

D100 LOOT

1	Small block of iron pyrite (fool's gold)
2	2 GP stuck together
3	Small gold windup beetle
4	Serpent snakeskin
5	Bag full of marbles and 5 GP
6	Silver lock with no key
7	Gallon jug with 5 GP inside
8	Velvet coin purse with 5 GP
9	1D4 Fresh Wonderland Eggs
10	Small bag of birdseed and 5 GP
11	Jar of Jelly Cube powder (1 pool)
12	Compact mirror with 5 GP
13	2 cobs of poison corn
14	Legal document (DC20 save or fall asleep while reading)
15	12 Wood marching band figures
16	Pouch full of Dirtworm soil
17	Fresh bat eye (glows and points toward invisible creatures/objects for 4 more days)
18	Pepper shaker (always full)
19	Porcelain sculpture of flower basket with false bottom
20	Red pearl earring (maximum damage to a fire spell once)
21	1D4+1 Train Tickets
22	Candlestick shaped like an imp (candles burn twice as bright)
23	Diamond ring that grants +1 to STR while carrying treasure
24	Roll of 2D6 stamps that guarantee any item is delivered (1 stamp for letters, 3 stamps for packages)
25	Blue bottle with "Drink Me" tag; change size & unstoppable hiccups for 1 hour (3 uses)
26	Stick with chalk on the end
27	Gold boutonniere
28	Coin with lion on one side and sheep on the other
29	Croquet set
30	Permission slip for removing 1D4 items in Arrival closets (1-01, pg. XX)
31	Hand mirror and 30 GP
32	5 Magnetic arrowheads
33	Glasses with red-tinted lenses
34	Cherry tart with 3 diamonds baked inside

35	Seed packet (grows 2D4 pools of Flowers in 1D4 minutes if planted in soil)
36	Golden egg (hollow) worth 1D4×100 GP
37	Cupcake with "Eat Me" tag; change size & brings current HP to exactly half (2 uses)
38	Tiny wooden staircase that becomes stairs leading up one level when placed on the ground (single use)
39	Butter knife with a sticker on it that says, "Exhibit A"
40	Page from White King's journal with a to-do list on it (speak with Knights, repair mirror, read)
41	Gold-handled fan made of a playing card spread
42	Pop-up book that unfolds to a 3D map of Wonderland (Lvl 1)
43	Animated oil painting of an old man (mostly sleeps and criticizes)
44	Silver egg cup (empty)
45	Key shaped like a bookmark that opens any door in The World Above to the Library (2-05, pg. XX)
46	Welding goggles
47	Red bottle with "Drink Me" tag; change size and cannot lie for 1 hour (3 uses)
48	Set of gold flatware
49	Pearl-handled magnifying glass
50	Book of Wonderland Laws (save or fall asleep while reading)
51	Serious boots that ignore any unnatural gravity
52	Jury summons; all in room are immediately teleported to Courthouse (3-03, pg. XX) to give a verdict on current case
53	Box with 3 stale cookies inside that says "Eat Me": eating one immediately takes all creatures in current Square to the Kitchen and Pantry (3-11, page XX)
54	1D4 Key lime tarts that grant advantage on lock picking for 1 hour after eating
55	Silver gauntlets
56	Fig with a golden wasp inside
57	Key ring with 5 Domino fingers
58	Coin purse that can store 100 lbs (up to 5,000 GP) of small goods before bursting
59	Tiny spiral staircase that becomes stairs leading down one level when placed on the ground (single use)

60	Glass paperweight (causes Glass Gorgon to sleep for 1D4+2 minutes if she eats it)
61	Magic garden shears (equal to a +1 sword, double damage against plants)
62	Shield that reduces one enemy's attacks per day (3D8 becomes 2D8, 1D6 becomes 1D4, etc.)
63	Red bottle with "Drink Me" tag; change size and 2D12 extra HP for 1 hour (3 uses)
64	Oversized marble head (Frog)
64	Porcelain egg
66	Fire Poker (equal to +2 sword and double damage if target is resistant or immune to fire)
67	Fez hat that removes poison from any liquid poured into it
68	Minor Dreamon trapped in a 4-inch prism (looks like a shadow)
69	Looking-Glass polish
70	Umbrella that, when opened, deflects non-magic projectiles (Roll 1D6, 1-4: deflects away 5-6: reflects back at attacker)
71	1D6 green eggs, each summons a Mome Rath when cracked
72	Silver perfume bottle filled with Bandersnatch musk
73	Signet ring of the Heart King
74	Bell that summons 1D4+1 Tearriers per day (if on Level 3)
75	Box with brownie that says "Eat Me": change size and completely recovers HP (2 uses)
76	Monocular telescope that transports viewer to their point of view (twice per day)
77	Assassin's teapot with three pouring options (liquid A, liquid B, combination of A+B)
78	Blacksmith tongs (equal to +1 mace and grants holder fire resistance)
79	Ring with heart-shaped diamond, heals 1 HP every time a heart is pulled from the deck (at the table) or go through a double door (in game)
80	Charmed knot of rope that tightens as it's untied
81	Dusty wig (wearer appears to double in age but feels no different, must be worn for 60 minutes after putting on)
82	1D4+1 Hall passes for getting past Hall Monitors

83	Blue bottle with "Drink Me" tag; change size and can breath underwater for 1 hour (3 uses)
84	Reed (instrument mouthpiece) with "900 GP" written on it
85	Tiny golden staircase that becomes stairs leading up and down one level when placed on the ground (single use)
86	Glass eye that, when paired with its match, turns anything they both look at to glass
87	Major Dreamon ring (Court of Cups or Wands)
88	Major Dreamon ring (Court of Coins or Swords)
89	+4 dagger that glows brighter as its surroundings get darker
90	Rose red key with a heart that opens any door directly to the Croquet Court (3-04, pg. XX)
91	+2 sword with "Clubmate" on hilt, double damage to Club Playing Cards and max damage whenever a club is pulled from the deck (at the table) or the wielder attacks within 5' of an ally (in game)
92	+2 sword with "Spadework" on hilt, double damage to Spade Playing Cards and max damage whenever a spade is pulled from the deck (at the table) or the wielder attacks first (in game)
93	+2 sword with "Heart Breaker" on hilt, double damage to Heart Playing Cards and max damage whenever a heart is pulled from the deck (at the table) or the sword is bled upon (in game)
94	+2 sword with "Diamond Cutter" on hilt, double damage to Diamond Playing Cards and max damage whenever a diamond is pulled from the deck (at the table) or the sword is fed 50 GP (in game)
95	Bowl carved with runes and the face of Lilith, traps a Dreamon if placed on its head like a hat
96	Bag with three "marbles" (poisons and curses condensed by the Almost Alice)
97	Locket with an inscription to summon a Major Dreamon
98	Amulet that protects the wearer from one Court of Major Dreamons (Coins, Cups, Swords, or Wands)
99	Partial map to the Vorpall Sword
00	Jar of liquid eraser that, when dumped out, resets the approach of the Almost Alice or Glass Gorgon