



A black leather book cover featuring gold-tooled decorations. The title 'MASTER'S RECIES' is centered within a rectangular frame, which is itself surrounded by a larger decorative border. The design includes intricate scrollwork and floral motifs.

# MASTER'S RECIES

# A NOTE FROM SAGE VEDWYN, ARCHMINISTER OF DUNGEONCRAFT

You've finally done it, haven't you? Taken your first step into the secret art of dungeoncrafting. I don't mind whether you're a veteran of the First Tomb of Terror, or one of those Fifth Edition rookies who's barely out of diapers.

I invite you to deploy the objects contained herein to whatever dungeon you can conjur. Vampire's castle, bandit keep, or dragon's lair. And we don't have to limit our creations to the morbid and violent. Consider the simple country tavern, now bustling with tables, countertops, and sundries aplenty. Now add the patrons: the drunks, the tough guys, the sulky, sullen elves. Absolutely don't neglect the barkeep.

See how real it can be? Now you try.

We have the tools to make any place as real as your own kitchen table. Realer. Crystals, runes, sorcerous circles of untold power. Chairs and thrones alike. Bones of kings, flickering torches. More. Much, much, more.

Wherever you are, whatever your purpose, I bid you welcome. Together, we will build great things.

*Sage Vedwyn*

## SECTION I: FURNITURE

Tavern Bar:



Round Table:



Bed:



Long Table:



Tent:



## SECTION II: ARMS, ARMAMENTS, SUNDRIES

Torches:



Suit of Armor:



Herbalist's Shelf:



Tavern Shelf:



Ritualist Shelf:



Magical Outfitter Shelf:



Witch's Shelf:



Food Shelf:



Weapon Rack:



Adventurer's Shelf:



Book Shelf:



## SECTION III: TRAPS, SWITCHES, DUNGEON ACCOUTREMENT

Skeletons:



Iron Maiden:



Tome:



Skulls:



Money Sack:



Bloody Coins:



Bear Trap:



## SECTION III: TRAPS, SWITCHES, DUNGEON ACCOUTREMENT CONT.

Switch:



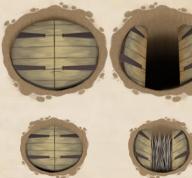
Statue:



Treasure Chest:



Trapdoor:



Pedestal:

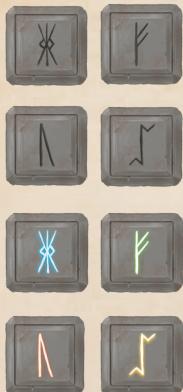


Puzzle Block:



## SECTION IV: SORCERY, ETC.

Runes:



Portal:

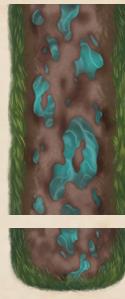


## SECTION V: ARCHITECTURE & LANDSCAPE CONT.

Bridge:



Riverbed:



Pond:



Thrones:



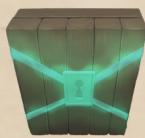
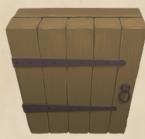
Bushes & Trees



Rock & Boulders:



Doors:



# HOW TO USE

This set of object tokens is designed to provide texture and immersion to any tabletop fantasy game. Whether using a gridded map or the Master's Atlas dry erase map tiles, we invite you to populate your world with objects that delight and excite, that welcome your players to interact with the world of your creation. In this book, we offer descriptions of each object, plus dungeon building tips, story hooks, and some ready-made flavor text. Enjoy!

## SECTION I: FURNITURE

### Tavern Bar

A clean, well kept tavern is one of the best home bases for an adventuring party. Be sure to include a friendly barkeep to supply players with quest assignments, banter, and loads of ale. The flipside is a stained, dingy version. Use it for when the heroes visit a seedy bandit hangout.

### Round Table

We've included some tables for your sitting pleasure. I'm sorry, but we have not included chairs. We encourage you to use your imagination. The flipside of the table includes a doily, if you're feeling classy.

### Long Table

These long tables are great in nearly any environment. They fit nicely in goblin dens,

alehouses, and the dwellings of ordinary townsfolk whose day you are about to ruin. The flipside includes a sumptuous feast.

