A LITTLE LESS PREP. A LITTLE MORE WONDER.

Clothing

Choose an outfit for a traveler, a ceremonial gathering or someone trying to pass as somebody else.



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	Clothing	Price / rarity	Quick reminder
01-25	**Clothes, Fine**	15 gp	Fine Clothes are made of expensive fabrics and adorned with expertly crafted details.
26-50	**Clothes, Traveler's**	2 gp	Traveler's Clothes are resilient garments designed for travel in various environments.
51-75	**Costume**	5 gp	While wearing a Costume, you have Advantage on any ability check you make to impersonate the person or type of person it represents.
76-00	**Robe**	1 gp	A Robe has vocational or ceremonial significance.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 25% chance. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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