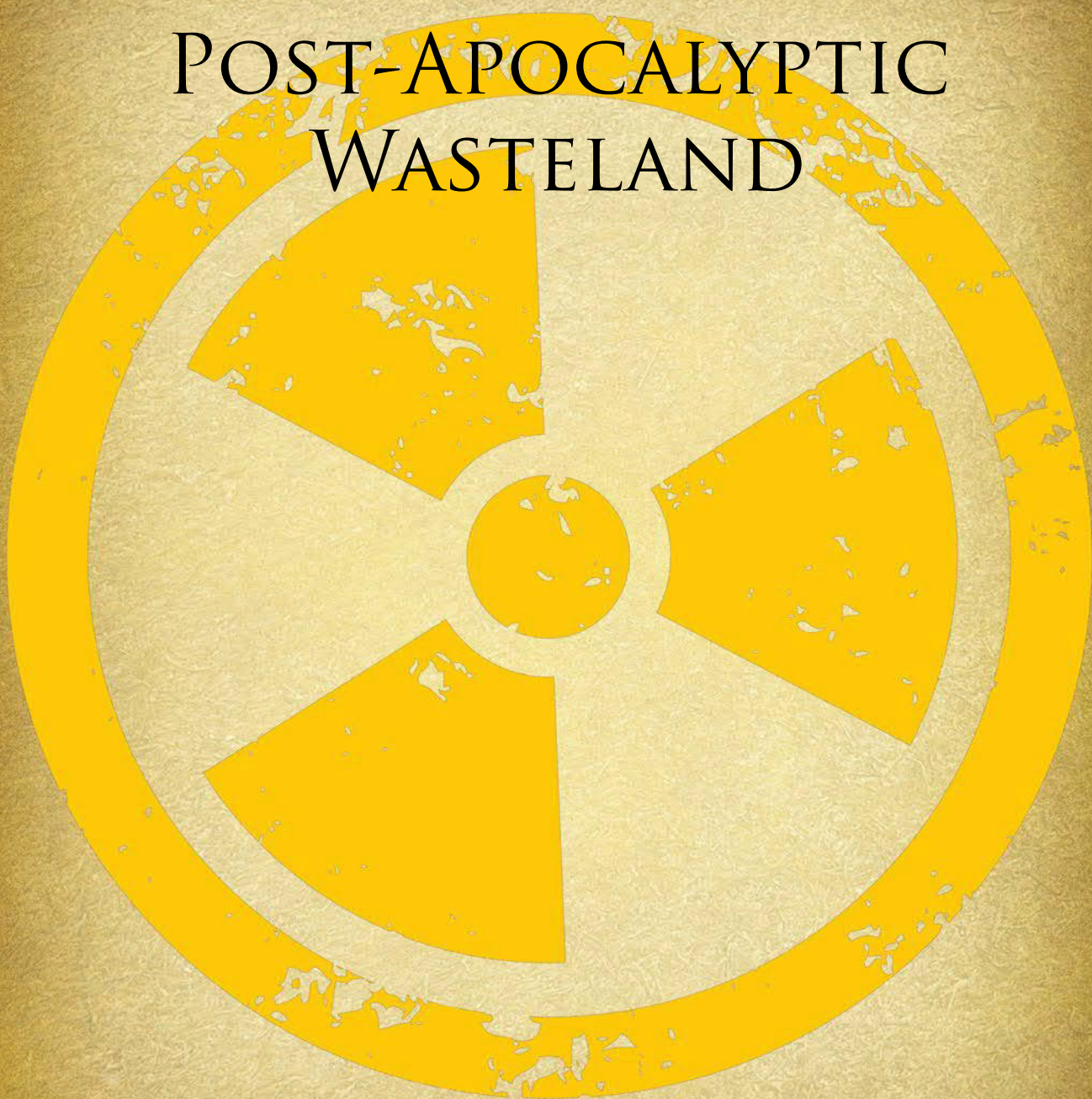


100 POTENTIALLY USEFUL THINGS TO FIND IN THE POST-APOCALYPTIC WASTELAND



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100 POTENTIALLY USEFUL THINGS TO FIND IN THE

