

YS d100 Unusual Items NPCs Carry

NPCs often carry small items that hint at pieces of their story. Roll on this table to see what unusual object they have with them.

This table expands the **Distinctive Feature: Unusual Item They Carry** result from **YS Games NPC Builder**.

d100 (1-25)	Unusual Item	d100 (26-50)	Unusual Item	d100 (51-75)	Unusual Item	d100 (76-100)	Unusual Item
1	Ornate Key	26	Spice Box	51	Worn Map Tube	76	Lacy Handkerchief
2	Child's Drawing	27	Lockpick Roll	52	Scented Cloth Sachet	77	Broken Pocket Watch
3	Sewing Kit	28	Dream Catcher	53	Small Brass Sundial	78	Small Flute Case
4	Chunk of Yellow Amber	29	Weathered Journal	54	Smoking Pipe	79	Ring with Missing Stone
5	Carefully Folded Letter	30	Engraved Signet Ring	55	Piece of Coral	80	Spinning Top
6	Small Spyglass	31	Small Copper Bell	56	Ink and Quill	81	Live Mouse
7	Cloudy Glass Marble	32	Smooth River Stone	57	Smooth Stone with a Hole	82	Pearlescent Hair Comb
8	Hand-Carved Wooden Top	33	Lavender Scented Candle	58	Small Whetstone	83	Jar of Pickles
9	Foreign Copper Coin	34	Child's Wooden Horse Toy	59	Armband of Colored Feathers	84	Carved Bone Whistle
10	Running Hourglass	35	Cracked Lantern	60	Tiny Potted Plant	85	Polished Bone Token
11	Bundle of Dried Herbs	36	Wax-Sealed Letter	61	Carved Jade Bangle	86	Star Chart
12	Beaded Coin Purse	37	Friendship Charm Bracelet	62	Delicate Porcelain Doll	87	Dented Silver Mug
13	Chameleon Lizard	38	Bag of Bone Dice	63	Small Cask of Dye	88	Colorful Silk Scarf
14	Painted Folding Fan	39	Polished Conch Shell	64	Theatre Ticket Stub	89	Oversized Silver Coin
15	Locket with Missing Picture	40	Small Tan Dog	65	Locked Wooden Box	90	Sealed Clay Urn
16	Folding Magnifying Glass	41	Handwritten Recipe	66	Rope Knot Charm	91	Lock of Hair Tied with Ribbon
17	Tin of Pipe Tobacco	42	Stitched Leather Gloves	67	Small Birdcage	92	Bouquet of Dried Flowers
18	Piece of Blue Sea Glass	43	Bottle of Black Sand	68	Pocket Almanac	93	Tiny Iron Hammer
19	Carved Bear Charm	44	Mechanical Puzzle Ring	69	Glass Jar of Fireflies	94	Crumpled Wanted Poster
20	Deck of Playing Cards	45	Sketch of a Face	70	Carved Wooden Cat	95	Old Fishing Lure
21	Basket of Sweet Buns	46	Small Balance Scale	71	Twisted Walking Stick	96	Embroidered Leather Pouch
22	Hand Mirror	47	Ribbon with a Medal	72	Wax Seal Stamp	97	Prayer Hymn Sheet
23	Torn Map Fragment	48	Marionette Puppet	73	Painted Game Tokens	98	Faded Parasol
24	Small Crystal Prism	49	Rusted Padlock	74	Miniature Portrait Painting	99	Tin Fork and Spoon
25	Painted Bird Skull	50	Wind-up Music Box	75	Tiny Bronze Idol	100	Working Compass

GM Tip: Use the item as a prompt, not a rule. Ask yourself: What does this reveal about the NPC? How did they get it? Why do they still carry it? Tie the item to the NPC's past, profession, or relationships to create an instant hook.