

Pickpocket's loot

When the Thief character wants to practice his signature spell of emptying others' pockets, you might use random treasure table of your preferred system to determine what the victim is carrying around. Random treasure table gives coins, jewels, potions and magical equipment what the Thief might try to nick, but sometimes there is a chance (2-in-6 for example) that there's also something special to be obtained.

Some of these items are more detailed than others. I encourage you to make any necessary changes for the items to be more fun or more appropriate for your campaign. You might even make almost any item a McGuffin!

Some items refer to *Crypt Of Doom 2015*. That is My first Patreon powered compilation of OSR material. You can use this table without it, but it will add some details to few items.

And remember, some of the stolen goods have personal value, and a right person might do anything to get it back.

d46 Special pickpocket loot

- 1 Talking frog waiting to be kissed. A kiss releases him from an evil spell and transforms him/her/it into his original form, which is (1d10):
 1. Goat
 2. Prince/princess
 3. Peasant
 4. Orc
 5. Witch
 6. Tax collector
 7. Person from behind the stars.
 8. Tiny dragon
 9. Lost child
 10. TorchbearerThe released person/creature will reward his/her/its savior as well as he/she/it can.
- 2 Vial containing 3d4 captured souls. The souls can be freed (100 xp per soul) or used for eldrich wizardry. Some wizards will pay 15 GP per soul within a vial.
- 3 Necklace of teeth. Grim and the origin of teeth is unknown. There is an 1-in-6 chance, that the necklace of teeth is a talisman with a random magical attribute.
- 4 Lucky rabbit's foot. A holder can re-roll any dice check once per session.

- 5 Mousetrap. She knew someone would pickpocket her one day, so she was well prepared. This mousetrap only deals 1 point of damage, but the Thief will be noticed (save versus surprise pain).

- 6 Cursed coin. Who possesses this coin will loose money in different ways. For some reasons all prices of goods for him are 1d100% higher, and every day he'll just lose 1/10 of his coins. If you try to get rid of it or give it away, it'll just magically appear back in your pocket, purse or boot. Only way to get rid of this cursed coin is if someone steals it.

- 7 1d6 doses of herbs, which when used (1d12):
 1. Heal 1d3 hit points.
 2. Damage for 1d3 hit points.
 3. Protect from evil (as spell).
 4. Are used as a poison against rodents.
 5. Season food nicely.
 6. Let you fall asleep easier.
 7. Enhance your senses (+1/5% for 1 hour to any activity involving perception).
 8. Make you smell very nice, people and monsters in 100 ft. radius will most definitely detect you, but you'll get +2 to reaction and Charisma rolls.
 9. Makes your hair immediately grow 3d10 inches.
 10. Makes you sick and nauseous, -2/10% to every check for 3 hours.
 11. Makes you see spirits and dead people for 1d3 x 10 minutes.
 12. Groovy! You feel fantastic. Save or get addicted.

- 8 Gear from old dwarven times. Dwarves were magnificent with mechanical devices before in a great cataclysm the skill was forgotten, and only that was left was their greed for valuable stones and unquestioned skill of stoneworks. If all six pieces of the device will be found and put close to each other, the device will assemble itself. The device is (1d6):
 1. Great wheel of work. It will cut and mine stone as efficiently as 10 dwarves.
 2. Destructor; great weapon of greenblood wars. It will hurl over a battlefield causing 3d6 damage per round in 20 ft. radius. To everything.
 3. Machine that knows. You can ask it questions, and it will answer correctly 75%

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of the time. Old dragons around will hate this kind of mechanical and artificial wisdom, and will seek to destroy the machine at once.

4. Rolling apparatus. You don't need to walk anymore, as you can roll everywhere!

5. Backpack attachable extra hand you can control as it was your own hand.

6. Robot. HD: 3 | AC: 5 [14] | Attacks: 3 | Damage: melee 1d4 | Save: F1. It will obey its creator's commands, if spoken in ancient dwarvish. Otherwise it will just stand there idling and beeping.

- 9 Egg (1d8):
1. Boiled and delicious
 2. Rotten
 3. Crocodile's
 4. Rare and expensive bird's
 5. Dragon's
 6. Stone, invaluable unless someone collects or really, really needs it
 7. Weird creature's from beyond the stars
 8. Homunculus
- 10 Master key, which will open 50% of all locks. Unfortunately it is extremely fragile and will break if 85-100 is rolled.
- 11 Scoured chicken bones.
- 12 Vial of holding. Can hold any amount of liquid, powder, or similar substances. But be careful, mixing different substances inside the vial might have catastrophic consequences.
- 13 Promissary note of 1d100 x 10 GP. Bond target (1d10):
1. Local veteran adventurer hero
 2. Dirt poor peon
 3. Alchemist-wizard
 4. Lich-king of far-east jungles
 5. King of Realm
 6. Ancient red dragon
 7. Immortal hero
 8. Local tradesman
 9. Person of politics
 10. You/the adventurer party of players
- 14 Infinite crystal shard. Will pulsate more the closer it gets to The Infinite Crystal (*Crypt Of Doom 2015, p. 26*)
- 15 Note describing how to create a monster skeleton (*Crypt Of Doom 2015, p. 16*)
- 16 Music box. Plays beautiful melody which is

quite long. If played to the very last note, it summons a demon (as a spell). It is crafted with skill and very pretty diamonds are used to decorate it. Value: 1,500 GP.

