

PICKING POCKETS

Short Version

Occasionally PCs will find it in their interest to check out what is in the pockets of a non-player character. This is often the result of removing their belonging from pockets, cutting purse strings, or checking the bodies of the unconscious or deceased. Most NPCs will have 1-6 items from the table below. Add 1 to the die roll for -NPCs found in the North and Sea Wards, subtract 1 from the die roll for those in the Dock Ward (even most nobles know not to carry their life-savings in this rough neighborhood).

%Roll Item

01-80 Common Item (Subtable A)
81-95 Valuable (Subtable B)
96-00 Special

Common Items

(DM May add or delete from the list as he sees fit, given the area of the encounter).

01-05 Dagger
06-08 Single Key
09-11 Comb
12-13 Brush
14-15 Blank Parchment
16-18 Water skin
19-24 Laundry Ticket
25-35 Food
36-39 Holy Symbol or "Lucky charm"
40-41 Pieces of Chalk
41-44 Toy (Dice, ball and jacks, etc)
45-48 Small flute or musical instrument
49-52 Talis Deck (playing cards)
53-56 Soap (Bar or in a pot)
57-58 Perfume or Cologne (in potion vial)
59-60 1-8 Needles
61-64 Tobacco and pipe
65-66 Ink in vial
67-68 Spectacles or Magnifier
69-72 Printed Handout, badly smudged
73-80 Knife
81-85 Soft cap or hat
86-88 1-4 Darts
89-94 Handkerchief
95-96 Note with unimportant writing (The DM may use this as a red herring to distract PCs or lead them into new adventures)
97-00 Thief trap-Small mousetrap-like device cost 10 gp, placed in pocket to catch fingers of the casual thief (unless traps are correctly detected for). 1 point damage and thief is immediately detected.

Valuable Items

% Roll Item
01-08 1-6 cp
08-16 Above and 1-6 sp
17-23 Above and 1-6 gp
24-29 Above and 1-6 ep
30-34 Above and 1-6 pp
35-37 Gem worth 100-600 gp
38-39 Jewelry worth 200-800 gp
40-41 Key Ring of 2-20 keys, one of which is a skeleton key (10% working on locked doors)
42-50 Small sack of 50 gp
51-52 Small sack of 50 pp
53-63 1-4 10 gp Trade Bars
64-70 1-6 25 gp Trade Bars
71-74 1-3 50 gp Trade Bars
75-86 1-10 Toals (2 gp coin of Waterdeep)
87-90 1-6 Harbor Moon (50 gp coin of Waterdeep)
91-94 1-4 Iron Trade Bars (5 gp trade bar of Mirabar)

95-96 1-6 Electrum Moons (1 ep coin of Silvermoon)
97-98 Valuable message
99-00 Small non-magical book

Special items

These are selected solely by the DM, and include treasure maps, important messages or information, and magical items. They will be often trapped, warded, or otherwise protected from theft. A gem of seeing for example, may be in a small locked box with a magic mouth placed upon it, programmed to shout "Thief." if anyone but the owner touches it.

Picking Pockets-Long Version

The following tables should be used for predetermined characters or in situations where a large-scale delineation will not slow down play. Note that many items here may prove to be useful in a combat or thieving situation. THIS IS NOT a treasure table, to be rolled after the combat is resolved, but should be used BEFORE character action.

Decide which of these categories the potential victim(s) in question belong to:

Merchant
Craftsman
Laborer
Mercenary
Warrior
Farmer
Errand-runner
Knave
Noble
Beggar

Each of these categories is briefly described hereafter, and for each the combination of tables to roll on is given, DMs should roll twice or more on each table, or choose specific items from the tables.

Merchant: Including all independent operators engaged in trade and commerce, including moneylenders and moneychangers, ferry-men, and tavernmasters. It does not include craftsmen (see below).

Craftsman: Craftsmen and women are those who earn a living by skilled handiwork of some sort, independently or in the service of another. This includes smiths, coopers, and harness-makers, tanners, potters, carpenters, masons, wood carvers, wagon-makers, and magic-users.

