

Ill-Gotten Goods: Charts for Pickpockets & Thieves

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“What can I steal?”

When you don't have an immediate answer, roll for it!

These charts are not just what can be taken from the target's pouch but also anything else a thief can sneak out without someone noticing. Example: a street urchin may steal an apple from a cart.

Many items don't have set values. They should generally be enough to interest the character, but not enough to unbalance the game.

Note: gpv = gold piece value

Marketplace

01-05	Apple
06-07	Book (2d6 gpv)
08-10	Boots
11	Chest Key
12-15	Cloak, Tunic, or Robe
16	Contract
17-25	Copper, 1d6
26	Dead Chicken
27-30	Gem (1d4 x 5 gpv)
31-32	Gem (1d6 x 10 gpv)
33-36	Glass Jar/Flask
37-40	Gold, 1d6
41-43	Hat
44	Jeweler's Loupe
45-47	Jewelry (determine randomly)
48-53	Loaf of Bread
54-60	Nothing
61-62	Platinum, 1d6
63	Portrait/Sketch
64-70	Random Small Weapon
71-75	Random Tool
76-80	Rations, 1 Day
81-85	Silver, 1d6
86-89	Small Animal Skin
90-92	Small Mirror
93-94	Small Pot of Honey
95-99	Spices (1d6 x 10 gpv)
00	Roll for Rare or Exotic Item

Tavern/Inn

01-05	Whetstone
06-11	Wedge of Cheese
12-13	Traveler's Pack or Bag (Roll)
14-20	Silver, 1d6
21-23	Room Key
24-25	Platinum, 1d2
26-32	Plain Ring
33-35	Nothing
36-61	Mug of Ale
62-63	Minstrel Songbook
64	Lute
65-66	Locket
67	Letter
68-69	Knife, Platinum and Silver
70-76	Gold, 1d4
77-78	Gem (worth 1d4 x 5 gold)
79-84	Dice, 2 (20% chance loaded)
85-92	Copper, 1d6
93-96	Card Deck (40% short 1 card)
97-99	Bottle of Wine
00	Roll for Rare or Exotic Item

Street, Poor

01-12	Nothing
13-14	Gold, 1d2
15-20	Silver, 1d4
21-31	Copper, 1d6
32-34	Lump of Coal
35-37	Pipe Weed
38	A Rock
39	Bowl
40-43	Pipe
44-50	Patched Cloak
51-56	A Potato
57	Sea Shell
58-59	Garrote
60-63	Copper Spoon
64-73	Broken Weapon
74-94	Shovel, Hoe, or Axe
95-97	Brass Lamp
98	Uncut Gem (1d6 x 100 gpv)
99	Rabbit's Foot
00	Roll for Rare or Exotic Item

Street, Wealthy

01-04	Brass Bell
05-06	Bed Knob, Ornate
07-09	Broomstick
10-15	Copper, 1d6
16-21	Fancy Hat
22-24	Fresh Flowers, Bundle
25-26	Gate Key
27-33	Gem (1d6 x 10 gpv)
34-42	Gold, 1d8
43-44	Hair Clasp
45-51	Nothing
52-57	Pewter Goblet
58-62	Platinum, 1d6
63-66	Signet Ring
67-75	Silver, 1d8
76-80	Silverware, 1d4 pieces
81-87	Small Fur
88-92	Small Vase (cracked)
93	Statuette 6", Stone
94-98	Wine Bottle
99	Written Invitation to Ball
00	Roll for Rare or Exotic Item

Temple

01-02	Small Crystal Ball, non-magic
03-08	Skull
09-17	Silver, 1d8
18-21	Prayer Book
22-26	Nothing
27-34	Incense
35-37	Idol, Small
38-41	Holy Water
42	Holy Wafers
43-48	Holy Symbol
49-56	Gold, 1d8
57-67	Copper, 1d8
68-75	Clerical Robes
76-81	Candles, 1d4
82-83	Candle Snuffer
84-87	Bones
88-94	Blank Parchment, 1d6 sheets
95-99	A Vial of Ink with Quill
00	Roll for Rare or Exotic Item

Docks

01	Parrot
02-06	Sheepskin or Fish Bladder
07-13	Fishing Hooks, 1d6
14-19	Belaying Pin
20-22	Chain, 5'
23-26	Rope, 20'
27-35	Nothing
36-42	Gold, 1d6
43-52	Copper, 1d6
53-61	Silver, 1d6
62-64	Platinum, 1d4
65-66	Gem (1d4 x 5 gpv)
67-72	Dry Fish
73-76	Crab or Lobster
77	Eye Patch
78	Glass Eye
79-81	Map
82-87	Lock Key
88-91	Lockbox
92-93	Medallion
94-96	Spyglass
97	Ring, Ornate
98-99	Ship's Compass
00	Roll for Rare or Exotic Item

