

# 100 LOST THINGS

Whenever the PCs search a body, open a container, or trip over something in the mud, consult the table on page XX to see what it is. Words in italics are secrets about the item. These can be discovered through clever experimentation, or using the Camping rules.

Items can be randomly rolled with a d100, or the GM can pick whatever seems most appropriate. **BLUE** numbers come from the marshes, **GREEN** numbers come from under the marshes, **RED** for Alien items. Items get more valuable and interesting the higher the number.

## MARSHES

1. Cracked Leather Notebook (see handout)
4. Broken compass, the needle is stuck. *If repaired, always points to the nearest source of fresh water.*
7. Nice leather boots, fit the largest member of the group.
10. Small pack of field rations, *all spoiled*
13. Sealed backpack. *Filled with wood and rocks.*
16. Broken glass bottles/vials tied together with wire.
19. Block of stone with rusted metal rod sticking out. *Can be wielded as a crappy hammer (d4 damage)*
22. Greenish brown-colored cloak with a faded Cattail symbol on the back. *Blends in with the marsh cattails. If the wearer lays down with the cloak over them, they will not be noticed unless accidentally stepped on (1/20 chance).*
25. Bag of 5 rations and several days of water.
28. Thick Net. *Good for fishing or sifting through mud. Or tangling opponents.*
31. Pack of dried fruit. 2 rations.
34. A recently cooked pig, slightly eaten. *Careful carving results in 4 rations.*
37. Bundle of 5 wooden spears. *D6 damage, thrown.*
40. 40 feet of waxed twine rope. *Strong, water resistant.*
43. 100 gold coins
46. Bag of gems worth 100 gold.
49. Wooden spear with masterwork carvings

## UNDERGROUND

2. Grimy handkerchief filled with tiny bones.
5. Cloth rags, *was once a fine gentleman's coat, could potentially be washed and sold.*
8. Bag of engraved fish bones. *When submerged in water they connect and swim around like a fish.*
11. Rusted cooking pan.
14. Large Geode, looks valuable! *Looks like a large geode, but actually only a thin layer of crystal over a normal rock.*
17. Rotted cloth doll, one eye missing.
20. Wet and frayed string with one end buried in mud. *If carefully pulled on, find a very nice rock on the other end.*
23. A simple sword made from the spine of a Mucker, it is sharp but fragile. *d10 damage, 2 slots, 1 hand, 1 quality. Breaks on a critical success or failure.*
26. Bag of 5 glowing, squirming leeches. *When applied, it permanently lowers HP max by 1, and cures any disease or infection.*
29. Bag of invisible mushroom. *Perfectly normal mushroom, poisonous, but forever invisible. Will spawn more invisible mushrooms if cultivated.*
32. Sharp piece of obsidian. *Would make an excellent knife (d6+2 damage) that breaks after a critical success or failure.*
35. Bag of 4 rations worth of fresh fish, slightly nibbled on.

## ALIEN

3. Small piece of Silver shaped into a flat circle, like a strange coin.
6. Collection of Archeo feathers, all different colors.
9. Small Silver box with the top torn off.
12. Broken Trilo, mostly intact.
15. Buried chunk of Silver. *Cannot be lifted out of the mud. The more they try to dig it out, the more they realize how large this thing actually is, would take months to unearth the entire thing. Like tripping over the corner of a buried pyramid.*
18. Very tiny book, the size of a matchbox. *When squeezed, it opens and contains tiny alien writing. The reader is immediately shrunk down to about 6 inches tall to better read the text. Lasts for a day.*
21. 5ft square sheet of silver. *Immovable unless grasped with bare fingers.*
24. Strange fruit that tastes a little like cheese. 1 Ration. *Re-grows every morning from the acorn-sized seed in the middle. If eaten three days in a row, the PC becomes addicted and must eat it once a day.*
27. 40ft loop of thin wire. Weightless and slippery. *No matter how clever the knot, the rope undoes any knot after 5 turns. Can hold any weight.*
30. Two metal cylinders that rotate one another at a slow speed. *They cannot be stopped or impeded. If placed in a pack it will wear a hole in from rotating, and if dropped it will start to roll*

telling an epic tale. *d20x4 coins.*

**52.** Ruby Ring. *magic has faded, but still valuable. d20x5 coins.*

**55.** Formula for cloth dye, deep earth tones. *Worth d20x4 gold to the right person.*

**58.** Beautiful hand-carved flute. *Worth d20x3 gold to a musician.*

**61.** Sealed can of MudPaint. *Thick goopy substance. When applied it protects the object permanently from all water and weather damage. 10 uses, each use can cover a slot's worth of stuff.*

**64.** Bag of heavy winter clothing. *When all the clothes are worn, the surrounding 100ft around the wearer rapidly grows colder and colder until the clothes are taken off. It gets cold enough that nearby water freezes after an hour.*

