A LITTLE LESS PREP. A LITTLE MORE WONDER.

Adventuring gear



A length of rope, a useful kit or a forgotten light source. Find equipment for the next obstacle.

How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Adventuring gear	Price / rarity	Quick reminder
01-03	**Ball Bearings**	1 gp	One pouch; cover a 10-ft square; entering: Dex 10 or Prone.
04-06	**Bedroll**	1 gp	Sleeps one Small/Medium creature; protects against extreme cold.
07-09	**Bell**	1 gp	Utilize: ring audible up to 60 ft away.
10-12	**Blanket**	0.5 gp	While wrapped: Advantage on saves against extreme cold.
13-15	**Block and Tackle**	1 gp	A Block and Tackle allows you to hoist up to four times the weight you can normally lift.
16-18	**Book**	25 gp	Fiction or nonfiction; accurate reference books may aid topic checks.
19-21	**Caltrops**	1 gp	One bag; cover a 5-ft square; Dex 15 or 1 damage and brief Speed 0.
22-24	**Chain**	5 gp	Binding, escape and bursting use the checks and conditions on its card.
25-27	**Climber's Kit**	25 gp	Utilize: anchor yourself; limits falls and movement to 25 ft from anchor.
28-30	**Component Pouch**	25 gp	A Component Pouch is watertight and filled with compartments that hold all the free Material components of your spells.
31-33	**Crowbar**	2 gp	Advantage on Strength checks where its leverage applies.
34-36	**Grappling Hook**	2 gp	Utilize: catch a ledge within 50 ft, Acrobatics 13; Rope separate.
37-39	**Healer's Kit**	5 gp	Ten uses; Utilize: stabilize an Unconscious creature at 0 HP.
40-42	**Hunting Trap**	5 gp	Set with Utilize; Dex 13 or 1d4 Piercing; tether and escape on card.
43-45	**Ink**	10 gp	One 1-ounce bottle; enough to write about 500 pages.
46-48	**Ink Pen**	0.02 gp	For writing or drawing; Ink is separate.
49-51	**Ladder**	0.1 gp	A Ladder is 10 feet tall.
52-54	**Lamp**	0.5 gp	Needs Oil; Bright Light 15 ft, then Dim Light 30 ft.
55-57	**Lantern, Bullseye**	10 gp	Needs Oil; Bright Light in a 60-ft Cone, then Dim 60 ft.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 2% or 3% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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58-60	**Lantern, Hooded**	5 gp	Needs Oil; Bright/Dim 30/30 ft; hood lowers to Dim 5 ft.
61-63	**Lock**	10 gp	Includes a key; pick with Thieves' Tools, Sleight of Hand 15.
64-66	**Magnifying Glass**	100 gp	Advantage on ability checks to appraise or inspect detailed items.
67-69	**Manacles**	2 gp	Includes a key; binding requires conditions/checks on its card.
70-72	**Map**	1 gp	If accurate: +5 to Survival checks to navigate its depicted area.
73-75	**Mirror**	5 gp	Handheld steel mirror; look around corners or signal with light.
76-78	**Net**	1 gp	When you take the Attack action, you can replace one of your attacks with throwing a Net.
79-80	**Pole**	0.05 gp	10 ft long; reach distant objects or gain Advantage on jump checks.
81-82	**Ram, Portable**	4 gp	You can use a Portable Ram to break down doors.
83-84	**Rope**	1 gp	Tie, climb or bind; binding and escape require the checks on its card.
85-86	**Shovel**	2 gp	One hour digs a 5-ft cube in soil or similar material.
87-88	**Signal Whistle**	0.05 gp	Utilize: whistle audible up to 600 ft away.
89-90	**Spikes, Iron**	1 gp	Bundle of ten; hammer into a suitable surface to jam or anchor.
91-92	**Spyglass**	1,000 gp	Objects viewed through a Spyglass are magnified to twice their size.
93-94	**String**	0.1 gp	10 ft long; tie a knot as a Utilize action.
95-96	**Tent**	2 gp	Sleeps up to two Small or Medium creatures.
97-98	**Tinderbox**	0.5 gp	Bonus Action to light exposed fuel; 1 minute for another fire.
99-00	**Torch**	0.01 gp	Burns 1 hour; Bright Light 20 ft, then Dim Light 20 ft.

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