Laborer: This category takes in all presently-employed individuals who earn a living by the strength of their bodies, performing some unskilled or routine task not requiring complex training. This includes miners, farmhands, dock men, and all other loaders and unloaders of goods, and those who dig graves, pits, trenches, and the like.

Mercenary: This category includes all sellswords, those independents who fight for the pay of any master rather than in the continuous service of only one. Mercenaries are generally better fighters than warriors (see below) but are usually more poorly equipped. This category includes caravan guards; caravan masters are usually considered as merchants (see above) for belongings and warriors (see below) for armor and weaponry.

Warrior: This category includes men-at-arms, the watch, and guards, sworn to the service of an individual, family, or guild. The bodyguards of nobles and other important personages fall into this category.

Farmer: This category includes all whom independently (or, for a fee, working the land of another absent individual) earn their living by raising produce on the land. Farmhands are considered laborers (see above); their masters are farmers. This category includes independent drovers and herdsmen.

Errand-Runner: This category includes messengers, servants and the apprentices and assistants to all the above categories; they are generally younger and less well trained than their masters/employers.

Knave: This catchall category includes jobless persons: hangers-on, roustabouts, street youths, ruffians, thugs, and thieves, the "rabble" of any settlement.

Noble: This category includes gentry, envoys and dignitaries of churches, (including clerics) guilds, and state, and visiting VIPs.

The actual wealth, dress, or even presence of this category at all will vary according to your world and the specific location; it is suggested that the DM make deliberate selections from tables rather than rolling randomly

Beggar: This category includes diseased (e.g., with leprosy) and disabled persons, those forced to beg. (Able-bodied, sham beggars should be considered as knaves.)

Master Chart: Tables for each class

Merchant Tables B,H,J,K, and I. If traveling overland or part of caravan: Add D and F

Craftsman Tables A,E,G,J, and K. If traveling overland or part of caravan: Add D and F

Laborer Tables A, E, and I. If traveling overland or part of caravan: Add D,G, and K

Mercenaries' Tables A,C,D,G, and K. If traveling overland or part of caravan: Add F and H

Warrior Tables B,C,D,G, and K. If traveling overland or part of caravan: Add F and I

Farmer: Tables A, D, and J. If traveling overland add F, G, and K. If encountered home on the farm, add E and I

Errand-Runner Tables A (B if applicable), D,E,G,J, and K. If at home add E and I

Knave Tables A,D,K, and G (if applicable).

Noble Tables B,D,F,H,K; I and J at DM's option-choose from these tables as opposed to rolling randomly.

Beggar: A,D,G, and K, Table I at DM's option

Table A: Garments Everyday

Roll once on each subtable. For well-to-do individuals, roll twice on Table B. Beggars and knaves roll on subtable 1-3 at + 2 on rolls.

Subtable 1 (1d6) General Dress

1. Cloak w/ hood
2. Robe (or long skirt for women)
3. Tunic & hose
4. Tunic & breeches
5. Surcoat or tunic
6. Smock

Subtable 2 (1d8) General Footgear

1. High, hard boots
2. Low, hard shoes
3. High, soft boots
4. Low, soft shoes
5. Slippers
6. Clogs
- 7-8. Cloth-wraps (strips of cloth tied and twisted around calves and Feet)

Subtable 3 (1D10) General Accessories

1. Belt, leather
2. Cap, felt
3. Cap, leather
4. Hat, woven straw
5. Purse on straps
6. Satchel, leather, w/drawstrings
7. Pouch, leather, w/wooden toggle fastening
8. Girdle, broad (fitted cummerbund belt)
9. Apron
10. Head scarf

TABLE B: Garments, Fine

Roll on all subtables as applicable (that is, do not roll for male garb for Women or female gear for men).

