

# Further Finds on a Dead Body Deep Down Below



*“Veins of the Earth”-compatible,*  
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V1.0

LAMENTATIONS  
*of the*  
FLAME PRINCESS  
WEIRD FANTASY ROLE-PLAYING  
COMPATIBLE PRODUCT

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Page 282 of [Veins of the Earth](#) has a list with results for the unavoidable *I search the body*. As we are talking about the *Veins* here, it includes all manner of strange and bizarre items (mixed with a few mundane results). A nice touch of the list is the following quote:

ENTRIES WITH AN ASTERISK\* CAN BE FOUND MULTIPLE TIMES. THOSE WITHOUT SHOULD ONLY BE FOUND ONCE. CROSS THEM OUT WHEN ROLLED AND WRITE IN YOUR OWN.

In September 2018 I started a small series of articles with possible further entries for use with that list. At the beginning, I planned to reach about 30 items. I ended up with 50 items and this little PDF.

Enjoy!

Gregorius21778

## Finds on a Dead Body Deep Down Below

**#01: A leather bag** full of dead, half-dead and living maggots (food worth a total of 100sp deep down below).

**#02: A rope** made from the twisted intestines of a large creature. Will become brittle and tear if not moistened every three days.

**#03: A total of 5d6 human bones** in a sack made of moth-eaten burlap. Each has the very same strange inscription on it (see "Boneown" on *VotE* p.75) and may be exchanged for a reward by a Bailiff of the Knotsmen that may be found about a days travel from where the corpse had been found.

**#04: 2d6 still living, dark brown leeches** are attached to the corpse. They live in a symbiotic relationship with their host and now need a new one. The leeches give the host a bonus on all *Saves vs. Poison* (+1 when at least three are attached, +2 when seven are more are used, +3 in the case of eleven or more). After such each Saving Throw (successful or not) one of them dies (without a host, they die after 2d6 days). There side-effect: every two of them reduce the host's STR by one, every three of them reduce the hosts max. hit points by one (round down). The detrimental effects set in after 1d4 days, and a character will only recover from them 1d4+1 days after they have been removed.

**#05: A stinking, dead cave-fish:** bony, blind, with a large skull and several long needle-like fins along the back. The teeth make good tooth picks, the fins are poisonous: a human-sized organism that is pricked with one must *Save vs. Poison* or will become paralyzed. The effect sets in after 1d4 rounds and lasts for 2d6 rounds. The fins will lose its poison within the next 1d4+1 days (as it fades after the fish's death). The fish itself is now inedible: what is left is skin, bone and the disgusting mucus that used to be its inner organs.

**#06: A small ruby with writhing flames etched into it.** This is the work of a *Deep Janeen*: when held against the shine of a flame, said flame's brightness will increase by half without a reduction of the time it will burn.

**#07: 2d6 gold nuggets**, each the size of a thumb.

**#08: The head of a spotlight dog**, wrapped in two pieces of heavy cloth (see *VotE* p.124).

**#09: A blow-pipe** made of bone, and 1d3 unused Atomic Bee Stingers (*VotE* p.29)

**#10: A cap** made of leather straps and something akin to a turtle shell: +1 on all Saving Throws against damage from above.

**#11: 1d8 candles** made of tallow (each burns 2d6 turns when lit; Light Str. 10).

**#12: A little glass vial full of tears:** a rare drink valued by *Deep Janeen* and *Aelf-Adal*.

**#13: A saw** made from the forearm bone of a *Dvargir* and the teeth of a *Gigaferret*.

**#14: A small bronze cauldron** with handle and chain at the top and tiny feet at the bottom.

**#15: A leather pouch** with 3d6 iron caltrops.

**#16: 2d6 thick wax slates** /w a wooden tackle. Each has notes scratched on them that reveal details of the local area.

**#17: Two face-sized cooking slates** made from the dermal bone plates of a *Calcinated Cancer Bear*.

**#18: Two crude stone knives** made of flint (1d3 damage).

**#19: An infant-sized raw gem** .

**#20: A clay vial** filled with a clear mucus. It smells fresh and is edible (300 sp as food deep down below). It will also heal open wounds when applied topical (+2 hit points per day, for 1d4 days). The jar contains enough mucus for 2d6+8 wound applications.

**#21: A flat stone** (from a river) that has been carefully carved and polished to resemble a five-toed foot from below.

**#22: A small sack with coal** (5d6 x50 lumen)

**#23: A primitive manikin made from bound hair** (perhaps that of the found corpse). When burned after the death of the person the hair belongs to, said person's soul will escape the underworld *for sure*, and will thank the one who burned it in a dream before leaving (+50 xp).

**#24: A fist sized spoiled egg.** Inedible, but when it is broken the stink it releases will force all beings within 10 feet with a keen sense of smell to *Save vs. Devices* to avoid being stunned for a round.

**#25: An amulet** made from the dried and flattened remains of a palm sized spider (may or may not give a +1 bonus on *Saving Throws vs. Poison*).

**#27: A burlap sack with several large, dried, spongy chunks.** Actually, the dried remains of *Funginids*. As food it is worth 3d6+2 x100sp deep down below . There is a 1-in-6 chance that a meal calls for *Save vs Poison* to prevent vomiting all food up again and the loss of 1d6 hit points.

