

# Cozy Caves

## A D&D Dungeon Generator

*Item & Prop Generation Module*

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## Preliminary Items & Props List

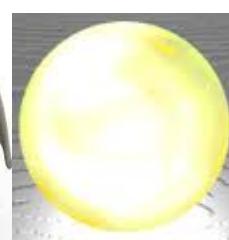
# Common Tabletop Game Items

1. **Tables and Chairs:** Found in taverns, inns, or dining areas, these items create spaces for role-playing interactions, resting, or tactical positioning during combat encounters.
2. **Bookshelves:** These can be placed in libraries, wizard towers, or study rooms. They may hold valuable books with lore, spells, or hints for quests.
3. **Barrels and Crates:** Commonly found in storage areas, warehouses, or dungeons, these containers may contain supplies, loot, or even hidden passages.
4. **Weapons Racks:** Placed in armories or guardrooms, these racks display a variety of weapons that players can inspect or use in emergencies.
5. **Decorative Rugs:** Adding an aesthetic touch, these rugs can be found in noble houses, temples, or luxurious chambers.
6. **Candles and Chandeliers:** Light sources that provide illumination in dimly lit areas such as caves, crypts, or haunted houses.
7. **Alchemy Stations:** In wizard laboratories or apothecaries, players can find alchemy equipment, ingredients, and potions.
8. **Altars:** Located in temples or sanctuaries, these altars may offer divine blessings, healing, or quests from deities.
9. **Bedrolls:** Placed in resting areas, these provide spots for players to take a short rest and regain their strength during their adventures.
10. **Torture Devices:** Found in dungeons or villain lairs, these items add a sinister atmosphere and potential obstacles for players to overcome.
11. **Furniture and Artifacts:** Unique pieces of furniture or artifacts, such as magical thrones or ancient statues, that serve as key elements in the story or puzzles.
12. **Locked Chests:** Treasure chests that require keys or puzzle-solving to unlock, holding valuable rewards for the players.
13. **Cobwebs and Dust:** In abandoned areas or long-forgotten chambers, these details set the tone for mystery and neglect.
14. **Runes and Glyphs:** Engraved on walls or floors, these symbols can be clues or trigger magical effects when activated.
15. **Banners and Tapestries:** Decorating the walls of castles, guild halls, or fortresses, these items add character to the locations.

## Possible Items & Props To Be Used

### Magical Enchantment:

1. Glowing Runes: Ancient runes that emanate magical light, creating an otherworldly atmosphere. These runes could serve as clues, magical barriers, or markers for hidden secrets.
2. Enchanted Statues: Statues that come to life when triggered, either as guardians or guides for the players. They could hold keys or provide riddles to solve.
3. Floating Orbs: Magical orbs that float in mid-air and act as sources of light or reveal hidden pathways when touched.



### Ancient Relics:

1. Artifact Pedestals: Pedestals that display ancient artifacts, each with unique powers. Players can interact with these relics or use them to uncover their hidden abilities.
2. Mystic Obelisks: Tall, mysterious obelisks that may grant blessings or curses to those who interact with them.
3. Time-worn Tomes: Old books scattered throughout the map, containing forgotten knowledge, spells, or quests for players to discover.



### Nature's Bounty:

1. Giant Mushrooms: Towering mushrooms that players can use as cover, or they might have magical properties when consumed.
2. Overgrown Foliage: Dense vegetation that players can traverse through, offering both hiding spots and potential dangers.
3. Bubbling Pools: Pools of magical water with unique effects, like healing or temporary enhancements.



### Cursed Objects:

1. Haunted Mirrors: Mirrors that reveal unsettling reflections or transport players to parallel dimensions.
2. Cursed Jewelry: Accessories that bestow powers but come with dangerous side effects, like a necklace that grants invisibility but drains life force.
3. Possessed Objects: Everyday items like swords, paintings, or candles that may be temporarily inhabited by malevolent spirits.



### **Elemental Contraptions:**

1. Steam Vents: Vents that release hot steam and can be used strategically in combat or puzzle-solving.
2. Frozen Statues: Statues covered in ice, which players can melt to reveal hidden passages or items.
3. Electrified Conduits: Electrically charged conduits that players must navigate carefully to avoid harm.



