

1d20	List I	List II	List III
1	Cursed gem	Page torn from a spell book	Mousetrap
2	1d10 thistle burrs	Vial of insect repellent	Set of 2d4 iron keys
3	Mouse	List of alchemy reagents	1d4 cheap cigars
4	Silver earrings	Pouch of 1d20 copper	Copper wire (2d6 feet)
5	Rat	Small Wooden flute	Orange peels
6	2d8 worthless stones	Dead bug	Cheese
7	Twine, 2d10 feet	Pair of bone dice	Small dictionary
8	Quill	Set of wooden teeth	Small portrait of a woman or man
9	Clay flask of alcohol	Sealed letter for the King	3d6 shelled nuts
10	Silver arrowhead	Wedding ring (fake)	Bag of 1d20x5 beans
11	Wooden hair brush	Deed to a ship	Dart
12	Tinderbox	Feather	Wooden pipe
13	1d4 acorns	Deck of playing cards	Scarf
14	Cork	Invitation to a royal event	Box of matches (contains 1d100)
15	Wooden comb	Canvas bag	Silver animal figurine
16	Wooden figurine	6 inch long green snake	Flask of water
17	Small pouch	Foreign coin of unknown origin	Yarn, 3d6x4 feet
18	Pouch of 1d20 fake gold coins	Glass magnifying lens	Handful of seeds
19	Silver ring	Pouch of 1d100 gold	Glass inkpot
20	Pouch of 1d20 electrum	Small glass bottle	Gem

1d20	List IV	List V	List VI
1	Ball of string	Thimble	Promissory note worth 1d10x100 gold
2	Sheet of parchment	Wooden snuff box, 1d4 pinches remaining	Small toad
3	Note regarding a secret meeting	One-quarter pound sack of oats	Sealed note from the King/Queen
4	Ransom note	Brass knuckles	Rawhide necklace
5	Spell scroll	Turnip	Ornate iron key
6	Compass	Wooden spoon	Cowhide wallet
7	Love letter	Flyer of a wanted criminal	Long, straight pin
8	Wooden case containing paints	Stiff parchment business card	Book containing prayers
9	Cabbage	2d4 pieces of fool's gold	Tattered map of the area
10	Small mirror	Map to a nearby dungeon	1d4 pieces of jerky
11	Rodent skull	Smoke powder	Small slip of parchment
12	Blackjack	Thread (unravels victim's clothes)	Small knife
13	Soiled rag	2d6 rusty iron nails	Wooden brooch
14	Vial of perfume	Vial of mild poison	Candle
15	Fake treasure map	Bent copper piece	Sand
16	Jar of glue	Pouch of 1d100 silver	Small magic item (random)
17	Message about a rebellion	Small, black leather book	Glass eye
18	Large hole (alerts victim)	Rubber ball	Wooden wrist sundial
19	Onion	Leather strap	Chess piece
20	Lump of coal	List of corrupt guards	Poison Antidote

1d20	List VII	List VIII
1	Platinum piece (fake)	Deck of tarot cards
2	Pouch of 1d20 silver	Silver spoon
3	Silk handkerchief	Flower
4	Pouch of 1d20 gold	Silver necklace
5	Lint	2d4 colored glass spheres (1" diameter)
6	Cloth napkin	Treasure map
7	Fleas (will itch until they bathe)	Gold necklace
8	Stone arrowhead	Potato
9	Small silver holy symbol	Cloth bag of crushed herbs
10	2d12 small stiff blank cards	Carrot
11	Egg	Pouch of 1d100 copper
12	Clump of dirt	Flask of cheap wine
13	2d8 brass tacks	Personal diary
14	Key to a crypt	Small lead figurine
15	Pair of cloth gloves	Radish
16	Wooden stake	Apple
17	Bread	Lock of hair
18	Map for castle secret entrance	Rabbit's Foot
19	Sand	Handkerchief
20	Wooden vial of spice	Pouch of 1d20 platinum

PICK POCKETS

These are a series of tables that you may roll against to randomly determine what a thief may have picked from someone's pocket. Simply roll 1d8 and 1d20. The d8 will indicate which table to use and the d20 will indicate the item stolen.