Subtable 1: (1D20) Male Garb

1. Doublet & hose (fitted)
2. Cotehardie (fitted tunic w/short, flared sleeves), worn over long-sleeved jupon, and hose
3. Short gown with voluminous bagpipe sleeves, and hose
4. Tunic and breeches
5. Doublet and hose, with leggings
6. Pantaloon
7. Surcoat (sleeveless and long, with matching shield-cover, if shield is borne)
8. Gorget (throat-plate) of silver set with gems
9. Chaperon (hood with dangling end to wrap around face or neck in cold or wet)
10. Roundlet (large, frilled cloth hat, worn over cap)
11. Coif (bonnet with chinstrap)
12. Hood (covers neck, shoulders, and head; cutout for face)
13. Hat (beaver hat, conical but rounded, with turned-up brim)
14. Cloak, dagged (ragged edges, cut in repeating patterns with tassels or cords)
15. Belt, jeweled, with three strands and filigreed buckle; one strand is long and dangles from the front)
16. Harness (shoulder to waist ornamental strap with bells strung on it)
17. Houppelande (male version; surcoat with bell-shaped sleeves), worn over long-sleeved doublet
Robes; two or three worn one over the other, outermost with ornamental sleeves (dangling empty)
Breeches, cross-garnered, with jerkin
Sash and breeches, with bell-sleeved shirt

Subtable 2: (1D6) Male Footgear

1. Walking boots (heavy leather, with heels) or buskins
2. Shoes, pointed and bejeweled
3. Shoes with very long points, turned up with gold or silver knee-to point chains
4. Bucket-topped boots, ornamented
5. Riding boots, thigh-high and of soft leather
6. Slippers, embroidered

Subtable 3: (1D6) Female Garb

1. Cote/cotte/cotehardie (fitted tunic), worn over skirts
2. Bliaut (finely-pleated overdress, with embroidered neck, sleeves, and hem), worn over plain cotte
3. Houppelande (large, trailing skirt), worn with kirtle (a silken undergown)
4. Surcoat (overgrown) with tippetts (strips of fur or cloth hanging from elbows), worn over chemise
5. Gown (stola), worn with fine linen under-trousers, and mantle (a fitted cloak)
6. Embroidered, close-cut mock version of man's clothing

Subtable 4: Female Accessories (1D20)

Roll or select 2-3 items from the list.

1. Shawl
2. Gloves
3. Scarf
4. Hair-ribbon
5. Frontlet; richly embroidered bodice
6. Girdle, jeweled and studded with gold
7. Walking-stick, of apple-wood, with silver bird, flower, or heraldic device on top
8. Mantel (fitted cloak) with jeweled breast clasp
9. Sleeves (separate from dress); bejeweled, puffed, and slashed
10. Purse (amoniere) with needlework, attached to girdle
11. Garter or anklet, bejeweled
12. Bracelet; gold filigree with gems
13. Earrings; gold with gems
14. Necklace; gold chain with gems and ornaments of precious metals
15. Ring(s), gold and/or silver, set with gems
16. Tussoire (clasp and chain which hangs from girdle to hold one side of long gown up, for walking with ease)
17. Mask or face-veil
18. Pendant; large gem on chain
19. Pectoral; necklace with plates of ivory, silver, polished abalone, or obsidian, joined with filigree wire, and trimmed with hanging gems
20. Eyepatch, bejeweled and with trim of tiny teardrop rock crystal gems

