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I LOOT THE ROGUE'S BODY



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I LOOT THE ROGUE'S BODY

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 coin most foes never seem to carry anything of minor interest. This doesn't help the GM diligently trying to breathe life and verisimilitude into his campaign.

Enter I Loot the Rogue's Body. Within, find three tables packed full of roguish tools of the trade, their outfits and other accoutrements along with the random things found in a rogue's pouch. Use them to enliven the looting in your campaign today!

CREDITS

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SYSTEM NEUTRAL EDITION

Welcome to this Raging Swan Press System Neutral Edition. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—may yet lurk within. These generic terms are easily modified to the GM's system of choice.

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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 Rogue's Body*.

This supplement presents three tables. 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.

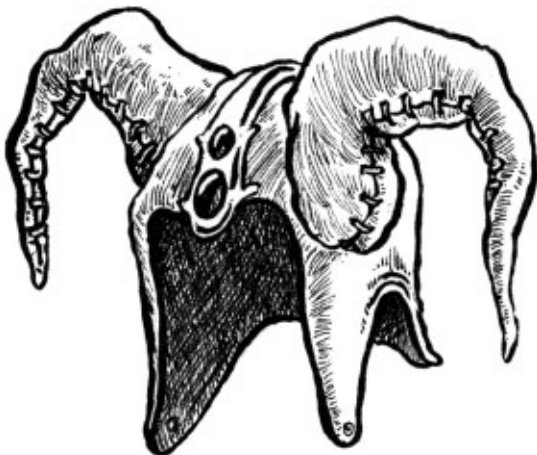
ROGUE'S OUTFIT

Rogues often wear distinctive outfits. Use this table, to generate details of what the rogue wears.

D%	
01-02	A jester's motley, with striped stockings, a chequerboard gingham tunic and red and green cap, complete with jangling bells.
03-04	Form-fitting black, long-sleeved shirt and matching, slightly different black trousers. A black mask completes the ensemble.
05-06	Most of the outfit is composed of sturdy leather, dyed alternately in greens and browns, but a distinctive red bandana tops the head.
07-08	Oddly, only a single strip of cloth is wrapped around the body, starting at the shoulder and wrapping down around the waist.
09-10	A glorious pair of gilded sandals distracts from the fact the body wears little else besides its armour and equipment.
11-12	An immaculate pair of elbow-length black gloves completes an otherwise unremarkable outfit.
13-14	This form-fitted set of sturdy leathers is dyed an outlandish blue, seemingly to help camouflage the wearer against a clear sky.
15-16	A sturdy, wide-brimmed hat tops this set of chaps and fringed vest, along with well-worn riding boots.
17-18	A leather vest worn over this hooded tunic provides a distinctly different look from the typical killer for hire.
19-20	A loose-fitting black shirt, black trousers, black hat and mask complete this swashbuckler's outfit. A short black cape has been recently discarded.
21-22	A pair of ragged eyeholes transform a black bandana into a makeshift mask to top this sleeveless black vest and leather trousers ensemble.

23-24	The inside of this oversized tunic is lined with a plethora of pockets, containing a handkerchief, a deck of playing cards and other legerdemain trinkets.
25-26	Accenting this otherwise nondescript outfit is an outlandish eight-foot-long scarf striped with every colour of the rainbow.
27-28	Odd, purple, elbow-length gloves stand out from this long leather coat, wide-brimmed hat and knee-high boots.
29-30	The inside of this dull grey dock worker's clothing reveals a brilliant green courtier's outfit, elegantly designed to simply be inverted to provide an emergency disguise.
31-32	A forged noble insignia dominates the vest of this well-made outfit. An abundance of costume jewellery adds to the disguise.
33-34	Wide, loose-fitted 'trousers tied with a brightly coloured sash and a vest with no shirt comprise this desert-dweller's attire. A tightly wrapped turban completes the look.
35-36	The "armour" of this figure falls away, nothing more than a cheaply made concoction that looks like plate, but is made up of thin costume pieces.
37-38	A long, hooded cloak over loose robes resembles something more appropriate to a demonic cult than a simple enforcer.
39-40	A finely made purple suit with hideous green tie would seem almost comical on another person, but its cut seems more sinister on this figure.
41-42	One sleeve on this well-made, dark blue tunic has ripped off.
43-44	What appears to be an eye patch is actually a translucent screening, allowing full use of the eye despite the seeming impairment.
45-46	Over the top of the normal blacks and greys of a night-time burglar is a climbing harness with a coil of rope still attached at the back.

