A LITTLE LESS PREP. A LITTLE MORE WONDER.

Equipment packs



Choose a ready-made bundle for a new adventurer, an abandoned camp or a replacement supply cache.

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	Equipment packs	Price / rarity	Quick reminder
01-15	**Burglar's Pack**	16 gp	Includes 1 Backpack, 1 Ball Bearings, 1 Bell, 10 Candles; full contents on the card.
16-30	**Diplomat's Pack**	39 gp	Includes 1 Chest, 1 Fine Clothes, 1 Ink, 5 Ink Pens; full contents on the card.
31-44	**Dungeoneer's Pack**	12 gp	Includes 1 Backpack, 1 Caltrops, 1 Crowbar, 2 Oil; full contents on the card.
45-58	**Entertainer's Pack**	40 gp	Includes 1 Backpack, 1 Bedroll, 1 Bell, 1 Bullseye Lantern; full contents on the card.
59-72	**Explorer's Pack**	10 gp	Includes 1 Backpack, 1 Bedroll, 2 Oil, 10 Rations; full contents on the card.
73-86	**Priest's Pack**	33 gp	Includes 1 Backpack, 1 Blanket, 1 Holy Water, 1 Lamp; full contents on the card.
87-00	**Scholar's Pack**	40 gp	Includes 1 Backpack, 1 Book, 1 Ink, 1 Ink Pen; full contents on the card.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 14.000000000000002% or 15% 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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