Subtable 5: (1D4) Female Footgear

1. Sandals
2. Slippers
3. Pattens (ornamental wooden clogs, worn with slippers or boots)
4. Boots

Subtable 6: (1D20) Female Headgear

1. Circlet, gold
2. Hennin (long, conical steeple hat with lappets, dangling head ribbon, and veil, drapery hanging from point of hennin)
3. Wimple and veil
4. Gable headpiece (brocade, gem-encrusted cap with gable-like flaring side points)
5. Caul (hair net with diadem and silk draperies)
6. Crispine (gold-thread circular hair net)
7. Gorget (linen wrapped around head and neck, to frame face)
8. Escoffion (two-horned headdress with veil)
9. Diadem; jeweled head-band
10. Hood (of parchment, stiffened and painted, adorned with cloth or silk)
11. Liripipe (later form: throat scarf covering chin to shoulders, like an All-the-way-around stand-up collar)
12. Bonnet, linen, pleated and embroidered, with tassels
13. Fur cap
14. Tiara, of wire filigree studded with gems (e.g., rose quartz, emerald, or carbuncle)
15. Headscarf, of green, flame-orange, white, or red silk
16. Soft hat, trimmed with gems, fur, and feathers
17. Cap-of-coins, strung on wire
18. Bucket-hat of black velvet, with trailing ribbons
19. Cockscomb of wire filigree trimmed with feathers
20. Hawk-head mask of felt painted and trimmed with feathers, gems for eyes, etc., to resemble real bird perched on head of wearer (bill forming prow of brim), plumage shielding head and tail trailing out behind; various other birds possible

Subtable 7: Possible fabrics for fine garments

Choose from those available.

Cloth of gold	Used by royalty or titled nobles only
Sable fur	Used by royalty or titled nobles only
Camlet	Made from camel's hair; heavy and expensive
Cloth of silver	
Silk, sheer	Gauzy, fine, translucent
Samite	Thick silk
Moiré	Stiff, water-marked silk
Satin	Sheen-finished, fine silk
Velvet	Silk cut so as to have nap
Brocade	Silk woven in contrasting colors and textures
Damask	Linen or cotton, with pattern in weave
Linen	
Tissheew	Gauzy linen weaves
Wool	Heavy-work; warm, mainly used for outerwear
Keyrse	Very fine wool, like a veil
Musterddevelys	Grayish, soft wool

TABLE C: Harness (body armor)

Roll once on Table 1 and twice on Table 2. (Warriors roll three times on Table 2, and re-roll any results below 56 on Table 1.)

Subtable 1 Armor

Subtable 2 Other Protection

01-20	Leather jerkin (only)	71-83	Chain mail
21-35	Leather armor	84-89	Splint mail
36-44	Padded armor	90-94	Banded mail
45-55	Studded leather	95-99	Plate mail
56-60	Ring mail	00	Field Plate Armor
61-70	Scale mail		

01-33	High, hard boots, with armored insteps
34-50	Skullcap or sallet (metal cap)
51-58	Helm with visor
59-65	Gauntlets
66-89	Shield
90-00	Buckler
91	Ladder, wooden, 12'-20' in length
92-95	Poles, 10'
96-99	Measuring cord (knotted at regular intervals), usually 12'-20' in length
00	Chalk, 1-4 pieces

TABLE D: Personal Belongings

Characters using this table will always have a leather backpack, canvas dunny-bag, muslin sack, leather pouch and satchel, or thelike, and:

% Roll	Items
01-25	Skin of water and food
26-35	Skin of wine and food
36-40	Earthen jug of milk, wrapped in skin, tied in leather thong
41	Ink, vial
42	Parchment, 1-6 scrips
43-44	Quills (for pens)
45-47	Pipe and pouch of tobacco
48-50	Tapers, 1-6
51-53	Candlestick, traveler's
54-64	Candles, 1-3, tallow
65-75	Tinder box or flint & steel
76-78	Drinking jack (hollow-horn drinking cup)
79-81	Mirror (small metal hand-held type) and comb
82-87	Bowl, wooden
88-92	Lamp
93-96	Lamp oil in flask
97	Symbol, holy, wooden (iron or silver possible), or lucky keepsake
98-99	Thief trap (see description in "Short Version")
00	Family treasures: valuable piece of jewelry, minor magical item (e.g., Quaal's feather token), treasure map, or the like, well hidden)

TABLE E: Tools

Pickdeliberately for craftsmen. Otherwise, roll three times on the table, re-rolling when the result is inappropriate.

Parenthetical remarks Refer to the items' use in combat to hit and inflict damage.