POST-APOCALYPTIC WASTELAND CREDITS

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Published by Azukail Games, a trading style of eGDC Ltd

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INTRODUCTION

In a Mutant Future setting, characters can stumble across the high tech remnants of the Ancients, technology far in advance of the modern day - but what about other items that may still have use? The items in this list are generally not as advanced as the technology from the core rulebook, but they do still have use and value, usually being more advanced than what is available in the post-apocalyptic wasteland.

Some of the items in this list have actual game effects, whilst others are items that have value in and of themselves as trade goods or supplies, and can be therefore classed as treasure. In some cases, guidelines are provided with suggestions, rather than explicit uses, as to what the items could do.

This modification of the original [100 Potentially Useful Things to Find in the Post-Apocalyptic Wasteland](#) simply adds the relevant Mutant Future game information as appropriate; it is therefore not recommended to buy both unless these additions are desired.

USING THE LIST

Either roll d100 for a random result or select appropriate ones manually.

1. **Anaesthetic** - 1d3 syringes of local anaesthetic (One dose in each syringe, will numb the pain for 5 hp of wounds, should any rules on pain be used, otherwise worth 50 gp each)
2. **Antiseptic Skin Cream** - 1d5 unopened tubes of cream (These have 1d3 applications that can be used to cure spore infestations and other infections with 20% effectiveness)
3. **Box of Nails** - Box of 2d100 nails (Worth 1 sp each due to their superior pre-apocalypse manufacture)
4. **Bandages** - 4d4 bandages (Each bandage can be used to heal 1d2 hp; damage can only be healed when not doing anything else, so these cannot be used in combat)

5. **Barbecue Charcoal** - 1d4 bags of charcoal (Each bag weighs 6 lbs and can be used to make a total of four normal sized campfires which will burn for 2d4 hours without flames when lit, lighting requires tinder, **Firelighters** or **Charcoal Lighter Fluid** as well as a source of flame)

6. **Batteries** - 2d10 batteries, roll 1d6, 1-4 regular, 5-6 rechargeable, GM should choose size if desired (Batteries can be used to power items in this list that need batteries: **Binoculars** (with night vision), **Geiger Counters**, **Lamp**, **Night Vision Goggles**, **Pumps** (electric), **Torches** and **Water Condensers**)

7. **Beer** - 1d6 cans of beer, roll 1d6, 1-4 cans are sealed 5-6 they have either burst or been opened (Sealed cans contain half a pint, weigh half a pound and are worth 2d4 gp each)

8. **Bicycle** - 1d2 bicycles (Worth 200 gp each, these can travel at the same rate as a horse but there is a chance that a tyre will get a puncture, assume a 1% chance per mile on poor terrain or possibly higher, punctures can be fixed with a Puncture Repair Kit)

9. **Binoculars** - Pair of binoculars in a case, roll 1d10, on 10 they have night vision (Normal binoculars grant the same increased sight as the increased vision mutation in the core rulebook, but without ultraviolet vision and night vision; for binoculars with night vision, the user also gains the benefits, and disadvantages, of the mutation as the same name in the core rulebook, with the same range as the increased vision mutation, when the binoculars are used, in addition to their normal benefit, night vision requires **Batteries** to operate, a full battery lasts 4 hours; replacement batteries - see earlier - will be needed when the battery runs out; the ML should determine if any discovered batteries will work, power sources from the core rulebook are not compatible)

10. **Bleach** - 2d4 litre bottles of bleach (If

consumed, functions as a Class 2 Poison; will also sterilise items coated in disease 80% of the time)

