

Alternative Search Tables

Treasure is great, but sometimes when PCs search a room there isn't anything of value you have to give. The tables below are made to be used in just such a scenario (but you may use them however you like).

Story Items Table

These items are meant to help build your campaign world and advance the game's story. They may not be of physical use to PCs, but they tell a story. The description of the items is meant to inspire. The story is yours to extrapolate.

d100	Object
1	Prayer book to a resident's diety
2	Vial of herbs used to soothe joint pain
3	Map of an inhabitant's hometown
4	Notes on an inhabitant's current scheme
5	Notes on an inhabitant's old scheme
6	Notes on an inhabitant's future scheme
7	Bag of local candy
8	Bottle of local alcohol
9	Map of an inhabitant's dream retirement location
10	Letter to an inhabitant from a loved one
11	Book of the local government's laws
12	Book of fairy tales for children
13	Book of scary stories
14	Local herbs used in tea
15	Pipeweed from an exotic location far off
16	Bag of bones used to predict the future
17	Spell component pouch full of sulfur and guano
18	Letter opener with an inhabitant's family crest
19	Fancy undergarments from a nearby city shop
20	Board game favored by the locals
21	Card game favored by the locals
22	Dice game favored by the locals
23	Drawing of a local legendary monster done by a child
24	Poem written to an inhabitant by a lover
25	Small musical instrument wrapped in sheet music of a classic song
26	Copper coins from a fallen empire
27	Blanket knit with the symbol of a local government or organization
28	Darkened glasses used by an inhabitant with a light sensitivity
29	Ear trumpet used by an inhabitant with hearing impairment
30	Invitation to a party thrown by a local noble
31	Signet ring of a local authority
32	Coffee grounds from an exotic location
33	Sack made out of a local monstrosity's hide
34	Mask made in the likeness of a legendary monster
35	Pen and stationary set from an institution of learning
36	Text book about the specific ecology of a monster by a well-known sage
37	Brass holy symbol of an inhabitant's deity
38	Stuffed doll made in the likeness of local dog breed or pack animal
39	Stuffed doll made in the likeness of local monster
40	Recipe for an inhabitant's grandmother's famous pie
41	Recipe for an exotic dish
42	Recipe for a local dish
43	Tankard from a local tavern or inn
44	Preserved corpse of an inhabitant's pet
45	Beast's preserved head as a hunting trophy
46	Floor plan of the closest blacksmith's shop
47	Flask emblazoned with a mercenary group's symbol
48	Pen knife with initials carved in Undercommon

49	Stone arrowheads from a nearby primitive civilization
50	Hidden engraving of an evil god or cult
51	Hidden closet or trapdoor meant for hiding runaway slaves
52	Petrified pet rat
53	Sword sheath with the crest of a noble family on the other side of the world
54	Iron manacles with the preserved hands of a humanoid locked in them
55	Dagger with the crest of a city guard on the other side of the world
56	Wood box displaying the corpse of extinct insects
57	Hit list left behind by an international assassin
58	Dull straight razor made for a Huge creature
59	White gloves made for a Tiny creature
60	Monster training manual written by a now dead eccentric explorer
61	Journal of an inhabitant
62	Music box which plays an off-beat tune
63	Waterskin filled with blood for a ritual
64	Calendar with every holy day of a religion circled
65	Sundial bearing the name of a long-forgotten sun god
66	Saddle for a flying beast of burden
67	Notches in the wall noting the passage of time
68	Small booties meant for a baby
69	Broken miner's pick bearing the sigil of an Underdark king
70	Tiny set of antlers, too small for a deer or moose
71	Directions to an inhabitant's best friend's house
72	Cipher for a secret code which is no longer used
73	Bowl made from the wood of an extinct plant
74	Belt buckle bearing the symbol of a knightly order
75	Set of brass knuckles with a criminal's initials raised on the points of contact
76	Magnifying glass carved with the initials of a dead police inspector
77	Work gloves covered in the blood of an aberrant creature
78	Iron pot full of humanoid bones
79	Small flask full of an inhabitant's favorite condiment
80	Voodoo doll of an inhabitant's employer
81	Paper target with a perfect hole through the bullseye
82	Stone statuette of a beast found on the other side of the world
83	Wax candle carved into the image of a god
84	Map of the world
85	Map of a mysterious island
86	Notes from an inhabitant's trip to another plane
87	I.O.U. written to an inhabitant
88	Notice of debt written to an inhabitant
89	Collar and tag made to fit a Large animal
90	Sock for a Huge creature
91	Scarf bearing the crest of a local artisan guild
92	Small wooden box with a secret compartment
93	Yo-yo bearing a child's name
94	Wooden halfling skeleton
95	Common to <insert language of your choice here> dictionary
96	Set of finger puppets resembling a legendary band of heroes
97	Steel box containing the leaves of plants from an exotic location
98	Homemade political cartoon commenting on local affairs
99	Copy of the local news publication
100	Warrant for the arrest of a person on the other side of the world

Useable Items

Maybe you don't want to give your players treasure, but you don't want to overload them with story objects either. Maybe you're the kind of DM who asks players to track their use of food, water, and ammunition. Well if that's the case, when your PCs search, roll on the table below to see what they might find. In certain campaigns, food and water are worth more than gold! For that sort of thing roll a d100 and adjust the rarity of these items based on how often you want them to show up.

d12	Items
1	1 full waterskin
2	1d2 days of rations
3	1 bag of ball bearings
4	1 bag of caltrops
5	1d6 pieces of chalk
6	10d6 feet of hempen rope
7	1d4 flasks of oil
8	1d10 torches
9	1d20 arrows
10	1d20 crossbow bolts
11	1d20 sling bullets
12	1d10 iron spikes