% Roll	Tool
01-11	Mallet, wooden (as Hammer)
12-18	Chisel(s), (1-4) with canvas satchel (as Darts)
19-23	Sickle, draw-knife, or coracle (as Knife)
24-27	Hammer (as Hammer)
28-33	iron nails, bag of 20-50
34-37	Spike(s) (1-12), iron, large (as Darts)
41-45	Chain, 1-3 12'-Lengths (in leather pack) (as Morning Star)
49	Anvil iron
50	Pincers, iron (as Club)
51	Saw (differing sizes, from jeweler's to crosscut 2-man wood-Cutters') (as Club)
52-57	Bar, iron (as Morning Star)
58-62	Shovel (as Quarter Staff)
63-64	Whetstone
65	Oil, non-flammable lubricant, in glass or clay vial, wrapped inLeather
66-70	Rags, 1-6
71-75	Sack, Heavy Canvas (1-2)
76-77	Sack, muslin (1-4)
78-82	Tarpaulin, canvas
83	Twine, ball (50'-90')
84	Scissors, iron (rarely, of gold or silver, or plated) (as Knife)
85	Buckle(s) or clasp(s) (1-8)

86-87	Leather thongs, 1-12
88-89	Leather straps
90	Awl or punch, iron, with wooden head (as Dart)
91	Ladder, wooden 12'-20' in length
92-95	Poles, 10'
96-99	Measuring Cord (knotted at regular intervals), usually 12'-20'
00	Chalk, 1-4 pieces

TABLE F: Traveling Goods and Gear

Follow the four steps below in the order given. Cargo (materials carried for trade) should be determined deliberately by the DM, and are not given here;

Table 1 gives a random selection.

1. Choose afoot (or afloat) and alone or using beasts of burden: mules, horses, oxen, camels, or others (e.g. yaks, dogs, reindeer, elephants, pack lizards).
2. Choose conveyance (or none): wagons, litters (covered cargo or passenger cubicle on poles, borne on shoulders of 2 or 4 men or beasts), travois (two poles with cargo lashed to them, and between them-poles and ground form triangular shape dragged behind men or beasts of burden), sledges or sleighs (dragged behind teams of men or beasts; best in snow).
3. Tack if beasts used (select): saddles, saddle blankets, saddle bags, bridles, nosebags (feedbags), leading reins, whips, hobbles, harness, barding (beast armor). If beasts of burden are not used, tack will include sacks, ropes, tumplines (leather straps, circular, go around heavy load and forehead of carrier, 1 load carried on back).
4. Accoutrements:

% Roll

01-20	Tents
21-26	Stakes, wooden
27-35	Rope, 1-4 50'-Long coils
36	Pennants(s)
37-45	Bundle(s) of firewood
46	Chopping block
47-55	Torches, 1-20
56-75	Water, 2-12 costrels (small leather "barrels" with shoulder straps and central neck), or 1-6 wooden barrels (in wagon).
76-80	Maps (trade routes, surrounding lands); usually scratched or burned on leather hides, rolled and stored in leather bags.
81-86	Poles (for tents, probing rivers for ford-footing, erecting fences and tripods).
87-89	Snares, wire, and spring-jaws (for game and protection against intruders)
90-94	Stew cauldrons(s), cast iron (1-2)
95-97	Lamp oil in small wooden barrel(s) (1-2)
98-99	Skillet(s), cast iron
00	Spare wheel(s) for wagons/spare poles for litters and travois/ spare runners for sledges, spare horseshoes, etc.

TABLE G: Carried Coinage (Everyday monies)

Money carried in pouch, money belt, or purse

% Roll	Amount
01-04	6 cp
05-18	3 cp, 1 sp
19-26	11 cp, 1 sp
27-36	6 cps, 2 sp
37-44	15 cp, 4 sp, 1 ep
45-51	2 cp, 3 sp, 2 ep
52-58	4 cp, 6 sp, 1 gp
59-65	1 cp, 3 sp, 5 ep
66-71	2 cp, 4 sp, 2 gp
72-77	1 sp, 4 ep, 1 gp
78-82	8 cp, 2 sp, 4 ep, 3 gp
83-86	3 cp, 6 sp, 4 ep, 3 gp
87-90	4 sp, 1 ep, 4 gp
91-93	3 sp, 5 gp
94-96	3 sp, 3 ep, 6 gp
97-98	1 cp, 2 sp, 4 ep, 9 ep
99-00	3 sp, 11 gp

TABLE H: Wealth

Choose from list according to situation. Roll randomly if large caravan, family hoard, or thieves' 'spoils/mercenaries' plunder. Wealth can be the life savings of a traveler or displaced person, cash carried by a person often engaged in commerce, or items worn or carried by rich persons.

