

D100 LOOT	
1	Jagged glass that cuts you for 1D4 DMG
2	5 gold pieces (gp)
3	5 gp
4	5 gp
5	5 gp
6	10 gp
7	10 gp
8	10 gp
9	10 gp
10	10 gp plus a fake diamond
11	Small ceramic jar full of nail clippings
12	Small ceramic jar full of hair
13	Small ceramic jar full of teeth
14	Small ceramic jar full of raisins
15	Small ceramic jar full of cheese curds
16	20 gp
17	20 gp
18	20 gp
19	20 gp
20	20 gp plus 2 darts
21	A paper doll wrapped in hair
22	A paper doll wrapped in vines
23	30 gp
24	30 gp
25	30 gp
26	Small red gemstone worth 30 gp
27	Small black gemstone worth 30 gp
28	Small blue gemstone worth 30 gp
29	Small green gemstone worth 30 gp
30	Small yellow gemstone worth 30 gp
31	Porcelain knife
32	Wooden bowl

33	Slingshot
34	Ball of yarn (blood red, 100')
35	Roll of hempen rope (100')
36	40 gp
37	40 gp
38	40 gp
39	40 gp
40	40 gp plus a brass cufflink
41	Pair of brass earrings
42	Silver tuning fork worth 25 gp
43	Silver pitch whistle worth 50 gp
44	Gold tuning fork worth 50 gp
45	Gold pitch whistle worth 100 gp
46	Glass eyeball (green iris)
47	Gold ring with pearl inlay worth 75 gp
48	Small jar filled with ointment (if put on your eyelids or under the eyes then it sees through invisibility or glamors for 1 hour, 3 uses)
49	Magic dagger with a bone handle
50	2D4 magic arrowheads
51	50 gp
52	50 gp
53	50 gp
54	50 gp
55	50 gp and pouch of black sand
56	Small pouch filled with salt
57	Small pouch filled with marbles
58	Small pouch filled with sand
59	Small pouch filled with tacks
60	Iron fishing hook
61	Bottle and cork with rune of binding inked into it
62	Bottle with ever-bubbling water in it (can cause obscuring foam if dumped into another water source)

63	Bottle of disappearing ink (everything about what is written disappears: etching on paper, stain on the quill, it's as if the act with the ink never happened)
64	Coin purse with one gold piece in it. If coins put in the purse are removed by anyone other than the person who put them there, they return to the purse in 1 hour.
64	Sea foam-colored hag stone with hole in the middle grants advantage when discerning a glamor or illusion, the stone floats in water
66	Black adder stone with hole in the middle grants extra defense against reptile bites and poisons, it floats in water
67	Red pebble that, when thrown, becomes a 10' large boulder doing fireball-level damage to a single target
68	75 gp
69	75 gp
70	75 gp
71	Small jar full of clover honey (protects against the affects of fairy food for 1 during all courses of a single meal)
72	Clover broach of gold and green glass worth 100 gp and helps resist fairy charm
73	Silver earrings shaped like bells worth 50 gp and helps resist fairy lies (both must be worn by a single person to be effective)
74	Ornate stein of apple wood and bone. Rim and lid made of iron and depict the crown of an apple tree
75	Drinking horn with braided strap and iron cap
76	Gold coin with a caged nightingale on one side and an empty cage on the other. The nightingale will always appear in the cage on the side facing up.
77	Tiny iron horseshoe on a silver chain
78	Finger/bones in a slim container of glass that's been sealed on all sides
79	Oak wood leg that makes no sound when it's walked on

80	Ash wood walking stick with an iron handle
81	80 gp
82	80 gp
83	80 gp
84	80 gp plus silver crocodile statue
85	80 gp plus a loose shark tooth
86	5 Small walnut shells sealed with wax. Each filled with poisonous gas that fills a 5' cube when opened
87	Monocles fastened together. Left lens can see what the right lens sees for 4 hours per day
88	A feather that falls but a gust of wind always blows it up again before it touches the ground
89	A small whistle that mimics the last animal call the blower heard
90	5 seeds that, when placed in soil, grow into a 20' apple tree in four hours. Each tree withers and dies in 8 hours and a single rotten apple bares another seed.
91	100 gp plus bottle of ink only visible under moonlight
92	200 gp plus severed thumb
93	300 gp plus fillet knife
94	400 gp plus unopened oyster
95	500 gp plus two ruby rings (also worth 500 gp each)
96	Magic corkscrew that bores a 5' by 20' hole through any non magical material)
97	Bag of dust that clings to the invisible (2 handfuls)
98	Bag of powder that fills an entire 100' area with darkness (creeps around corners and lasts for 1 hour or until it's blown away)
99	A large, warm, egg, likely a baby _____
00	Small hand drum that, when struck speaking the words written around the side (Ní neart go cur le chéile) summons 2D6 ghostly knights that attack whomever you desire for 6 rounds (magic attacks, +12 to hit on 2D12+6), Single use