### **Treasure Hoard:**

1. Jeweled Chests: Elaborate chests filled with valuable treasures, guarded by monsters or traps.
2. Golden Altars: Altars adorned with gold and gems that require offerings or rituals to gain rewards.
3. Precious Gems: Scattered gems throughout the map, valuable as trade items or components for magical rituals.



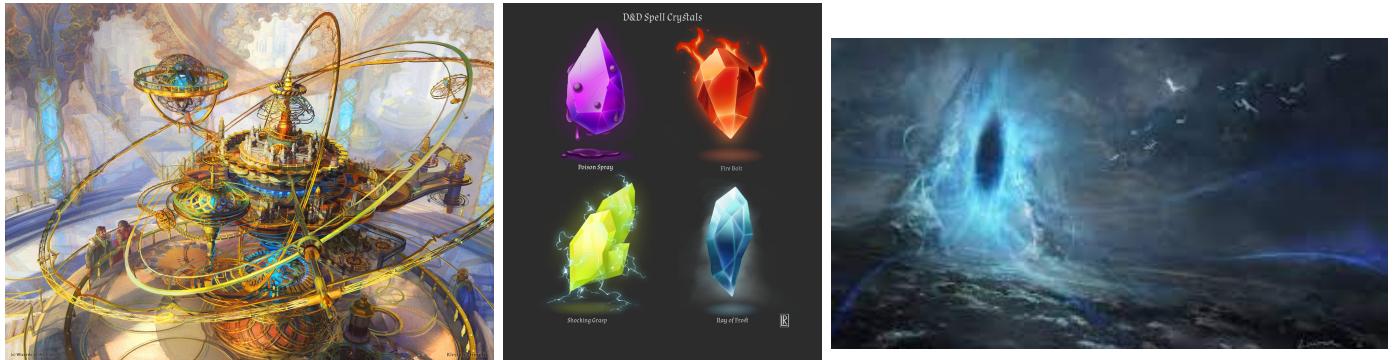
### **Mechanical Gizmos:**

1. Clockwork Contraptions: Intricate, animated machines that can aid or hinder players' progress.
2. Gear Platforms: Moving platforms operated by gears and levers, used to reach higher areas or cross gaps.
3. Pressure Plates: Plates that trigger mechanisms or traps when stepped on, adding a strategic element to gameplay.



### Astral Wonders:

1. Celestial Orrery: An orrery displaying the movements of celestial bodies, potentially offering cosmic knowledge.
2. Starfall Crystals: Crystals that absorb the essence of fallen stars, providing temporary enhancements.
3. Astral Portals: Portals to other planes of existence, offering opportunities for unique encounters and challenges.



## Items & Props for the Dungeon Theme

The main theme of this game is set in the dungeon. As such, I have listed the relevant items/props that can appear in the generated map, along with what they do. The metadata is not as intricate at this stage. Once the list of items/props gets finalised, the metadata will be updated to include more detailed description such as how the players can interact with it, its rarity, and its properties.

### Potions and Elixirs:

- Healing Potion: A vial of rejuvenating liquid that swiftly restores a portion of the drinker's vitality, providing a precious lifeline in dire situations.
- Potion of Invisibility: A phial containing a shimmering potion that bestows temporary invisibility, enabling stealthy maneuvers and evasion.
- Potion of Fire Resistance: A potion that grants temporary protection against the searing heat of flames, bolstering the drinker's resilience to fire-based attacks.
- Potion of Strength: A concoction that temporarily enhances the imbiber's physical might, empowering them with increased brawn and fortitude.

### Scrolls:

- Scroll of Identify: An inscribed parchment that imparts the ability to discern the arcane nature of items, unraveling their hidden potential.
- Scroll of Mage Armor: A scroll containing an incantation that conjures a protective ethereal barrier around the reader, enhancing their defense.
- Scroll of Dimension Door: An ancient script detailing a mystical transportation spell, enabling the reader to traverse short distances instantaneously.

### Weapons and Armor:

- Longsword: A versatile and well-balanced one-handed weapon, favored by adventurers for its adaptability in close combat.