11. **Box of Bullets** - Roll 1d100 for the number of bullets, roll d10, 1-6 the bullets are of a suitable calibre for a character's weapon, 7-10 they are unsuitable (the ML should decide what precise calibre the bullets are), roll 1d10, 1-9 the bullets are fine, 10 they are damaged and may misfire or jam (Damaged bullets have a 30% chance of misfiring or jamming; clearing a misfire or jam will take 3d4 rounds)

12. **Cable Ties** - 5d10 cable ties (These can be used in a similar way to manacles in the core rulebook on human-sized creatures with arms and legs, as well as for securing other items)

13. **Candles** - 1d10 unused straight candles (Worth 1 sp each, these better-made Ancient candles illuminate a 10-foot radius and burn for two hours)

14. **Canned Food** - 2d10 unopened cans of food (Each can has a full day's nutritional requirement, see core rulebook for more details)

15. **Charcoal Lighter Fluid** - 2d6 500ml bottles (Each bottle weighs 1/2 lb, the liquid can be transferred into a glass bottle to work like a Molotov cocktail from the core rulebook, if thrown in the plastic bottle onto a fire it will increase the size of the fire by 2 square feet in 1d4 rounds)

16. **Cigarettes** - Roll 1d10, 1-7 1d10 packets, 8-10 1d3 cartons (Worth 20 gp per packet, 200 gp per carton)

17. **Coffee** - Roll 1d12, 1-3 2d4 single packets of instant, 4-10 1d3 jars of instant, 11-12 1d2 bags of beans (Worth 2 cp per packet and 5 gp per jar for instant and 15 gp per bag for beans)

18. **Collapsible Chair** - 1d2 camp chairs (Worth 20 gp due to their superior pre-apocalypse manufacture, these weigh 8 lbs)

19. **Combat Knife** - 1d5 KA-BAR knives (Worth 100 gp each due to their superior pre-apocalypse manufacture, they do 1d4+1 hp damage each and weigh 1 lb)

20. **Compass** - 1d3 compasses (Worth

100 gp, a compass will detect north, unless close to large ferrous deposits or magnets; if the Mutant Lord decides no such metallic masses are nearby, the chance of losing direction in the wilderness is reduced by half, regardless of terrain, will stack with a **Map** and **Sextant** but reduce the chance for each individually, rather than combining all the percentages)

21. **Cord** - 4d10 metres of nylon cord (Has the same strength as silk rope, 20 feet or 6.15 meters weigh 1 lb, worth 4 sp/foot or 13 sp/meter)

22. **Crowbar** - 1d2 crowbars (Worth 40 gp, crowbars add a +1 bonus to suitable rolls, such as when attempting to open a door, and will also cause 1d4 damage when used in combat)

23. **Dosimeter** - 1d10 unused radiation film badges (Will change colour when exposed to radiation, see Rad Tab in the core rulebook for details)

24. **Duct Tape** - 1d4 unused rolls of duct tape (Worth 100 gp each, can be used to fix a variety of damage and leaks, the ML should decide specific cases)

25. **Fire Blanket** - 1d3 fire blankets (Each can be used to extinguish a campfire or conflagration of similar size and temperature or put out a human-sized or smaller creature who is currently aflame)

26. **Fire Extinguisher** - 1d2 fire extinguishers, roll 1d20 to determine type of extinguisher, 1-5 water, 6-10 dry powder, 11-14 foam, 15-18 carbon dioxide, 19-20 wet chemical (Will extinguish the flames in a 2' square area in one round)

27. **Firelighters** - 1d3 packets of firelighters (Each packet contains 20 uses of firelighters, these can be used to help start a fire in adverse conditions, working 50% of the time in heavy rain and wind, but still require a flame source)

28. **First Aid Kit** - Roll for contents, 2d3 bandages, 5d10 plasters, 0-1 eyewash, 1d2 slings, 0-1 tweezers, 0-1 scissors, 2d4 safety pins, 0-1 thermometer, 0-1 rolls of micropore tape, 1d3 sterile gloves, 1d2 eye dressings, 2d3 cleansing wipes, 0-1 bottles distilled water, 0-1 skin rash cream,