47-48	An apron bearing a variety of disturbing stains protects an otherwise immaculate set of fine riding leathers complete with high boots.
49-50	The cut and bearing of this outfit, along with a chest full of medals, suggests a military uniform, though it conforms to no known nation or mercenary company.
51-52	It's hard to make out the exact figure underneath the surprisingly voluminous cloak. When revealed, the body is wearing a considerably undersized set of black leathers.
53-54	This outfit is little more than a series of awkward leather straps, buckles and pouches over scraps of skin-tight cloth, the entirety of which covers less than half of the body.
55-56	Pointed ears atop a black cowl and cape lend an ominous feel to this otherwise blue, grey and black skin-tight suit.
57-58	A skull mask protrudes from a deep hood atop this black and grey set of robes, gloves mimicing the skeletal structure conceal the figure's hands.
59-60	A dark vest over a white shirt and dark brown trousers, coupled with a bandolier, provide an ensemble fit for a scoundrel.
61-62	A lightly camouflaged pattern in the greys of the city cover the shirt, trousers and cloak provide a surprisingly good way to blend into the alleys and streets of an urban setting.
63-64	This poorly made vestment seems to be composed of off-cast scraps from other articles of clothing, along with the furs of small animals, all hastily stitched together.
65-66	A startling combination of colours spanning the entire rainbow has been combined in as poor of taste as possible, in this garish outfit.
67-68	A battered, wide-brimmed brown hat tops a well-worn ruddy brown leather jacket and trousers with white shirt.



69-70	A skin-tight sleeveless shirt and short skirt or kilt show off a great deal of skin, leaving almost nothing to the imagination.
71-72	A long coat suggests a military origin for this outfit, but the rest is a mishmash of styles seemingly coming from a variety of cultures and countries.
73-74	The well-tailored suit is crisscrossed with a plethora of straps, each of which holds sheaths, pouches and other containers, most of which are empty.
75-76	A brown and green outfit with a brown hooded cloak seems better suited to a forest than the city.
77-78	Countless cuts, tears and gashes render this clothing little more than rags held together by a scarce handful of threads.
79-80	This figure wears well-made trousers of brightly coloured linen, but is bare-chested, save for a few scraps of armour.
81-82	At first appearing to be the vestments of a devilish cleric, subtle variation in the imagery shows it is a simple replica designed to act as a disguise.
83-84	A heavy, fur-lined hooded coat and heavy boots provide hastily added cold weather gear to a suit of threadbare leathers.
85-86	Black gloves with silver bones depicting the skeletal structure of the hand stand out from this otherwise nondescript set of simple dockworker's clothes.
87-88	A full-face mask decorated with the image of a snarling dragon tops this green and red patterned form-fitting bodysuit.
89-90	The shirt and trousers of this suit are made of exotic furs, the clashing nature of which is nearly unbearable to look at.
91-92	This dark grey jacket has flaps of fabric sewn between the arms and torso, enabling it to be used as a crude glider.
93-94	A set of oft-repaired rags that wouldn't look out of place on a beggar conceals the armour and equipment of this thief.
95-96	Strange goggles and a kerchief over the mouth top a long coat, loose shirt and leather chaps, all of which is decorated with gears, springs, cogs and other mechanics, some of which actually move.
97-98	High, soft leather boots that are nearly silent stand out from the rest of this subtle ensemble. Every buckle, chain link or other noisemaker has been carefully silenced with black cloth.
99-100	This studded leather jacket with the sleeves torn off bears an enormous emblem of some criminal organization, dominated by a leering demon's face on its back.