% Roll	Amount or Item(s)
01-20	Bars, silver (3-60), each of 25 gp value
21-30	Bars, gold (4-48), each of 100 gp value
31-45	Chest (iron-bound), of 250 gp
46-55	Chest (iron) of 500 gp
56-65	Chest of 500 sp
66-70	Coffer of 50 pp
71-75	Casket, of delicately carved ivory (value: 20 gp) of 100 cabochon-cut star rose quartz stones (value of each: 50 gp) or at DM's option, another gem type (bloodstones, zircons, etc.)
76-86	Ring, gold, worked (value: 3 gp)
87-90	Ring, gold, set with a ruby (value: 1002 gp)
91	Ring, gold, set with a band of four emeralds (value: 4003 gp)
92	Plates (2-12), gold, inlaid with lapis lazuli, ivory, or turquoise (value, each: 25-100 gp)
93	Sack of 300 ep
94	Coffer of mixed jewelry (all pieces wrapped in velvet or silk), e.g. necklace of strung pink pearls, value: 8000 gp; silver Gorget inset with a spiral of rubies: 12,000 gp; coronet of gold inlaid with diamonds, value: 50,000 gp; pectoral of silver with moonstones, value: 1000 gp
95-96	Religious statuettes, icons, and/or censers, bowls, candlesticks, holy symbols (usually of gold encrusted with precious metals and inlaid with precious stones; values vary, but usually 500 gp and up for each piece)
97	Furs and skins, 1-20, rare and exotic (e.g., bugbear, jaguar, lammasu, owlbear, black boar, giant lynx, dire wolf, etc.)
98	Chains, gold filigree, delicate (value: 25-100 gp) Gold chains vary in length, are usually joined to form a circlet, belt, headband and veil, or shoulder-mantle, but are too soft to constrict any but the smallest of creatures, hold up any weight, or fasten against any force.
99	Rare spices in gold, silver, and carved jade vials, 1-8 in number, value: 1-20 gp each (a vial of saffron is worth 40 gp)
00	Perfumes and scarce substances (e.g., ambergris), in silver and glass vials, 1-20 in number, value: 2 sp-5 gp each

TABLE I: Miscellaneous

Roll twice per person, or (preferably) choose deliberately from list. Personal items of value (marked thus: *) will typically be hidden (in lockets, boot heels, sewn in belt, cloak-hem, or hat).

% Roll	Item
01-05	Splint and/or sling
06-20	Rags/bandages/towels
21	Harp
22-24	Flute (tin whistle)
25-28	Drum (stretched type leather thump or bongo type), or tambourine
29-36	Dice, pair (1D6)
37-43	*Pretty pebbles, 1-3, keepsakes (at DM's option, some may be Ornamental or semi-precious-cf. Gems, in DMG)
44-45	Ball (rubber or leather stuffed with dried seeds) and jacks (brass, 3-14)
46-55	Cards
56	*Magic: spell scroll, information (item command word, being true name, wizard's name and location of abode, etc.), minor magical item
57	*Map: (to) treasure hoard, wizard's keep, sprite settlement, hidden pass, magical gates, and the like
58-60	Thread or wool, 1-6 balls
61-68	Pets (chipmunks, songbirds, snakes, ferrets, cats, dogs, monkeys, lizards, even beetles possible)
69-70	Doll or toy (ball, carved wooden soldiers or horses, etc.)
71-77	Basket, straw, or cane
78-80	Walking stick/cane/crutch
81-84	Soap (in clay or metal pot)
85-86	Mask (ornamental-perhaps adorned with gems or filigree, feathers, and fur; or for concealment- black silk or tanned leather)
87-88	Toothpicks, wooden (for nobles: gold or electrum with jeweled heads)
89-91	Tea/coffee/cocoa/chicory/equivalent brewing-drink, dry ingredients, in earthen metal pot
92	*Book or ledger (perhaps magical)
93-94	*Legal deed, proclamation, heraldic grant-of-arms, (royal) commission, writ, letters-patent, or pass
95	Corpse (in shroud, casket, or bag) or memorial stone (borne in wagon, sledge, travois, or litter)
96	Cage (iron, wrought) for pets, captured animals, or prisoners (various sizes possible)
97-98	Needles (and/or pins), 1-8 in number, of bone, brass, iron, or wood
99-00	*Key(s), single on girdle-thong or neck chain, or ring of 1-20

