td>Length: d00</td>
<td>Extending/Retractable</td>
<td>Celestial</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Blanket</td>
<td>Brittle</td>
<td>Celestial</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Malleable</td>
<td>Brittle</td>
<td>Celestial</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Length: 1d20</td>
<td>Brittle</td>
<td>Celestial</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Crooked</td>
<td>stocking material</td>
<td>Making</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>length: d00</td>
<td>Brittle</td>
<td>Magnetic</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Twisted</td>
<td>stocking material</td>
<td>Replacing</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Clockwork</td>
<td>stocking material</td>
<td>Repairing</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Length: 1d20</td>
<td>Brittle</td>
<td>Repairing</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Malleable</td>
<td>stocking material</td>
<td>Repairing</td>
<td>Value: 100-500 gp</td>
</tr>
<tr>
<td>Length: 1d20</td>
<td>Brittle</td>
<td>Repairing</td>
<td>Value: 100-500 gp</td>
</tr>
</tbody>
</table>

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed

**Random acts of Kindness**

- Twisted
- Crooked
- Clockwork
- Length: 1d20
- Malleable
- Blanket
- Beards
- Focus: orb

**Strange conditions for use**

- Distorted
- Embroidered
- Celestial
- Value: 10-25 gp

**Feelings of being watched**

- Dented
- Flowery
- Fey
- Value: 100-500 gp

**Opposite intended effect(s)**

- Brittle
- Fancy
- Fiend
- Opposite intended effect(s)
- Length: d00
- Extending/Retractable

**Strange noises when disturbed**

- Strange noises when disturbed