### Bed

These are for sleeping. Most creatures need to sleep. Bandits need to sleep, as do orcs. Even adventurers. We've included a dirty, messy version of the bed.

### Tent

When out in the wild, it's important to have shelter from the elements and various nocturnal mishaps. The classic brown tent is useful for overland journeys and army encampments, while the red barbarian version is more suited to contain a bandit chief mini-boss, desert mystic, or an exotic sorceress.

# SECTION II: ARMS, ARMAMENTS, SUNDRIES

## Torch

A staple of any adventurer's kit, the torch comes in two varieties: lit and unlit.

## Weapon Rack

Each side of this rack displays an array of weapons - some more exotic than others.

## Suit of Armor

Whether decorating a king's throne room or rusting away in an abandoned keep, a suit of armor can be richly thematic and highly practical.

## Herbalist's Shelf

Contains all the reagents for a capable apothecary to brew potions. Includes wolfsbane, verbena, lilac, and gooseberries.

## Tavern Shelf

Includes absinthe, flagons of mead, feywine, and enough spirits to put a dwarven pit fighter on his rear.

## Ritualist Shelf

Contains lion's eye ruby, sorcerous scrolls, an hourglass, a birch flute, and any components required for casting ritual magic.

## Magical Outfitter Shelf

Includes a fairy lamp, ever-burning torch, enchanted dagger, and hithlain rope for underdark adventures.

## Witch's Shelf

Contains a beastly skull, miscellaneous tinctures and potions, powders, and a jar of eyeballs. Disgusting, but effective.

## Food Shelf

Includes eggs, fruit, gourds, bread, and cheese. Everything you need to ensure you don't starve on some hillside halfway to the dragon's lair.

## Book Shelf

May include history, local folklore, esoteric spells, cooking recipes, and torrid tales of forbidden passion.

## Adventurer's Shelf

Includes rope, candles, lantern, arrows,

climbing spikes, canteens, and more. All the basics you might need for your first adventure.

## SECTION III: TRAPS, SWITCHES, DUNGEON ACCOUITEMENT

### Skeletons

We seem to have two varieties of skeleton: those with crowns and those clutching bags. Perfect if your adventurers are spelunking in the crypt of a fallen king. Don't take it personally when they take the bag out of the dead man's bony fingers.

### Skulls

If you find a skull just lying around, keep going. It usually means you're on the right track. Use to signal traps, ambushes, and dangerous environmental conditions.

### Bloody Coins

These bloodsoaked coins can be used in a surprising number of scenarios. They might signify a trail of loot dropped by a wounded bandit. Good opportunity for tracking. Or they may signal the fatal end of a greedy adventurer. You can still spend it if you wash the blood off.

### Money Sack

Adventurers often expect reward at the end of a quest. They're an entitled bunch, by their very nature. It can be fun to reward them with a sack full of bullion. It can be equally fun to give them an empty bag. Your decision.

### Bear Trap

The tricksy thing about traps is that you don't usually get to see them before they chomp your foot off. These tokens are handy for disclosing some information to that nosy rogue.

### Iron Maiden

A tool used for torture. It's possible to put someone in this casket-shaped cage, then close it to impale them with sharpened metal spikes.

### Tome

Nothing matches the allure of a big, mysterious book. Books often contain secrets. Adventurers can't resist a good secret. It's wise to keep this on a pedestal so everyone can see it and marvel at its weightiness. The flip side of this token includes a vicious mimic, in case you want the book's secret to be a little more... toothy.

### Switch

Some dungeons are little more than martial displays of swordfighting and spellslinging. A switch, however, ratchets up the complexity by introducing a simple binary. To show it's been flipped, simply rotate it 180°.

### Puzzle Block

A puzzle block can be used for a variety of situations, but one thing remains constant: they don't cave to brute force. Thus, these objects are perfect for inviting adventurers to think a little differently. A puzzle block can be used as a more advanced switch, a vault door, or to protect the entrance to a secret lair.

### Statue

Even without arms, this huntress statue conveys a sense of grandeur and antiquity. The flipside features glowing eyes in case you'd like to exchange the ambience for violence.