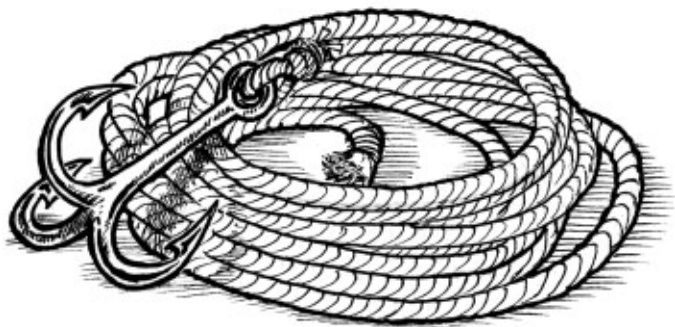
ROGUE'S TOOLS OF THE TRADE

Rogues often possess many tools of the trade to aid their thievish endeavours. Use this table, to generate the details of such items.

D%	
1	A single, long needle-like implement, suitable for use as a lock pick.
2	A pouch of marbles—nine are black and one has a blood red cat's eye.
3	A small sack contains a handful of triangular pyramids with strange markings on each face, suitable for use as caltrops.
4	A loosely-wrapped bundle of flour leaks slightly; if thrown it would easily burst on impact.
5	A splayed eagle talon crafted from steel, designed to be used as a grappling hook.
6	A tiny knife, ill-suited to combat for a human, but easy to conceal.
7	A bushy false beard, mostly red with flecks of grey cunningly woven in to lend it a more realistic colouration.
8	A small box of wax designed to take an imprint of a key, amulet or similar small item.
9	A surprisingly large key, though some of its teeth appear to have been modified with a file.
10	A delicate hammer and jeweller's chisels, along with a few cheap practice gems.
11	A cleverly reinforced leather gauntlet with a few shards of glass embedded in the back of the hand.
12	A small vial of black, oil-based paint, with a small brush serving as an applicator.
13	A deck of carefully marked cards; the jack of diamonds is missing.
14	A double-sided coin, each side bearing the face of some long-lost monarch. One side is winking.
15	A small mirror on the end of a long, slim steel pole, obviously intended to be slipped under a closed door.
16	A few cast-off, bent and damaged lock picks, barely usable for their intended purpose.
17	An elaborate cosmetic kit, though most of it is nearly depleted, leaving only 1d2 uses.
18	A heavily worn whetstone, grooved almost clean through with use.
19	An empty vial that smells faintly of almonds, likely once containing poison.
20	A small bottle of viscous oil.
21	A fistful of long screws and a simple screwdriver.
22	A pulley about the size of a closed fist with a hook and small clip.
23	A single, heavily battered climbing piton.
24	An eight-foot length of fine silk rope, frayed at one end from a hasty cut.