**#28: A palm-sized gray moth** with violet eyes, in a glass jar. When released, it will flutter to the strongest light source within a mile. It will ignore smaller light sources even when they are closer. The moth will die in the jar in 1d4 days.

**#29: An oil skin that leaks oil.** It is made from the bladder of a large animal, a thin film of gold-brown oil seeps out of the stitches. It currently holds lamp oil (Light Str. 30) worth a total of 6d6 lumen. The skin loses 1d3 lumen per day of travel and will make any food inedible on contact.

**#30: 1d6+1 chunks of a larger-than-life humanoid statue**, made of blue lapis marble. The statue was once magical, but now the convoluted energies of the broken parts create an effect akin to that of a permanent 3<sup>rd</sup> level *Dispel Magic* with a range of 10' that radiates from each piece. The effect stops when a piece is not within 10' feet of another or when a piece is integrated into a greater whole again. Each chunk counts as an oversized item.

**#31: A rune engraved steel chisel**, made by dwarfs in the old days, at the height of their civilization. When placed against a stone surface (natural of artificial) and struck with a hammer one time... nothing will happen. After 3d6 turns a crack will form and suddenly spread into a web that will have a total of a cube with 3d6+2 feet at each side break apart into rubble and pebbles. May only be used once per hour.

**#32: A leather scroll case** that holds a tanned skin with one strange symbol burned onto it. This is an Ignimbrite Mite (Vote p. 71) that was banished (and captured) onto this scroll. *Read Magic* will reveal this, and the effect (p.72) that will be invoked by using this spell scroll. There is a 50% chance that the Mite becomes free again after the spell is used. It will be as grateful as an angry hornet.

**#33: A bone scroll case** with a Knotsmen contract inside: the last holder of the contract agrees to provide a corpse fitting to be turned into a riding beast for the issuer of said contract, for a compensation in tar worth 600 lumen. If the last holder does not fulfill the contract within 1d4+1 days, the issuer of said contract will own the last holders bones as compensation (Vote; p.75). "Last holder of the contract" is to be taken *literally*.

**#34: A small stinking backpack** stuffed with the guano of Lamenters (Vote: p.78). Counts as six items, and would be enough to create a tiny fungus garden.

**#35: A Dvargir jaw trap**. Like a regular jaw trap, but with high-powered coil springs that call for a *Force Doors* check to set them up without a fitting wrench (which is only present when the trap is looted from a dead Dvargir). Failure calls for a *Save vs. Paralyze* to avoid 1 hit point of damage and the loss of 1d3 fingers. The trap's damage is determined with two d8, the higher result is kept. A victim must *Save vs. Death*. On a failure the bones of the limb are so splintered that it will never recover naturally.

**#36: A dagger with a pristine steel blade**. The blade does not sit firmly in the handle (as the latter is a replacement), which is a piece of bone sculpted into a wailing face. The wearer gains a +1 to all *Saving Throws vs. Ghosts and Specters*, but until the problem with the handle is somehow fixed all attacks with the weapon suffer a (-1) penalty.

**#37: 1d10 shaved, dead, eyeless rats** that have been air-fried in the steams of a vapor gush spring. Each counts as 100sp worth of food deep down below.

**#38: 1d4+1 small, flat bowls**, each made from the upper piece of a skull. When water is filled in, it gets a red hue as if it had been mixed with blood. Leaving a bowl filled with water has a 1-in-8 chance to attract a nearby ghost or specter after 2d6 hours (if there -is- one nearby).

**#39: A headband of reddish gold**, made for a very large head. It features engravings in the form of two lines winding around each other.

**#40: 2d6+2 large pieces of chalk**, wrapped in a badly torn and stained piece of white silk.

**#41: A signal horn** made out of a winding sea shell that is larger than a fist.

**#42: A badly worn blue satin pouch**. Inside of it: hair. Long, blond hair. Enough for a wig or a rope.

**#43: A clay jar full of nail clippings**. A closer look will reveal that not all of the nail clippings are from the same being: some are from claws.

**#44: A moldy rag doll**, stuffed with straw and with neither "eyes" nor "hair" left.

**#45: A cross-shaped amulet** made of two little bones, likely that of a human finger.

**#46: A magnifying glass** in a small, cloth lined wooden box with a brass latch.

**#47: A fresh apple**.

**#48: A tooth of an Ambassodile (Vote p.56)**. Those are sometimes granted in a similar way an embassy would hand out identification badges to its personal. This is a very rare thing to happen. If another Ambassodile learns about the PC having one, it will demand to know how -exactly- they came into its possession. If the PC refuse to answer or claim to have it from an Ambassodile (a lie that will be spotted as they tend to know another well), the Ambassodile in front of them will turn this into an "internal affair" (by eating the PC. All of them).

**#49: 1d8 rusty padlocks** with equally rusty keys. The locks and keys are kept separate, a given key will only fit one given lock

**#50: A boomerang** made from carved bone. 1d4 damage; 1d6 damage if used by a Fighter or a character with DEX 12+. Will return on a failed attack at the beginning of the next round. 2-in-6 chance to catch it, modified by DEX bonus. Throwing it again the same round after catching it is equal to "change weapons and attack" (-2 penalty) to all but Fighters and characters with DEX 12+.

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