



# Items on an Adventurer's Dead Body

RANDOM 1D100 LIST

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1. Backpack (empty)
2. Rope (50')
3. Copper pieces (1D4)
4. Club
5. Map to a dungeon
6. Silver pieces (1D4)
7. Last will and testament
8. Rations (1D6 days)
9. Platinum pieces (1D4)
10. Gold tooth
11. Gold pieces (1D20)
12. Rations (moldy)
13. Long sword
14. Studded leather
15. Electrum pieces (1D4)
16. Long bow
17. Dagger
18. Ancient text describing a mythical city
19. Leather armor
20. Ruby (50 gp)
21. Map of a dungeon
22. Arrow
23. Copper pieces (1D6)
24. Prayer book
25. Poison (1 vial)
26. Journal
27. Platinum pieces (1D6)
28. Key engraved with a strange symbol
29. Leather belt
30. Silver pieces (1D12)
31. Bestiary
32. Copper (1D8)
33. Letters
34. Ring (25% chance magical)
35. Short bow
36. Electrum pieces (1D6)
37. Spell book
38. Short sword
39. Gold pieces (1D8)
40. Beef jerky (1D4 sticks)
41. Copper pieces (1D10)
42. Chewing tobacco
43. Rations (1D4 days)
44. Bearskin cloak
45. Electrum pieces (1D8)
46. Spear
47. Platinum pieces (1D8)
48. Crossbow bolts (1D6)
49. Amulet (25% chance magical)
50. Copper pieces (1D12)
51. Gold pieces (1D6)
52. Dragon's tooth
53. Water skin (full)
54. Shackles
55. Whisky (half full)
56. Odd scroll (25% chance magical)
57. Spare bowstring
58. Silver ring
59. Arrows (1D8)
60. Electrum pieces (1D10)
61. Staff
62. Crossbow
63. Rations (1D8 days)

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|-------------------------------------|--|
| 64. Locket with drawing of a person | 83. Gold ring                            |
| 65. Platinum pieces (1D10)          | 84. Silver pieces (1D10)                 |
| 66. Iron ring                       | 85. Hymnbook                             |
| 67. Boots                           | 86. Battleaxe                            |
| 68. Silver pieces (1D20)            | 87. Arrows (1D12)                        |
| 69. Contract                        | 88. Electrum pieces (1D20)               |
| 70. Great sword                     | 89. Small wooden puzzle box              |
| 71. Dice set                        | 90. Keys (1D8)                           |
| 72. Emerald (100 gp)                | 91. Platinum pieces (1D20)               |
| 73. Electrum pieces (1D12)          | 92. Melted sword                         |
| 74. Bounty notice                   | 93. Copper pieces (1D100)                |
| 75. Chain shirt                     | 94. Locket with a lock of hair           |
| 76. Gold pieces (1D8)               | 95. Crossbow bolts (1D10)                |
| 77. Handkerchief                    | 96. Silver pieces (1D100)                |
| 78. Broken bow                      | 97. Letter from someone begging for help |
| 79. Iron armor                      | 98. Electrum pieces (1D100)              |
| 80. Platinum pieces (1D12)          | 99. Deed to a castle in a faraway land   |
| 81. Copper pieces (1D20)            | 100. Gold pieces (1D100)                 |

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