25	A well-used crowbar, bent ever so slightly at its centre point.
26	A cracked spyglass, though still usable in a pinch.
27	A dinged brass ear horn, etched with the initials R.W.D.
28	A short brass whistle, only audible to dogs and elves when blown.
29	A length of black cloth faintly stained with old blood.
30	An elaborate head harness with ball gag.
31	A pocket-sized lantern that emits half the light of the full-sized version.
32	A jeweller's magnifying glass crafted from fine silver.
33	A full-face mask designed to look like a snarling orc.
34	Though clearly labelled as poison, the yellowy liquid in this small vial is benign.
35	A glass eye, its iris a garish green.
36	A tiny pick, such as might be used in dentistry.
37	A selection of small horsehair paintbrushes.
38	An elaborate, hand-cranked can opener.
39	An empty half-pint jar with a cleverly designed snap tight lid.
40	A spool of copper wire wrapped around a magnet.
41	A small, wind-up clockwork mouse painted to look very realistic.
42	A few sticks of chalk and sheets of paper, one of which has a rubbing of a lewd carving.
43	A selection of arrowheads, each slightly different in design.
44	A large steel file, a few flecks of copper still in its grooves.
45	A short sword scabbard containing a dagger, the rest of the scabbard acting as a secret compartment holding a selection of maps.
46	A small pouch contains various sizes of nuts and bolts along with a chisel.
47	An extendable pole with a small magnet at one end capable of holding up to 3 lbs.
48	A bar of soap smelling faintly of lilacs.
49	A spray bottle containing some kind of vulgar perfume, reminiscent of a drunk goblin.
50	A tiny wooden barrel on a dog collar full of cheap brandy.
51	A set of leather manacles joined with a chain.
52	A rather hefty sack of sand.
53	A leather waterskin filled with a foul-smelling but quite tasty white wine.
54	A short length of lead pipe that has been hastily converted into an improvised scroll tube.
55	A pair of slitted goggles designed to cut down on reflection in snowy regions.

56	A pair of felt slippers designed to fit over a pair of heavy boots to help muffle noise.
57	A few pellets that burst on impact, splattering the surface with bright green paint.
58	A small syringe and a collection of vials, some of which contain blood.
59	A small, dog-eared field guide to gem values, including definitions for cut and clarity.
60	A collection of assorted sizes of sewing needles in a small leather wrap.
61	A pair of finely tuned brass callipers.
62	A strange device, something like a compass, though the needle doesn't seem to point north.
63	A small pouch filled with tiny lead balls, something like buckshot.
64	A black eyepatch on a strip of leather.
65	An assortment of darts with brightly coloured fletching, too small for use in combat.
66	A brass horn that sounds like a duck when blown.
67	A book of code words and slang used by the local thieves' guild.
68	A small alchemical pouch that produces mild heat when its components are crushed.
69	A small alchemical pouch that produces mild cold when its components are crushed.
70	An incredibly fine ball of string that unwinds into a surprisingly strong 50-foot rope.
71	A simple but well-designed thong of leather designed to be used as a restraint able to be applied with one hand.
72	A cleverly linked set of rods that unfurl into a useful baton.
73	A heavy five-foot length of chain with a crude lock on one end.
74	A small cleaver and wooden cutting board, attached with a length of rope.
75	A small jewellery box with a huge assortment of customizable costume jewellery.
76	A small hand mirror that seems oddly angled to reflect behind the user when looked directly into.
77	A wooden holy symbol dedicated to a god of stealth and deceit. A secret compartment within hides a tiny knife.



78	A dagger with a hollow in the hilt full of fine, white sand.
79	A small bag of sand with a cleverly tied knot that makes it easy to open and throw into an opponent's eyes.
80	A punch set and hammer designed for leatherwork.
81	A spare bowstring and a handful of arrowheads all of different designs.
82	A piece of stretchable cloth useful for bracing a wounded knee or other joint.
83	A simple steel crowbar, painted a startling shade of blue. The paint is chipped at both ends.
84	This screwdriver has an unusual head, rarely found in this region.
85	A small handsaw, suitable for cutting through iron or steel. Its teeth are surprisingly sharp.
86	A five-pound lead weight with a loop for a rope. The bottom of the weight is battered and scratched.
87	A battered wooden tankard with a reinforced glass bottom.
88	A fine wire with steel pitons, suitable for use as a trip wire or garrotte.
89	An elaborate glass cutting system complete with a suction cup and diamond blade.
90	Fingerless gloves with a stiff palm and protective plate stitched to the back.
91	A pair of wax ear plugs in a small pewter case.
92	A fine saw designed to slip in between a door and its frame to slowly cut locks or bars.
93	A double-headed coin, set of weighted dice and marked deck of cards provide a gambler's dream.
94	A wooden case of multi-hued chalk comprising different sections of red, white, blue and yellow chalk.
95	A small pot of red paint with a brush attached to the inside of its lid.
96	An exceptionally sharp single edged knife, serrated for a few inches near the hilt in a worn and supple leather sheath.
97	A tiny vial of weak poison, incapable of nothing more than rendering a target ill for a few hours.
98	A simple facemask for covering the eyes, black on one side and grey on the other.
99	A 30 ft. length of slender black thread able to easily bear the weight of a fully-grown man.
100	A 15 ft. long thin, almost invisible, silver wire with a sharply curved hook on the end used to hook things from the belts of unsuspecting victims passing below the rogue's perch.