- Shortbow: A ranged weapon capable of launching projectiles with precision, providing a means to engage foes from a distance.
- Leather Armor: Supple and lightweight armor that offers moderate protection without hindering agility.
- Chain Mail: A sturdy suit of interlocking metal rings, providing solid defense while maintaining mobility.

#### **Magical Items:**

- Ring of Protection: A magical ring that envelops the wearer in a subtle shield, augmenting their armor class and fortifying their defenses.
- Amulet of Health: An enchanted amulet that bestows improved vitality upon the wearer, bolstering their constitution and hit points.
- Cloak of Elvenkind: A finely crafted cloak that grants the wearer an uncanny ability to blend into shadows and move with remarkable stealth.

#### **Traps and Tools:**

- Thieves' Tools: A meticulously crafted set of tools essential for adeptly picking locks, disarming traps, and executing stealthy maneuvers.
- Bear Trap: A menacing contraption designed to ensnare unsuspecting creatures, immobilizing them with its powerful jaws.
- Tripwire Alarm: A cunningly deployed mechanism triggered by movement, emitting an alerting signal to thwart potential intruders.

#### **Treasure and Valuables:**

- Gold Coins: Gleaming currency recognized throughout realms, serving as a universal medium for trade and acquisition.
- Gemstones: Precious and alluring gems that hold substantial monetary value, as well as potential applications in magical rituals.
- Art Objects: Elegantly crafted paintings, sculptures, and artistic creations that showcase opulence and artistic prowess, often sought after by collectors.

#### **Key Items:**

- Ornate Key: A finely detailed key designed for a specific lock, granting access to secured areas or revealing hidden chambers.
- Rune Stone: An intricately engraved stone that acts as a catalyst for activating enigmatic portals, bridging distant locations.
- Puzzle Box: An enigmatic container concealing intricate mechanisms, secrets, or vital clues, requiring intellectual finesse to unlock its mysteries.

#### **Dungeoneering Supplies:**

- Rope and Grappling Hook: Essential tools for navigating treacherous terrain, facilitating climbing, descents, and strategic movement.
- Lantern: A reliable source of illumination that pierces through the darkness, banishing obscurity and revealing hidden passages.
- Rations: Nourishing sustenance vital for sustaining adventurers during perilous journeys and arduous quests.

#### **Cursed Items:**

- Cursed Dagger: A malevolent blade imbued with a sinister curse, inflicting detrimental effects upon its wielder.
- Haunted Amulet: An innocuous-looking amulet that unwittingly attracts malevolent spirits, potentially subjecting the bearer to eerie encounters.
- Mysterious Scroll: A cryptic scroll holding unpredictable magical energies, bestowing unexpected outcomes when invoked.

#### **Quest-related Items:**

- Strange Relic: An enigmatic artifact intertwined with an ongoing quest, harboring clues, significance, or a connection to an overarching narrative.
- Holy Symbol: A revered emblem crucial for conducting sacred rituals and engaging in divine interactions, pivotal for devout characters.
- Missing Heirloom: A sought-after item essential to fulfilling the task of a noble patron or unraveling a complex storyline, bearing relevance to the adventure's trajectory.

## **Other Possible Themes**

While the group still hasn't decided on whether to implement the option of allowing a player to choose a theme for the map, I have made a list of themes that can be seamlessly integrated with the items & props mentioned in the "**Possible Items & Props To Be Used**" section above.

#### **Cavernous Halls:**

- Giant Mushrooms
- Overgrown Foliage
- Bubbling Pools

#### **Mystical Sanctums:**

- Glowing Runes
- Enchanted Statues
- Floating Orbs

#### **Forgotten Archives:**

- Bookshelves
- Alchemy Stations
- Time-worn Tomes

#### **Tavern Hideaway:**

- Tables and Chairs
- Decorative Rugs
- Candles and Chandeliers

#### **Treasure Trove:**

- Jeweled Chests
- Golden Altars

- Precious Gems

**Ancient Ruins:**

- Artifact Pedestals
- Mystic Obelisks
- Runes and Glyphs

**Enchanted Forest:**

- Cursed Jewelry
- Possessed Objects
- Celestial Orrery

**Mechanical Nexus:**

- Clockwork Contraptions
- Gear Platforms
- Pressure Plates