

## Random Bag of Holding Contents

First, determine the previous owner(s) by rolling d%, then roll as many times as indicated on the tables indicated to determine the contents of the bag. For “random” results, roll 1d12 and use the table with the resulting number.

2d8	1 - Treasure	2 - Monster	3 - Finery	4 - Healer	5 - Priest	6 - Dross	7 - Child
2	3 false gems	Diseased bedroll	Poison candy	Deadly poison	Heretical book	Roll on Provisions	30 cu. ft. leaves
3	Enemy coinage	Roll on Priest	Forged seal	Boxed scalpels	Decorative wpn	Rotting corpse	Small helmet
4	4 ancient coins	Canoe	Gilded cane	Hard soap	Mask	Rotten meat	Jar of bugs
5	1,000 sp	Standard	Royal seal	Long needles	Small shrine	Moldy books	Pressed flowers
6	10 pp	Stone hammer	Travel papers	Bone saw	Censer	3 spent glowsticks	Barrel hoop
7	50 sp	2d6 Skulls	Writing set	Grain alcohol	Holy water	Book of scribblings	Bundle of sticks
8	3 small gems	Cauldron	Jewelry, paste	Ointment	Holy symbol	Torn vestments	Baby doll
9	50 gp	Roll Armament	Men’s finery	Bandages	Holy book	Broken weapon	Toy animal
10	1 medium gem	Blunted skewers	Women’s finery	Liniment	Vestments	1 cu. ft. soil	Toy sword
11	Painting	Map, local	Roll on Priest	Jar of leeches	Book of rituals	Locket necklace	Clothing
12	10,000 cp	Roll Dross	Hand mirror	Bolt of cloth	Alms bowl	Broken mirror	Leather ball
13	Gold bracers	Story book	Full mirror	Surgical tools	Letter cases	Ruined Spell book	Wax tablet
14	Rod w/1 charge	Totem pole	Canopy bed	Antidote	Holy book, rare	Rancid soap	Picture book
15	Ivory figurines	Head on stick	Jewelry, fine	Trepanning kit	Roll Finery	Skeleton	Roll on Roguish
16	2 large gems	Manskin armor	Roll on Treasure	Potion, Cure	Reliquary	Roll on Treasure	Roll on Random

d%	Previous Owner	Rolls
01-03	Child	6 Child
04	Kobold	2 Monster; 2 Child; 2 Dross
05-09	Doppelganger	2 Finery; 1 Monster; 1 Roguish; 1 Random
10-17	Bard	2 Finery; 2 Roguish; 1 Arcana
18	Idiot	2 Child; 2 Dross; 1 Random
19-20	Mendicant	2 Priest; 1 Provisions; 1 Child
21-23	Hospitaler	3 Healer; 1 Priest; 1 Provisions
24-31	War Priest	2 Priest; 1 Armament; 1 Healer
32-37	Dwarf	2 Armament; 1 Provisions; 1 Treasure
38-45	Elf	1 Finery; 1 Priest; 1 Armament; 1 Arcana
46-52	Fighting Man	3 Armament; 2 Provisions
53-62	Rogue	4 Roguish; 2 Provisions
73-80	Wizard	4 Arcana; 1 Provisions
81-82	Halfling	4 Provisions; 1 Roguish
83-85	Aristocrat	3 Finery; 2 Treasure
86-87	Lunatic	2 Monster; 1 Child; 1 Random
88-89	Orc	3 Monster; 1 Armament; 1 Provisions
90	Wight	3 Dross; 1 Child; 1 Random
91-94	Necromancer	2 Arcana; 2 Priest; 2 Finery
95-96	x2, ignore 95-96	(roll twice, ignoring this result again)
97-99	x3, ignore 97-99	(roll twice, ignoring this result again)
00	Ineffable	8 Random; 2 Bizarre

3d8	8 - Provisions	9 - Armament	10 - Arcana	11 - Roguish	12 - Bizarre
3	Tent of Devouring	2d6 shuriken, loose	Spell book, cursed	Unsprung trap	Disappointment
4	Rot grub larvae	Empty scabbard	Roll on Bizarre	Abacus	Barrel, ochre jelly
5	Waterskin, poison	2-handed hammer	Roll on Random	Chest; false bottom	Holy book, Illithid
6	Cooking vessel	Longsword (tied)	Spell book, poor	Padlock	Bag of dead frogs
7	Manacles	Gauntlets	Dragon blood	Book of poems	2 rocking chairs
8	Grooming kit	Quarterstaff	Alchemy set	Hammer and chisel	Barrel of pickles
9	Map, foreign	Greaves	Crystal ball	Grappling hook	Box of wood coins
10	Waterskin, full	Large Helmet	Map, ley lines	Map, local building	Pots and pans
11	10 torches	Mace	2d6 Scroll cases	Musical instrument	Wax armor
12	Tinderbox	Small shield	Box of chalks	50’ silk rope	Odd-colored fleece
13	Map, local	Chain mail shirt	Spell book ink	Lock-picking tools	Signpost, blank
14	50’ hemp rope	Large shield	Spell book, empty	Notebook	Trunk of bones
15	Brass lantern	Small helmet	Staff	Skeleton keys, ring	Woodworking tools
16	Bedroll	Short sword (tied)	Scroll, Read Lang.	Climbing harness	Battering ram
17	Tent	Longbow	Magnifying glass	Disguise kit	Chamber pot
18	4 bundles kindling	Club	Small cage	Glass cutter	Crib, papier-mâché
19	4 days dried foods	Whetstone	Lesser reagents	Hooks and thread	Full bookshelf
20	3 glowsticks	Whip	Wizard robe & hat	Roll on Finery	Soap bubbles
21	Box of candies	Quiver and arrows	Telescope	Book safe	2’ stone sphere
22	Elven cake	Crossbow	Roll on Random	Roll on Armament	Wedding dress
23	Cask of ale	Full plate armor	Rod w/4 charges	Spyglass	Tiny golem
24	Tent, self-pitching	Sword, masterwork	Spell book, adv.	3 Signed pardons	Stuffed beholder