**67.** Spellbook. *Summon a barrels-worth of saltwater.*

**70.** An old sealed jar filled with a gallon of yellow sandy mud. *This mud takes whatever form the user commands, and hardens like steel. If it is ever immersed in water it dissolves permanently.*

**73.** Book of Necrotic Oysters. *Soaked and warped, this book describes a simple method for turning normal oysters into throwing weapons. These oysters deal d4 damage, and when retrieved and eaten after inflicting damage restore d4 health.*

**76.** Nightbloom flower, d20 small delicate petals. *When eaten, grants life-vision for 4 hours. You can see anything living within 100ft.*

**79.** One Size Fits All Hat. *When thrown onto an enemy and given the correct command, the hat envelopes the targets head, blinding and choking them (d4 damage per round).*

**82.** Wooden canoe burned and warped by flames. *It floats about 6 inches above the ground and can carry 2-3 people or an equivalent amount of stuff. Movement is about as difficult as paddling/pushing a normal canoe through the water.*

**85.** Armband with flames engraved in crystal. *The wearer can absorb flames and release them later.*

**38.** Large barrel of freshwater. *Cattail symbol burned into the side. 4 slots to carry.*

**41.** Dried ball of mud, *contains a rusted wedding ring inside with some simple etchings, d100 gold.*

**44.** Rusted jewelry box. *All the metal has rusted away, but the rubies are still worth something. D100 gold.*

**47.** Bag of 50 different kinds of coins of all shapes and sizes and metals. *D100 gold, d100x5 to a collector.*

**50.** A live, squirming fish. Its belly is full of coins and jewels. *Looks like it was used as a kind of coin purse. 47 gold coins.*

**53.** A disgusting looking mushroom that emits a pleasing fragrance.

**56.** Algae that changes color with the time of day. *Could use used as a clock, or turned into a neat dye.*

**59.** A wooden sword, like a child might use. *The wood is from an ancient and rare tree, worth d100x2 gold to a mage or craftsman.*

**62.** Muckerfish bone inscribed with random scratches and markings. *Anyone infected with Mucker Disease can translate the markings. It's a simple medical text describing how Muckers (or anyone infected) can lie under the mud for several hours to double their healing.*

**65.** Soft skin pouch filled with glowing blue maggots. *These maggots absorb all sound made by whoever carries them. After 1 day the maggots finally explode, unleashing all the built up sound.*

**68.** Muckerfish bone inscribed with random scratches and markings. *Anyone infected with Mucker Disease can translate the markings. It's a mapping of the tunnels. Using these instructions, the PCs can choose to avoid all encounters while traversing the tunnels.*

**71.** Pile of clear, foul smelling goo. *When applied, the object becomes invisible while underwater. 10 uses, each use can coat 1 person for 1 hour.*

**74.** Bag of Glowshroom buds. *As long as the*

*away.*

**33.** Soft rubber tube with a stopper. *Sloshing liquid can be heard inside. This liquid can eat through any known substance, except the container it came from.*

**36.** Silfer ice cream scoop.

**39.** Thin rod, about 6 inches long. *Grows an inch longer every turn that it's held in bare hands.*

**42.** Looks like a closed Silfer pocketwatch. *If opened, a small black hole begins to pull on everything within 1 foot. After five minutes affects everything within 5 feet, 10 minutes 10ft, until after an hour it explodes, blasting out everything it absorbed.*

**45.** Silfer toy bird. *Can be activated by pressing the beak. When activated it quickly flies up and away.*

**48.** Container of 20 Silfer pills. *When consumed the entire body is numbed for 4 hours and produces a calm, relaxed sensation.*

**51.** Beautiful flower from another world in a pitcher with small holes around the rim. *Requires a weekly application of flames., or it will wilt and die.*

**54.** Vial of Silfer dust. *Silfer is too hard to dust with normal means, so this is worth much to the right blacksmith.*

**57.** Handkerchief of small interconnected Silfer plates.

**60.** Brilliant feather headdress of many colors with a Silfer band.

**63.** Four Silfer wings, about an arm's length. *When strapped tightly to bare arms, the wearer can glide for long distances. Applies the usual numbing effect.*

**66.** Large Silfer helmet. *When worn it contracts to fit the head, sealing itself permanently. Over the next 24 hours silfer expands to encompass the entire body. User cannot eat or drink. Every night it deals d6 damage to the wearer. Dissolves when the user reaches OHP.*

*Grants 20 total armor, night vision, +3 to all stat*

*Every 5 health of flame absorbed fills a Slot. Can be released at will.*

**88.** 10 large seeds. When planted each seed grows a 100 ft tall "tree" in a matter of seconds. Once grown, it can be pushed in any direction, and falls over. Like a portable bridge.

**91.** Complete human skeleton covered in runes. Follows commands as best as its bones will allow. Each word of a given command will consume the next largest bone. After it loses 20 or more bones it will be extremely limited in what tasks it can accomplish.