0-1 antiseptic cream (Each first aid kit can be considered to have a total of 3d4+4 charges, each of which will heal 1d4 hp of damage; damage can only be healed when not doing anything else, so these cannot be used in combat)

29. **Fish Hooks** - 2d10 fish hooks (Worth 1 gp each due to their superior, pre-apocalypse manufacture with a negligible weight)

30. **Fishing Line** - 10d10 metres of fishing line (Worth 2 sp/meter due to its superior, pre-apocalypse manufacture)

31. **Freeze Dried Food** - 4d4 freeze dried meals (Each meal has a full day's nutritional requirement, identical to canned food, see core rulebook on canned food for more details)

32. **Gas Mask** - 1d2 gas masks (Old-style, see core rulebook for details, will filter out biological and chemical agents that work by being inhaled)

33. **Gasoline Cans** - 1d3 gasoline cans, roll 1d6, 1-4 1 gallon plastic, 5-6 5 gallon metal, roll 1d6, 1-3 empty 4-6 full (Gasoline may be used to power suitable equipment, with a successful repair roll for Complexity Class 1; plastic cans may be used in a similar method to a Molotov cocktail, although they will not break when thrown, metal cans, if thrown closed on a fire, will explode in 1d6 rounds, causing 3d8 fire and impact damage to all within a 10' radius)

34. **Geiger Counter** - 1d2 Geiger counters (Small, battery powered Geiger counters weaker than those in the core rules. They work on **Batteries**, which last for 2 hours, and only have an effective range of 20'; replacement batteries - see earlier - will be needed when the battery runs out; the ML should determine if any discovered batteries will work, power sources from the core rulebook are not compatible)

35. **Glow Stick** - 1d10 bioluminescent glow sticks, roll 1d6 for colour, 1 green, 2 yellow, 3 blue, 4 green, 5 pink, 6 red, roll 1d6 to see if they are still usable, 1-5 new 6 used (Glow sticks have an effective light radius of 10' and will glow for 6 hours once lit. They cannot be extinguished, but are

totally waterproof and will work underwater)

36. **Glue** - Roll 1d10, 1-3 1d3 wood glue, 4-6 1d4 PVA glue, 7-9 1d6 craft glue, 10-12 1d2 superglue (May be used to repair appropriate damaged materials at the ML's discretion, time and effectiveness is variable)

37. **Hammer** - 1d3 hammers (Worth 30 gp each due to their superior, pre-apocalypse manufacture and weigh 1 lb)

38. **Handcuffs** - 1d3 metal handcuffs with keys (Similar to manacles, these can restrain human-shaped and sized creatures, but are worth 30 gp and only weigh 1 lb due to their superior pre-apocalypse manufacture)

39. **Hypodermic** - 2d10 unused hypodermics (Can be used to inject appropriate **Illegal Drugs**, see below, or drugs and chemicals from the core rulebook)

40. **Illegal Drugs** - In small sealed bags, roll 1d20, 1-4 2d20 ecstasy tablets, 5-13 3d12 uses of marijuana, 14-16 2d3 uses of methamphetamine, 17-19 1d3 uses of crack cocaine, 20 1d2 uses of heroin (Worth 2d10 gp each for marijuana, 3d6 gp each for meth, 3d20 each for crack cocaine and 4d20+20 gp each for heroin, may be prohibited in some area, crack cocaine and heroin will need a save vs poison against a Class 3 poison to avoid side effects, both will also effectively incapacitate the user for 2d6 turns unless another save is made, injectable drugs can be used with a hypodermic syringe)

41. **Kinetic Torch** - 1d2 kinetic torches, charged by shaking them (Illuminating a cone 30' long by 10' wide, vigorously shaking the torch for 30 seconds provides up to 5 minutes of light; after three minutes, the area illuminated halves)