Rare & Exotic Items

01	Ferret
02	Electrum, 1d6+1
03	Thieves' Tools
04	Pouch of Coins (2d100 gpv)
05	Magical Potion
06	Poison
07	Spell Scroll (1d3 spells)
08	Lodestone (cursed)
09	Continual Light Stone
10	Bottle of Old Whiskey
11	Gem (1d10 x 100 gpv)
12	Lock and Key
13	Book (1d6 x 10 gpv)
14	Treasure Map
15	Dead Goose
16	Golden Egg
17	Crown
18	Ring of Delusion
19	Small Golden Idol
20	Small Crystal Golem, Spider
21	Dragon's Tooth
22	Chimera's Egg
23	Deed to Abandoned Property
24	Forged Deed

25	Flute
26	Silver Bell
27	Silver Dagger
28	Music Box
29	Monkey's Paw
30	Jailer's Key
31	Set of 8 colored inks
32	Magic String, 3' length
33	Painting of the Queen, Nude
34	Clay Pig with Slot (1d100 copper)
35	Scythe, Radiates Magical Aura
36	Pouch of Rune Stones
37	Elven Blade
38	Dwarven Hammer
39	Scorpion
40	Golden Fleece
41	Ship in a Bottle
42	Gold Dust, 1 vial
43	Hat and Whip
44	Jester's Scepter
45	Harlequin's Mask
46	Bag of Beads
47	Silken Handkerchief
48	Chastity Belt
49	Eagle Feathers
50	Spectacles
51	Shrunken Head
52	Doll
53	Slate and Chalk
54	Magic Ring
55	Platinum Bracers
56	Silver Arrows, 2d6
57	Cupid's Arrow
58	Chess Set (Jade vs. Onyx)
59	Checkers Set (Gold vs. Silver)
60	Silver Comb w/ Gem Chips
61	Jeweled Scabbard
62	Costume Jewelry
63	Bag of Dust
64	Box of Candies
65	Emerald Earring
66	Gold Ingot (500 gpv)
67	Silver Ingot (50gpv)
68	Cryptic Map
69	Silver Slippers
70	Oil Tin
71	Bundle of Straw
72	Lion's Pelt
73	Small Collar
74	Snow Globe
75	Pearls, Black, 3
76	Marionette

77	Bounty Note Naming Finder
78	Bejeweled Dice
79	Sleeping Potion (1 dose)
80	Hunk of Amber
81	Poisoned Apple
82	Silver Scimitar
83	Vial of Quicksilver
84	Sprig of Wolfs Bane
85	Head of Garlic
86	Crystal Shard
87	Jade Horse Figurine
88	Mummified Heart
89	Necklace of Orc Ears
90	Frog, Polymorphed
91	Crystal Flask of Salt Water
92	Bag of Diamond
93	Ivory Miniature Tower
94	Scarab Beetles, 4
95	Abacus with Gems
96	Jeweled Helm
97	Gemstone (1d6 x 1000 gpv)
98	Raccoon Pelt Cap
99	Roll Once for Misc. Magic Item
00	Bag of Devouring

Traveler's Bag/Pack

01-03: Wizard's Pack

Traveling Spellbook, Robe, 3 days rations, Scroll Case, Ink & Quill, Parchment, 6 Candles, Chalk

04-25: Adventurer's Pack

2 Flask of Oil, Hammer & 6 Spikes, Dagger, 1 square yard of Oilskin, Boots, Cloak

26-49: Merchant's Pack

Local Map, Parchment, Scale, Wax, Ring, Pouch of Beans, 1d6x10 Gold

50-55: Noble's Bag

1d2 gems (1d6 x 10 gpv), Bottle of Brandy, Fine Clothing, Mirror, 1 lb of Soap, 1 Bottle Perfume

56-85: Pauper's Sack

1d6 onions, Dirty Rag, 1d4 Copper Pieces, Small Bucket, Dagger

86-96: Pilgrim's Pack

Simple Rations, Holy Symbol, Holy Water, Map, Robe, Sandles

97-99: Burlap Bag

Soiled Laundry

00: The Black Sack

2d100 gold and roll 1d4+1 times on the Rare and Exotic Items Chart.