### Trapdoor

In sizes large and small, these trapdoors give way to spiky pits of doom. Often triggered by pressure plates, they can also be activated by switches.

### Treasure Chest

A good chest is like catnip to an adventurer. Park one of these behind a wall of enchantment protected by lava golems, and they'll still find a way to crack that baby open. For your purposes, choose a chest with the appropriate flipside. Full of coins, full of disappointment, or full of mimic teeth.

### Pedestal

It's often a good idea to place exciting treasures in the open. That way the adventurers know their objective. They will view anything between them and the pedestal as an obstacle to be overcome. Plan accordingly.

## SECTION IV: SORCERY, ETC.

### Runes

If you like the idea of switches but want to complicate things a bit, use this set of four floor runes. They light up when activated. Use to trigger moving walls, traps, portals, doomsday devices, flame jets, arcane transistors, eldritch relays, and thaumaturgical conduits.

## Crystal

These large gemstones come in magical and mundane varieties. While common to deep subterranean caverns, they also add ambiance to any environment related to magic or science. The magical versions are often overcharged with arcane power. Striking one is occasionally known to cause an explosion.

## Portal

These magic circles always lead somewhere. Useful for long distance or close-range travel, they sometimes need to be activated by the use of a magic ritual. Think with portals when you need to bend the rules of space (or time).

## Ritual Circle

Useful for conjuring demons from the deepest of the 12 Hells, summoning a frost eternal, or any variety of ritual magic. A caster using a ritual circle is often vulnerable to attack.

# SECTION V: ARCHITECTURE & LANDSCAPE

## Bridge

Use bridges to cross gorges, chasms, valleys,

ditches, rivers, and streams. You have access to a sturdy version and a dilapidated version.

## Campfire

Used for keeping away the cold and the dark. A sure sign that someone has been camped nearby. Can be seen from several miles away.

## Mushrooms

These come in two varieties - luminous blue and mundane white. The white ones are generally safe to eat and easy to forage. The blue ones contain more than trace amounts psychedelic material, which may include the following side effects: prophecy, spirit quest, highly metaphoric dreams, and flashback sequences. Eat at your own risk.

## Puddle

Yes, this is a puddle of blood. Often left behind by wounded animals. Use this when tracking an injured character or animal, whether overland or within a closed environment. Yes, the flip side is just an ordinary puddle. You don't need an advanced degree in Hydromancy to make a puddle. But it's here, in case you need it.

Slippery when wet.

## Riverbed

The riverbeds in your collection come in narrow and wide varieties, in both full and drained versions. A raging river can be the site of a great battle or the object of a desperate crossing, while a narrow stream provides fresh water and good fishing. Sometimes water like this is enchanted to make an adventurer drown themself in it. Just so you're aware.

## Pond

These ponds come in large and small options. Lush, blue water is ideal for watering horses and peaceful, backstory-related contemplation. Green, swampy water occasionally hides bog-lurks, rotbeasts, and the occasional revenant witch.

## Rocks & Boulders

Dress the set with rocks in small, medium, and large quantities. The flip side of each rock displays a more exotic obstacle: crumbling rubble, quicksand, or a meteorite. Use these objects to introduce cover and hazards for more exciting combat scenarios.

## Stump & Pillar

While a tree stump may not make for terrific cover, a hollowed trunk may at least be

useful for secreting away a cache of items or a hidden message. Travelers and sneaks often use these “dead drops” to pass notes without being observed. The flipside of the stump is a shattered pillar, perfectly at home in any ruin or temple.

## Doors

Doors are important. They separate one room from another. But a door also sends a message. A plain wooden door may be unassuming, but a wooden door with a luminous magical lock? Now that's curious. You now have the ability to summon eight varieties of door, including a large, red double door - the design typically favored by vampire lords, if I recall.

## Throne

One of the most exciting moments in an adventurer's career is when they finally get to meet a monarch. King, queen, or otherwise, many a knight hopes to one day kneel at the throne and receive a reward for their valor. Alternatively, lots of kings are not nice, so we have included both a nice throne and a cruel throne.

## Stairs

Use them to travel up or down.

