

D100 BURIED THINGS

Not everything you dig up on a treasure map is going to be treasure. Sometimes erosion or a flood might partly uncover something. Or you might find suspicious mound of different coloured earth in field or dungeon or near that burned out old ruin. More like archeology than a standard treasure table but the last items could be a mini dungeon or entry to a lost level. Some things buried are intended to be collected later. Others are part of a ritual or buried in a disaster.

d10 Quick Buried Things

- 1 Animals buried goods mostly food, animal corpses, nuts, dung, eggs
- 2 Garbage and waste such as toilet, foodstuff, camp fire, broken bottles
- 3 Corpses including bones, body parts, murder victims, dead creatures
- 4 Stone carved or clay relics such as headstone, border stone, monument, statue
- 5 Documents possibly books, criminal records, tablets, maps
- 6 Ancient relic goods such as artworks, tools or objects from ancient civilization
- 7 Stash of goods in a bag or sack such as gold dust, some weapons, bag of coins d100 gp
- 8 Cache of goods in a chest or trunk such as rations, treasure, tools, payroll d1000 gp
- 9 Buried horde of goods, a sprawling heap of coins, jewelery, metal goods d10,000 gp
- 10 Hidden structure like a crypt, vault, store house, cell, cursed thing containment



d100 Buried Things

- 01 A collection of nuts or other vegetables or fungus buried as food supply by animal
- 02 Collection of buried bones saved by some creature
- 03 Corpse buried for food by some creature from person or animal or non human
- 04 A burrow where some typically small creature lives
- 05 A buried clutch of eggs awaiting to be hatched or long forgotten, mother might be near
- 06 A burial spot for a fussy animal who buries own dung to avoid detection or hygiene
- 07 Mummified ancient animal remains like a mammoth
- 08 Fossilized prehistoric animal remains, possibly in tar or amber or stone
- 09 Petrified or carbonized vegetation or wood
- 10 Dead insect nest like a bee hive, wasp nest or ant colony
- 11 A buried toilet pit
- 12 Remains of a campfire, food stuff and discarded or broken containers
- 13 A midden heap mound of food, garbage and shellfish remains and charred bones
- 14 A collection of pots, bottles, amphora or other discarded containers
- 15 Remains of a collapsed shack or shelter with crude bed, fire pit, other trinkets
- 16 Heap of rusty damaged weapons and armour
- 17 Byproducts of manufacturing such as metal slag, charcoal, reject goods, scraps
- 18 Smashed and burned cult items, destroyed and buried by rival faith
- 19 Remains of crates, broken wagon or boat, dead beast of burden, smashed containers
- 20 Filthy old mattresses, filthy sheets, old clothes, straw, feathers and bedding materials
- 21 Human or human skeletons 1d20
- 22 Pile of severed heads or skulls 1d100
- 23 Children remains 1d6
- 24 Murdered bodies 1d6
- 25 Remains of dead humanoids 1d20
- 26 Horribly mutilated or tortured corpse
- 27 Corpse in chains, cage, gibbet or crucified
- 28 Pit of plague or massacre victims 5d20
- 29 Hastily mass burial of warriors with armour and weapons, some intact
- 30 Remains of injured explorer, wounded and hidden with some tools and supplies
- 31 Stone sarcophagi, possibly broken 3in6, probably looted 5in6
- 32 Long forgotten shrine with votive objects and remains of sacrifice
- 33 Enigmatic statue of unknown god or ruler
- 34 Ancient memorial with text and art describing life of some glorious ancient
- 35 Ancient border stone with depictions of gods and kings
- 36 Broken old headstones from ancient graves
- 37 Chunks of old statues, heads, arms, other bits, some possibly intact in ancient style
- 38 Megalithic stones with primitive signs or runes carved onto
- 39 Collapsed building or wall partly intact