TABLE J: Goods

These include the delivery of small finished pieces, samples, recent purchases, etc.

% Roll	Item	Approximate Market Value of one Such item
01-05	Glass jug(s), goblet(s), and/or bowl(s)	3 cp
06-15	Tobacco or snuff	1 cp
16-20	Pomander (ball) or perfume (vial) or incense stick(s)	1 gp
21-23	Brass censer or lamp	5 sp
24-25	Vellum, 1-4 hides stretched on wooden frames and scraped	1 gp
26-28	Inks, 1-8 glass vials, stoppered with corks and sealed with wax; all colors possible	6 sp for sepia; up to 2 gp/vial for gold; red is next most valuable
29-32	Clothing, fine (see Table A)	varies
33-34	Birds, pets, or livestock creatures, in cages	varies (cage: 1 gp)
35-40	Copperware (bowls, trays, ewers, and pots)	varies (app. 5 gp)
41-43	Silver trays, cups, and pipkin (small dipping cup)	varies (app. 15 gp)
44-45	Carved wooden stools	2 cp
46	Statuette(s), carved ivory, jade, or obsidian	20-200 gp
47-53	Livestock	Varies
54-55	Parchment, 1 ream (of 50 pages, in canvas bag bound between two boards for protection)	2 gp
56-62	Wine, 3 gills (or "noggins") glass bottles each held in wicker carrier	1 cp/gill to 2 gp/gill
63-66	Knives, of iron with wooden handles	5 sp to 1 gp
67-73	Candies, in bundles of 12 (scented and colored wax with untrimmed wicks)	1 sp per candle
74-77	Harness (for horse-or other creature at DM's option)	12 sp
78-82	Skewers, tongs, and pokers wrought iron	1-6 sp
83-86	Herbs: Parsley, sage, garlic, rosemary, thyme, marjoram, mint, oregano, savory, etc. (sprig or leaves)	4 sp-2 gp/sprig (rare spices 10x to 20x value, see Table H)
87-90	Lock, brass, with hasp (fist-sized: both larger and smaller sizes more expensive; usually comes with 2 keys)	5 gp
91-93	Hinges, wrought iron (large, door size)	1 gp each
94-95	Spectacles, magnifying-glass or pince-nez (ground glass in brass wire frame; gold or silver plated more expensive)	3 gp
96-98	Shears, brass	1 gp
99-00	Tiles, clay glazed and painted with colored designs	2 cp/each for plain tiles

TABLE K: Weaponry

Mercenaries and warriors roll three times on Subtable 2; all others roll twice on Subtable 1. If results inappropriate (e.g., horse-man's weapons for individual on foot, or duplications), re-roll.

Subtable 1

% Roll	Weapon
01-10	Bo stick
11-24	Bow with quiver of 2-24 arrows
25-38	Club
39-53	Dagger
54-66	Hand Axe
67-70	Javelin
71-79	Sling w/pouch of 1-20 stones
80-93	Staff, quarter
94-00	Staff, short

Subtable 2

% Roll	Weapon
01-40	Dagger
41-46	Flail, horseman's
47-55	Glaive
56-64	Lance (light horse) or hammer
65-75	Mace (footman's or horseman's)
76-84	Sword, long
85-88	Sword, short
89-91	Sword, bastard
92-00	Spear