**94.** Small clay cup with a single rune messily carved in the bottom. Pouring clean water into this chalice creates a magical field that repels all insects. The field extends far enough to encompass 5-6 people.

**97.** Wood boots. Only fits the smallest PC. Any liquid the user steps on turns into a cube of floating wood.

**100.** A notebook filled with frantic scribbles and loose pages. The cover has a large "A" sewn onto the cover. This is Azimech's personal notebook. If returned she will be extremely grateful. If kept you can use her Recall spell:

*When cast an invisible marker is created at the user's current location. When cast again the user teleports back to the marker.*

*contents are never exposed to sunlight they glow as bright as a torch.*

**77.** A small bag of 12 tiny stones, each one the size of a blueberry. When planted/tossed onto a surface a large pointy stalagmite rapidly grows in less than a second; d10x10 feet tall.

**80.** A small shriveled piece of flesh, dried out, with some stringy veins still attached. A dried Muckfish brain. Acts like a spellbook: Give L Mucker Warriors or Brutes simple commands.

**83.** D20 Small fleshy marbles of blue gel. Eating one of these will grant the user 6 turns of breathing underwater.

**86.** Hood made of fish-skin and mold. Usually worn by Mucker Shamans. +0 Armor, while worn grants access to the following spell:

*Sprays thick mud on the target, which quickly hardens like concrete over the next 3 rounds. Can be dissolved with fresh water, otherwise like stone.*

**89.** Coat made of fish-skin and mold. Usually worn by Mucker Shamans +0 Armor, while worn grants access to the following spell:

*Water drains from nearby to create a globe of suspended water 60ft across, with you at the center.*

**92.** Staff of rotted wood. Usually wielded by Mucker Shamans 1d6-1 damage, 2 hands, while wielded grants access to the following spell:

*A powerful blast of scummy water spreads out from the caster. d6 damage to ALL nearby targets + 15 ft pushback. Additional d6 damage if targets strike a surface. This attack drains the caster's body and they suffer d6-2 hp of self-inflicted damage.*

**95.** A long white bone with an image some kind of

*bonuses, and disadvantage to all rolls. If the user is submerged in water they suffer d10 damage per turn.*

**69.** Small silver pin, with a wide head. When inserted into a creature, its skin and meat rapidly rots away, and the skeleton turns to Silver. It will accept Archeo translated commands. Otherwise it wanders off towards the Vault.

**72.** Metal Silver staff with a funnel shape on one end. When the funnel is placed against a surface, it fuses to that surface for 4 hours, at which point it falls off and it ready to be fused again.

**75.** Metal hexagon with many small holes in the front. Fits in the palm of the hand. When the user speaks into the hex, they are transported above ground to the hex with the same first letter as the first word they said. If no hex matches that letter, it uses the next word, and the next until a match is made.

**78.** Metallic handle with a large button at the base. When activated an incredibly sharp but brittle blade emerges, cut into segments. The first attack dealt with this weapon deals 8 damage. The next deals 7 damage, and so on. After the weapon deals 1 damage, it resets to 8 and starts over.

**81.** Two Silver cubes stuck together. When immersed in water, the cubes separate. After both cubes are removed from water they fly towards one another at great speed, no matter how far apart, smashing through rock and earth.

**84.** Wristband with strange readouts and numbers.

*When worn the wristband slowly adapts to the user's native language over 24 hours. Will reveal HP and two potential weaknesses of whatever the wearer is touching. One of the weaknesses listed is incorrect.*

**87.** Huge rectangular box, 5ftx5ftx5ft. Lid comes off easily, and on the side is a blue button. Takes 6 slots to carry.

beast carved on it.

*d4 damage, one hand. If used with the correct motions a spectral beast is summoned to follow commands. It takes 8 hours of dedicated effort to instruct new commands. Starts with one command: Fetch an item the user points to.*

**98.** Filmy green egg with a soft shell.

*When consumed you can command any mass of insects smaller than yourself. Lasts until you next eat.*

*The next item placed into the box is scanned and then destroyed. Pressing the blue button creates an identical copy of the item in the empty box.*

*From now on that box can only create copies of that first item. Each “printing” takes a day to complete.*

**90.** Large metal spike with smooth black surface on top. *When embedded into an object, that object is free from gravity and becomes weightless. The spike must be inserted completely; which depending on the material could be difficult and/or take time.*

**93.** Small crystal triangle. Each side has a different symbol and is cold to the touch.

*When swallowed the user immediately suffers d20 damage. If the character survives, then then the crystal becomes a simple phylactery. When that character dies their body is revived at level 1 wherever the crystal is.*

**96.** Small Silver globe. *If kept warm and in contact with flesh for 3 days, the globe hatches into a loyal Archeo that obeys commands. Numbing.*

**99.** Small rod of clear plastic. *While immersed in water it shoots a bright column of light into the air that can be seen from miles around.*