- 40 Remains of ancient silo with grain or fungi or water or dust remains
- 41 Clay tablets, mostly records and letters, some literary or ancient lore
- 42 Clay jars with scrolls of ancient religious texts, possibly cause dispute among clergy
- 43 Piles of rotting old books wrapped in cloth in sacks
- 44 Piles of clay chits used for currency, services (prostitution, food), lottery or ritual
- 45 Scroll tubes with collection of ancient records
- 46 Incriminating or legal records someone will be very unhappy to see uncovered
- 47 Scroll tubes with maps, possibly to ruins or treasure
- 48 Holy books of local religion, locals will be happy to see unearthed
- 49 Manuscripts of blueprints, plans, building instructions or lost technology
- 50 Lost bag of mail from courier, possibly with business information and documents
- 51 Collection of figurines of gods, animals and ancestors of ivory, clay or amber
- 52 Collection of stone tools and weapons like hand axe, arrow heads, knife, scraper, etc
- 53 Carved collection of tusks with prehistoric designs, possibly fertility symbol
- 54 Obsidian weapons or tools with hand grip for non humans
- 55 Cylinder seal able to print cope of art onto clay tablets carved from semiprecious stone
- 56 Holy symbol in jade or amber or coral of ancient cult
- 57 Ancient castration tool from ancient cult or nonhuman slavers
- 58 Ancient metal ritual goods such as sickle, bowl, mirror, bell, dagger
- 59 Stone weapons made by prehistoric or non human wizard including sword, dagger, sickle
- 60 Mummified small animal with semiprecious jewelery such as ibis, cat, monkey, vulture
- 61 Bag of gold dust or nuggets worth 2d100 gp
- 62 1d6 weapons in serviceable condition
- 63 Bag of mixed coins 2d100 cp 1d100 sp 2d20 gp
- 64 Satchel with silver dagger, garlic, wolves bane, holy symbol, wooden stakes and mallet
- 65 A minor magic weapon d4 1=glows 2=+1 3=leaps into owners hand on command 4=cursed
- 66 Backpack with 2d20 iron spikes, hammer, 100 foot rope, grappling hook
- 67 Backpack with 2 man tent, week iron rations, water skin
- 68 Satchel with wineskin, pipes, narcotic resin or mushrooms in a tin, cups
- 69 Box with a boardgame or playing cards
- 70 Bundle with 2d10 torches or 5d10 candles or lantern and bottle of oil
- 71 Box with iron rations for 10+2d10 weeks
- 72 Barrel of grog 3d10 gallons
- 73 Box with 1d10 healing potions
- 74 Bale of dried narcotic plants wrapped in oilskin
- 75 Chest with 2d10 outfits d4 1=cultist robes & masks 2=uniforms 3=prostitute clothes 4=noble suits
- 76 Trapped chest with coronation long lost implements like sacred stone, crude crown or scepter
- 77 Chest with mixed coins d1000 cp d1000 sp 2d100 gp and some copper metal vessels
- 78 Brass and copper plates, cups, neck rings, arm rings all in a battered decorative coudron
- 79 Chest of tarnished silver and tin plates, cups, neck rings, arm rings
- 80 Chest of fused coins in lumps worth 100+d1000 gp
- 81 A trapped pit with collection of coins, weapons, copper vessels and rings
- 82 A long slumbering monster guarded cave with huge collection of coins
- 83 Stash of 1d6+2 chests each with a trap and various loot inside
- 84 Hidden religious relics of gold holy symbols, vessels, candlesticks all cursed
- 85 Crates of military weapons and armour well greased to equip 10+5d10 men
- 86 A wagon with bales and boxes of trade goods and shop supplies to start a general store
- 87 A cache of buried cult treasure, relics and banned books, a demon is released if opened
- 88 Huge iron chest 1d6 smaller chests within each other, trapped or cursed with spell book inside
- 89 Barrel filled with coins but spirit of greedy miser tries to possess any who touch his precious
- 90 A horde of coins and rings and semiprecious stones with a single magic item
- 91 A long forgotten tomb or crypt possible a boat or chariot grave
- 92 A buried cellar of long gone building with multiple rooms
- 93 Long forgotten grain silo with multiple chambers, some food, possibly monster lair
- 94 Tiny prison cell with remains of long dead prisoners who have tried to eat each other
- 95 Stone megalith vault, inside a terrible undead or monster has been imprisoned
- 96 Remains of frighteningly huge monster corpse, smaller human corpses inside
- 97 Remains of a shrine with statue and some ritual relics inside, all cursed
- 98 Huge mosaic floor from ancient palace or temple, worth lots to right buyer or a clue
- 99 Top of stone age wizard tower with 1d6+3 deeper levels
- 100 Entrance to long forgotten dungeon level