- 17 Pamphlet of pornographic content in nature.
- 18 Ring that looks magical. It looks so spell-enhanced that who wears it is positive it has one random magical ability – which it naturally doesn't have.
- 19 Toothpicks. Light minty smell and taste.
- 20 Assortment of miniature skulls. These belong to dead fairies. If fairies know about the possession of these, they will avenge the deaths of their kind – no matter was the killer the holder of these skulls or not. If eaten, they taste sweet like sugar.
- 21 Tiny Magic-User's spell book, that contains 3d6 random spells from any level. Character must have Wisdom +16 to be able to decrypt this tiny text to learn, copy and prepare these spells.
- 22 Pocket, purse, backpack, where ever the thief his hands stick, is full of gross maggots. Harmless, but nasty. Save versus icky reaction of this slimy and withering surprise.
- 23 Mummified finger. Belonged to holder's grandmother, who now is a lich. As long as the lich grandmother's finger is separated from her magical corpse, she lays in torpor. But if the finger is joined with the dormant corpse, all hell will be loose.
- 24 Tiny bottle of quality liquor. Tastes superb, worth 100 GP.
- 25 Pouch full of clipped toenails. Obviously the carrier of this has some kind of a problem.
- 26 Medicine pills. Save or get infected. Pills are for (1d8):
1. Cough
 2. Sexually transmitted disease
 3. Fever and flu
 4. Scabies
 5. Tapeworm
 6. Encephalitis
 7. Haemophilia
 8. Depression
- 27 Glass eyeball. Not sure if it is carried by its owner or if it is a weird trophy of somekind.
- 28 Gilded miniature monster. Value: 15 GP. The whole set contains 10 different kinds of

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gilded miniature monsters and a complete set is worth 2,000 GP.

- 29 Love poem scribbled on a napkin. The poem ends as a suicide note.
- 30 Weird exotic fruit.
- 31 Dagger of The Church Of Stab (*Crypt Of Doom 2015, p. 10*)
- 32 Vial of rainbow dust (*Crypt Of Doom 2015, p. 9*)
- 33 Notes of a thief detailing a plan to break in a (1d8):
 1. Museum (*possibly The Museum Of Artifacts, Crypt Of Doom 2015, p. 18*)
 2. Prison where his friend is kept
 3. Castle of local knight
 4. Manor of rich merchant
 5. Orphanage where one kid sees visions
 6. Church/Temple to steal gold objects
 7. Bakery, for a recipe
 8. Stud, there's a market for stolen rein and bridle, too
- 34 Black symbol. Can be used to turn Good (as in turn undead).
- 35 Candybar. Will work like Charm spell on children.
- 36 Pocket watch. Great dwarven workmanship. Worth 950 GP. The watch never stops.
- 37 Picture of cat doing something funny. It might amuse you, or not. Ask the player if his character is amused, if he is not, the picture will make him rage and attack 1d4 random closest objects, creatures or people.
- 38 Lump of clay. It changes to the item formed of it when ovened. The formed item must fit in the oven, or nothing happens.
- 39 Snuff box. Snuff inside never ends.
- 40 Voodoo doll. It has someone's hair attached to it. And it works. You can carefully remove the attached hair (the target will painfully lose his hair) to use it against a different target of your choice.
- 41 Snow globe terraria, what actually contains living shrunk people in a micro-village.
- 42 Sword hilt. When you say correct magic words, a blade of pure energy will appear. It cuts through anything (if given enough time) and deals 3d6 damage. If you roll 1-2 for to-hit, you will accidentally damage yourself. It

is not that easy to control a sword without a balance from a real physical edge.

- 43 Snake skin. Might be (1d6):
 1. Her pet snake's first moult
 2. Witch's philtre ingredient
 3. Kids' trick
 4. Snake lives in his belongings without his knowing
 - 5.
- 44 Emblem. When the circulating outer rim is turned once, it will transport you to the spaceship from beyond the stars.
- 45 Extremely hard puzzle box. When solved, it (1d8):
 1. Opens a portal to another dimension
 2. Explodes dealing 3d4 damage in 30 ft. radius (-1d4 per 10 ft. further).
 3. Is a call beacon for eyes from the hidden moon (*Crypt Of Doom, p. 14*)
 4. Will grant enough experience points to gain a level
 5. Will make you more intelligent (+1d3 INT score)
 6. Will make you understand the secrets of creation and inevitable annihilation
 7. Traps the puzzle solver inside and releases the previous puzzle solver trapped before
 8. Transforms you into a random creature of a random monsters and creatures book/list
- 46 Quill made of angel's wing. Anything written with this quill is divine and holy.
- 47 Nyarlathotep's signet. You. Will. Start. To. Worship. Him. Causing madness, chaos and destruction around you to further the destruction of Realm.



New Style of Picking Pockets.



George Appo.



Old Style of Picking Pockets.