42. **Lamp** - 1d3 battery powered lamps (Illuminating a 60' radius and weighing 3 lbs, a full battery lasts for 6 hours; replacement **Batteries** - see earlier - will be needed when the battery runs out; the ML should determine if any discovered batteries will work, power sources from the core rulebook are not compatible)

43. **Latex Gloves** - A cardboard box containing 1d50 pairs of latex gloves (Single use, will allow the handling of items covered in contact poisons or disease without harm)

44. **Light Bulbs** - 2d20 light bulbs (Can only be used in pre-apocalypse light fittings; at the ML's discretion, they may be used to repair a broken **Torch** of any type with a successful repair roll for Complexity Class 1)

45. **Lighter** - Roll 1d10, 1-8 2d10 disposable lighter, 9-10 1d2 refillable lighters, roll 1d6, 1-4 full, 5-6 empty (Lighters will not function in any conditions, unlike those in the core book. Lighters have 4d10 "charges" if not empty; refillable lighters can be refilled with **Lighter Fluid**)

46. **Lighter Fluid** - 2d4 bottles of lighter fluid for refillable lighters (Each bottle will refill 200 "charges" for a refillable **Lighter**, if a full can is thrown in a fire it will explode in 1d4 rounds causing 2d6 damage in a 10' radius, cans with some of the fluid used to proportionately less damage)

47. **Machete** - 1d3 machetes (Worth 70 gp each due to their superior pre-apocalypse manufacture, they do 1d6+1 hp damage and weigh 2 lbs)

48. **Maps** - 1d3 maps, roll 1d10, 1-2 tourist map, 3-4 camping and hiking map, 6-10 standard road map, ML should choose the area (Assuming the maps are still mostly valid - 75% chance unless the ML decides otherwise - they will reduce the chance of getting lost in the wilderness by 75%, regardless of terrain, will stack with a **Compass** and **Sextant** but reduce the chance for each individually, rather than combining all the percentages)

49. **Matches** - Roll 1d6, 1-2 book of 2d10 matches, 3-6 box of 5d10 matches (Worth 2 gp each for a full book, 10 gp each for a full box, decrease the price proportionately for less matches, lighting something using the matches will take only half a round, if 19 or less is rolled on 1d20, leaving the remainder usable for movement or attack; rolling a 20 means the match broke and failed to light)

50. **Microscope** - One microscope, in box, with 1d50 blank slides, roll 1d6, 1-4 hobby microscope 5-6 scientific (Worth 200 gp each for a hobby microscope, 400 gp for a scientific one, may give a bonus to suitable technology related rolls at the ML's discretion)

51. **Multitool** - 1d5 multitools (Worth 100 gp each, function as a small hammer, saw, pliers and any other use the ML decides)

52. **NBC Suit** - 1d2 NBC suits, roll 1d10, 1-7 unused and boxed, 8-10 used, possibly on bodies (Whilst the suit is intact, the wearer suffers no damage from radiation up to and including Class 3, cannot catch diseases and is immune to airborne and contact poisons, including gasses, and can breathe in otherwise poisonous air; the suit's air will last up to 30 minutes if unused, after which it will need removing or the wearer will suffocate, at the Mutant Lord's discretion, it may be possible to recharge the air with a successful repair roll for Complexity Class 1)

53. **Night Vision Goggles** - 1d2 pairs of night vision goggles, roll 1d10, 1-9 civilian, 10 military (Grants the night vision mutation as the core rulebook, with a range of 300' for civilian goggles and 400' for military, requires batteries with full ones lasting for 4 hours for civilian and 6 hours for military; replacement **Batteries** - see earlier - will be needed when the battery runs out; the ML should determine if any discovered Batteries will work, power sources from the core rulebook are not compatible)

54. **Pain Killers** - 1d3 bottles of over the counter painkillers each containing 60 pills (Each pill will eliminate minor pain for 1d2 hours; consuming more than 10 will require a saving throw vs stun to avoid being the equivalent of stunned for 2d10 turns, consuming more than 30 will require a saving throw vs poison and death to avoid suffering 2d6 damage + 1d6 for every 10 pills over 30 consumed)