ROGUE'S POUCH CONTENTS

Beyond their coinage, rogues often carry strange odds and ends as well as minor pieces of small equipment in their pouches. Use this table, to generate the details of such items.

D%	
1	An ancient piece of green glass, its edges rounded by time.
2	A small black opal with a hole drilled through it which may have been part of a necklace.
3	A single dose of an anti-nauseant in a brown glass vial.
4	A heavily used pewter spoon, bearing a strange coat of arms on its handle.
5	A preserved rabbit's foot, the fur on one side is nearly completely worn off.
6	A locket with a broken loop that once held a necklace contains the image of a stunningly beautiful gnome.
7	A black knight from a cheap wooden chess set; a nail has been added to its forehead as a crude horn.
8	The jack of diamonds from a set of marked cards.
9	A bone carving of a dolphin, one of the fins has broken loose, but is also present.
10	A startlingly large number of fingernail clippings, some of which bear nail polish.
11	A collection of bottle caps, each bearing a distinctive brewery's design.
12	A used bandage with signs of infection present in the blood.
13	A burnt fragment of a silk handkerchief bearing the initials E.W.H. in red.
14	A beautifully coloured conch shell wrapped in white linen.
15	A small pepper mill.
16	A selection of short leather strips; one has a single hair snagged on it.
17	A small pouch of powdered silver.
18	A cork stained at one end with a particularly fine and fragrant red wine.
19	A spare brass button, though seemingly not missing off the outfit.
20	A blue silk ribbon, slightly damp to the touch.
21	A spare bootlace, tied into an intricate, ornamental, braided knot.
22	A collection of brightly coloured beads, no two have exactly the same shade.
23	A desiccated bunch of grapes, shrivelled to little more than raisins on a branch.
24	A battered wooden toggle seemingly ripped off the pouch itself.
25	A waterproofed piece of leather coats the inside of the pouch, protecting its contents, which comprise several sheaves of parchment.

26	A smattering of chips of gemstones cut from larger stones; none are of any real value.
27	A folded up page torn from a manual of fencing techniques.
28	A tiny brass key topped with a screaming skull.
29	A handful of tiny gears, likely from a pocket watch.
30	A length of fine silver chain not quite long enough to go around the neck.
31	A cast off single cut link from a solid iron chain.
32	A dried lizard, one side of it bears tentative tooth marks.
33	A fingertip-sized glass stone, cut to resemble a diamond.
34	A scratched magnifying lens.
35	A medal of valour from a recently overthrown kingdom's military.
36	A large claw from some kind of exotic monster.
37	A small jar containing the pickled eyeball from a small demon.
38	A glass eye, its iris an eerie shade of purple that shifts hue as the eye is turned.
39	A set of long needles, the tips faintly stained with dried blood.
40	The inside of the pouch is coated in a seemingly innocuous fine white powder.
41	A rolled up diagram of the human body marked with pressure points.
42	A single shuriken, one of its tines is bent at the tip.
43	A high quality sewing kit, though all of the threads are in outlandishly bright colours.
44	A wooden pipe, loosely loaded with tobacco.
45	A set of matches, most of which are already spent.
46	A damaged pocket watch, missing at least a few of its gears, its hand swings uselessly.
47	A single-edged folding straight razor, nicked in the centre of the blade.
48	A lens frame on a chain is lacking a glass of any sort.
49	A small spool of copper wire wrapped haphazardly around a cheap purple crystal.
50	A mouse skull.
51	A few small springs, coated in some kind of grease.
52	A stone nose, snapped off of a larger statue, presumably human.
53	A heavily salted pickled fish, gnawed at in a few places.
54	A folded up piece of parchment presents a short poem about flowers written in Elvish.
55	A small stone with a faded and worn Dwarven rune, which translates into "warning".

56	A single, brown leather glove missing its index and middle fingers.
57	A small lead figurine of a soldier carrying a spear and shield.
58	A lock of golden hair wrapped in a short, blue ribbon.
59	An iron ring stamped with the emblem of a renowned wizard's academy.
60	A brooch depicting a multi-hued butterfly escaping the clutches of a small red devil.
61	A small, sculpted cat curled up to take a nap, it has been crudely painted as if by a child.
62	A handful of bones from the wings of some small fowl.
63	A scrap of parchment with a charcoal rubbing of an ancient prophecy written in an obscure language.
64	A dried bird's claw on a fine metal chain, designed to be worn as a bracelet.
65	Hunks of bread that have been torn up and are starting to get pretty stale, though show no signs of mould.
66	A page torn from a bird observation guide depicts a titmouse.
67	A soapstone carving of a powerful demon bears the inscription "Verbellex".
68	A blue silken handkerchief with a small bloodstain in one of its corners.
69	A rock that bears the fossil of some tiny, prehistoric predecessor to the modern dragon.
70	A handful of teeth from a hunting cat that oddly show no signs of damage or wear.
71	A small box with a hand crank that no matter how long it is turned produces no effect.
72	A small glass shaker filled with salt.
73	A scrap of leopard spotted fur, too small to be useful as clothing.
74	A small pouch of crushed clear glass.
75	The tiniest bit of rouge is still in the bottom of this small container of makeup.
76	A small piece of cheese wrapped in what appears to be an exotic leaf.

77	A small flask has only two mouthfuls of a potent whiskey left in it.
78	A small spoon bearing the emblem of a local noble family.
79	A tiny booklet containing a trashy romance story.
80	A locket with a pair of portraits of the same woman, one of them surprisingly lewd.
81	A handful of sequins from an exotic ball gown.
82	A gaudy ring inset with cheap jewels bears the letters A.W.D.
83	A massive brass belt buckle depicting a woman riding a bull is inscribed with the word "champion" underneath.
84	A plush bear wearing a mock suit of chain armour made from shiny grey cloth.
85	A stale muffin, so hard as to almost be deadly.
86	A handful of silver-coloured disks, each about the size and weight of a standard coin.
87	A single woollen mitten with a drawstring acts as a liner for the pouch.
88	A fetish made up of feathers and fur rattles when shaken.
89	A rolled piece of leather stamped with a tattoo may be humanoid skin.
90	A bronze cowbell and mallet, attached with a leather cord.
91	A badly burned silver holy symbol, dedicated to one of the lords of the underworld.
92	A pair of dried-out, gossamer wings, seemingly torn from a fairy or other fey creature.
93	A small, gold piercing bears signs of having been forcefully removed from its previous owner.
94	A white veil with a few strands of strawberry blond hair caught in its band.
95	The wheel from a small, wooden pulley.
96	A complex fishing lure that shines with pearlescent colours in bright light.
97	A spool of fishing line with a hook tied to one end.
98	The broken remnants of a small, stoppered vial wrapped inside this red-stained pouch.
99	A large, spiny, green seed from an exotic plant, completely foreign to the region.
100	A fist-sized red gemstone glows with an inner light for about an hour after it is removed from the pouch, before fading to a dull grey worthless rock.



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