55. **Pens** - 2d20 ballpoint pens (Worth 1 gp each due to their superior pre-apocalypse manufacture, most popular with those whose jobs involve writing)

56. **Pepper** - Roll 1d8, 1-6 2d10 individual packets of pepper, 7-10 2d3 jars of peppercorns (Worth 1 cp for a packet, 5 sp for a jar)

57. **Pet Food** - Roll 1d6, 1-3 1d2 bags of dry food, 4-6 3d6 cans of food, roll 1d6 1-3 dog food, 4-6 cat food (Each can may be eaten by other species; each has a quarter day's nutritional requirement, similar to canned food, see core rulebook on canned food for more details)

58. **Plasters** - 1d5 unopened boxes of plasters of different sizes, roll 1d6, 1-4 normal plasters, 5-6 waterproof (Each box has 1d2 uses and cures 1d3 hp of damage outside of combat)

59. **Pliers** - 2d4 pliers (Worth 20 gp each due to their superior, pre-apocalypse manufacture and weigh 1 lb)

60. **Poison** - Roll 1d6, 1-4 2d3 bottles of rodent poison, 5-6 2d4 bottles of insect (Rodent poison will kill 3d6 normal rodents, unless they are immune, similarly insect poison will kill a single nest of normal insects; other creatures should treat these as Class 3 poisons if an entire bottle is consumed)

61. **Propane** - 1d3 gas cylinders, roll 1d6, 1-4 full, 5-6 empty (If a full canister is placed in a fire it will explode in 1d4 turns causing 6d6 points of damage in a 30' radius)

62. **Pump** - Roll 1d10, 1-5 bicycle pump, 6-9 foot pump, 10 electric pump (A pump will give a 1% bonus for technology or repair rolls for bicycles and wheeled vehicles, bicycle pumps only give the bonus for bicycles, electric pumps require **Batteries**, each battery lasts 6 hours; replacement batteries - see earlier - will be needed when the battery runs out; the ML should determine if any discovered batteries will work, power sources from the core rulebook are not compatible, but **Solar Panels** may be, at the ML's discretion)

63. **Puncture Repair Kit** - 1d3 puncture repair kits, suitable for **Bicycles** (Each kit will fix a total of 2d6 punctures)

64. **Razors** - Roll 1d10, 1 2d4 razor blades, 2-10 5d10 disposable razors

(Worth 1 cp for each razor blade, 2 cp for each disposable razor)

65. **Rope** - 10d10 metres of strong rope (Worth double hemp rope at 2 gp for 50' and weighs half as much at 5 lbs for 50')

66. **Salt** - Roll 1d8, 1-2 2d10 individual packets of salt, 3-8 1d3 bags (Packets are worth 1 cp each, bags weigh 2 lbs and are worth 2 gp)

67. **Saw** - 1d3 handsaws (Worth 30 gp each due to their superior pre-apocalypse manufacture and weigh 1 lb)

68. **Scissors** - 1d6 pairs of scissors (Worth 5 sp each due to their superior pre-apocalypse manufacture with a negligible weight)

69. **Scuba Gear** - 1d2 sets of scuba gear (Scuba gear works similar to advanced breathing apparatus in the core rulebook, and can be used to breathe underwater and protect against airborne toxins as the advanced breathing apparatus, but only 90% of the time due to the lack of a face mask)

70. **Sewing Kit** - Contains 3d2 needles, 4d2 reels of thread in different colours, 1d3 safety pins, 1d2 buttons, 1 soft measuring tape, 1 small scissors, 1 metal thimble and 5d10+10 pins (Worth 5d10 gp each)

71. **Sextant** - One sextant in a case (The chance of losing direction in the wilderness is reduced by a half, regardless of terrain, will stack with a **Map** and **Sextant** but reduce the chance for each individually, rather than combining all the percentages)

72. **Shotgun Shells** - Roll 1d10, 1-4 rock salt, 5-8 shot, 9-10 slugs (Usable with both shotgun types in the core rulebook, rock salt shells inflict 1d2 points of damage to a target in a shotgun's normal range, nothing beyond, slugs inflict 2d6 damage at normal range and 2d6 damage up to maximum range, shot does normal damage as per the core rulebook)

73. **Soap** - Roll 1d6, 1-4 3d4 bars, 5-6 1d3 bottles of liquid, Roll 1d6, 1-3 antibacterial, 4-6 normal (Antibacterial soap gives a +1 bonus to save versus poison rolls for disease in certain situations, at the ML's discretion; all types help keep hand clean)

74. **Soda** - Roll 1d10, 1-6 3d6 cans, 7-10

1d3 bottles, roll 1d12, 1-8 cola, 9-10 lemonade, 11-12 orangeade (Worth 2 gp each for cans, 6 gp each for bottles, weighing 1/2 lb for cans and 1 1/2 lbs for bottles)

75. **Solar Panel** - 1d4 small, flexible, weatherproof solar panels used for camping, each generating around 20W of power (As long as there is sunlight, these can be used to power gizmos and small electronic devices with a successful repair roll for Complexity Class 1)

76. **Solar Powered Torch** - 1d3 torches (Illuminating a cone 60' long and 10' wide and weighing 2 lbs, a full battery lasts for 3 hours and will recharge after being exposed to normal sunlight for 4 hours; cloudy conditions will increase this time)

77. **Space Blanket** - 1d6 unused Mylar blankets (Will function as a winter blanket, but individually they are effectively without weight)

78. **Spices** - 1d20 jars of spices (Worth 2-20 sp each)

79. **Spirits** - A single bottle, roll 1d20 to determine contents, 1-3 brandy, 4-6 gin, 7-12 rum, 13-18 vodka, 19-20 whiskey (Each bottle contains 2 pints and weighs 2 lbs, value 4d20+20 gp each, can be used as a Molotov Cocktail)

80. **Sugar** - Roll 1d12, 1-4 5d6 sugar cubes, 5-8, 5d6 small packets, 9-12 1d4 bags (Cubes and packets are worth 1 cp each, bags weight 2 lbs and are worth 2 gp)

81. **Sun Block** - 1d3 bottles of sun block (Each contains 3d6+6 applications which will prevent sunburn on one human sized creature for 3 hours; will also stop creatures with the epidermal photosynthesis mutation from healing in direct sunlight and reduce their movement by 25% for an hour and will help protect against damage from sunlight)

82. **Sunglasses** - 2d4 pairs of sunglasses (If worn by a creature with the albinism drawback, it reduces the penalty to hit to -1 in daylight)

83. **Telescope** - Roll 1d20, 1-12 pocket collapsible telescope in a case, 13-16 tripod mounted reflector, 17-20 tripod

mounted refractor, ML should choose exact size if desired (Telescopes grant increased sight as the increased vision mutation in the core rulebook, but without ultraviolet vision and night vision, with a range of 3 to 5 miles at the ML's decision)

84. **Tobacco** - Roll 1d6, 1-5 1d3 pouches of rolling tobacco, 6 1d3 tins of chewing tobacco (Worth 4d10 gp per pouch and 2d10 gp per tin)

85. **Torch** - 1d3 battery powered torches (Illuminating a cone 60' long and 20' wide and weighing 2 lbs, a full battery lasts for 6 hours; replacement **Batteries** - see earlier - will be needed when the battery runs out; the ML should determine if any discovered batteries will work, power sources from the core rulebook are not compatible)

86. **Tyre Sealant** - 1d4 bottles of emergency puncture repair (Each has 2d3 uses and each use will seal any inflatable rubber tyre)

87. **Vehicle Battery** - Roll 1d10, 1-7 car battery, 8 motorbike battery, 9-10 truck or lorry battery, then roll 1d6 to see if the battery is suitable for a character's vehicle, if the vehicle is of the right type, 1-3 suitable 4-6 unsuitable, the ML should choose a specific battery if desired (Vehicle Batteries can be used to give a 3% bonus on technology and repair rolls for internal combustion engine powered vehicles)

88. **Vehicle Jack** - Roll 1d8, 1-5 scissor jack, 6-8 trolley jack (Scissor jacks give a 1% bonus, trolley jacks a 2% bonus, on technology and repair rolls for wheeled vehicles powered by internal combustion engines; they may also, at the ML's discretion, in certain situations work in a similar manner to crowbar from the core rulebook for forcing doors and other objects open)

89. **Vitamins** - 2d4 bottles of multivitamins (Each bottle contains 30 tablets; one tablet a day will give a temporary boost of 1 hp for that day and a +1 save modifier to save vs poison rolls for disease, which will be lost after 24 hours)

90. **Water Condenser** - 1d2 water condensers (Battery operated, will produce 1 pint of clean, fresh water per hour in nor-

mal conditions, 3 pints in humid and half a pint every three hours in dry desert, a full battery lasts 8 hours; replacement **Batteries** - see earlier - will be needed when the battery runs out; the ML should determine if any discovered batteries will work, power sources from the core rulebook are not compatible, but **Solar Panels** may be, at the ML's discretion)

91. **Water Purification Tablets** - 5d10 tablets (Worth 1 gp each, each tablet will remove bacteria, pathogens and other life forms from 1 pint of water, making it safe to drink but with a chemical taste)

92. **Wet Wipes** - Roll 1d10, 1-2 2d5 individual wipes in packets, probably lemon scented, 8-10 1d2 packets of 50 wet wipes (Worth 1 cp for an individual wipe, 5 sp for a packet, no real benefit except fresh, clean hands when used)

93. **Wheel** - 1d2 wheels, roll 1d10, 1-8 wheel is unsuitable for a character vehicle, 9-10 will fit, roll 1d6, 1-4 usable 5-6 punctured or otherwise damaged (Changing a wheel requires a successful repair roll for Complexity Class 1)

94. **Whetstone** - 2d4 whetstones (Worth 10 gp each, these can be used to keep blades sharp)

95. **Wind-up Radio** - 1d2 wind-up radios (5 minutes of winding will provide 30 minutes of listening time but the radio is almost entirely useless, unless characters

can pick up any still transmitting pre-apocalypse channels or equipment)

96. **Wind-up Torch** - 1d3 wind-up torches (Illuminating a cone 20' long by 10' wide, winding the torch for 1 minute provides up to 7 minutes of light; after five minutes, the area illuminated halves)

97. **Wine** - 1d3 bottles of wine, roll 1d8, 1-4 white, 5-7 red, 8 rosé (Each bottle contains 2 pints and weighs 2 lbs, value 3d10 gp each)

98. **Work Boots** - Roll 1d6, 1-4 steel toed, 5-6 not, roll 1d10, 1-8 a pair, 9-10 a singleton, roll 1d2, 1 left 2 right (Worth 20 gp for steel toed pairs, 8 gp for singletons, 10 gp for regular pairs, 3 gp each for singleton, due to their superior, pre-apocalypse manufacture, may provide a bonus at the ML's discretion for attacks on feet)

99. **Work Gloves** - 1d3 pairs of gloves, roll 1d6, 1-4 reinforced with leather, 5-6 normal, roll 1d4, 1-3 new gloves, 4 used (Worth 10 gp each for new leather reinforced, 8 gp for used, 5 gp each for new normal, 2 gp each for used, due to their superior, pre-apocalypse manufacture, may reduce the chance of damage to hands, at the ML's discretion)

100. **Ziploc Bags** - 1d100 empty Ziploc bags (A bag will, once, add two days to how long standard rations from the core rulebook remain fresh)

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