A LITTLE LESS PREP. A LITTLE MORE WONDER.

Mundane items



Fifty practical finds for packs, cupboards and the corner of a dungeon chest.

How to use. Roll d100; read 00 as 100. Each of the 50 results has a 2% chance. Find one item, set or bundle as described, using 2024 catalogue prices. Containers are empty; fuel, contents and replacement supplies are separate unless explicitly included.

d100	Item / listed bundle	List price	Useful for
01-02	**Backpack**	2 gp	Holds 30 lb. within 1 cubic foot; can serve as a saddlebag.
03-04	**Bedroll**	1 gp	Sleeps one Small/Medium creature; protects against extreme cold.
05-06	**Blanket**	0.5 gp	While wrapped: Advantage on saves against extreme cold.
07-08	**Rope**	1 gp	Tie, climb or bind; binding and escape require the checks on its card.
09-10	**Rations**	0.5 gp	One day of travel-ready food.
11-12	**Waterskin**	0.2 gp	Holds up to 4 pints; liquid is not included by this roll.
13-14	**Torch**	0.01 gp	Burns 1 hour; Bright Light 20 ft, then Dim Light 20 ft.
15-16	**Tinderbox**	0.5 gp	Bonus Action to light exposed fuel; 1 minute for another fire.
17-18	**Candle**	0.01 gp	Burns 1 hour; Bright Light 5 ft, then Dim Light 5 ft.
19-20	**Oil**	0.1 gp	One flask fuels a lamp or lantern for 6 hours; other uses on card.
21-22	**Lamp**	0.5 gp	Needs Oil; Bright Light 15 ft, then Dim Light 30 ft.
23-24	**Lantern, Hooded**	5 gp	Needs Oil; Bright/Dim 30/30 ft; hood lowers to Dim 5 ft.
25-26	**Lantern, Bullseye**	10 gp	Needs Oil; Bright Light in a 60-ft Cone, then Dim 60 ft.
27-28	**Crowbar**	2 gp	Advantage on Strength checks where its leverage applies.
29-30	**Grappling Hook**	2 gp	Utilize: catch a ledge within 50 ft, Acrobatics 13; Rope separate.
31-32	**Chain**	5 gp	Binding, escape and bursting use the checks and conditions on its card.
33-34	**Lock**	10 gp	Includes a key; pick with Thieves' Tools, Sleight of Hand 15.
35-36	**Manacles**	2 gp	Includes a key; binding requires conditions/checks on its card.
37-38	**Healer's Kit**	5 gp	Ten uses; Utilize: stabilize an Unconscious creature at 0 HP.
39-40	**Climber's Kit**	25 gp	Utilize: anchor yourself; limits falls and movement to 25 ft from anchor.
41-42	**Ball Bearings**	1 gp	One pouch; cover a 10-ft square; entering: Dex 10 or Prone.
43-44	**Caltrops**	1 gp	One bag; cover a 5-ft square; Dex 15 or 1 damage and brief Speed 0.
45-46	**Hunting Trap**	5 gp	Set with Utilize; Dex 13 or 1d4 Piercing; tether and escape on card.
47-48	**Shovel**	2 gp	One hour digs a 5-ft cube in soil or similar material.
49-50	**Spikes, Iron**	1 gp	Bundle of ten; hammer into a suitable surface to jam or anchor.
51-52	**Pole**	0.05 gp	10 ft long; reach distant objects or gain Advantage on jump checks.

Your table, your treasure. Prices are catalogue list prices, not guaranteed resale proceeds or a rolled treasure budget. A kit or bundle is one result. Tools still use the normal training and crafting rules. Open the linked card for complete checks, capacities and restrictions.

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d100	Item / listed bundle	List price	Useful for
53-54	**Tent**	2 gp	Sleeps up to two Small or Medium creatures.
55-56	**Pouch**	0.5 gp	Holds 6 lb. within one-fifth of a cubic foot.
57-58	**Sack**	0.01 gp	Holds 30 lb. within 1 cubic foot.
59-60	**Bottle, Glass**	2 gp	Empty bottle; holds up to 1.5 pints.
61-62	**Vial**	1 gp	Empty vial; holds up to 4 ounces.
63-64	**Flask**	0.02 gp	Empty flask; holds up to 1 pint.
65-66	**Pot, Iron**	2 gp	Holds up to 1 gallon.
67-68	**Map**	1 gp	If accurate: +5 to Survival checks to navigate its depicted area.
69-70	**Ink**	10 gp	One 1-ounce bottle; enough to write about 500 pages.
71-72	**Ink Pen**	0.02 gp	For writing or drawing; Ink is separate.
73-74	**Paper**	0.2 gp	One sheet; about 250 handwritten words.
75-76	**Parchment**	0.1 gp	One sheet; about 250 handwritten words.
77-78	**Book**	25 gp	Fiction or nonfiction; accurate reference books may aid topic checks.
79-80	**Mirror**	5 gp	Handheld steel mirror; look around corners or signal with light.
81-82	**Signal Whistle**	0.05 gp	Utilize: whistle audible up to 600 ft away.
83-84	**Bell**	1 gp	Utilize: ring audible up to 60 ft away.
85-86	**String**	0.1 gp	10 ft long; tie a knot as a Utilize action.
87-88	**Magnifying Glass**	100 gp	Advantage on ability checks to appraise or inspect detailed items.
89-90	**Thieves' Tools**	25 gp	Dexterity tool; pick locks or disarm traps; full checks on card.
91-92	**Herbalism Kit**	5 gp	Intelligence tool; identify plants or craft using the tool rules.
93-94	**Disguise Kit**	25 gp	Charisma tool; apply makeup or craft a costume.
95-96	**Forgery Kit**	15 gp	Dexterity tool; imitate handwriting or duplicate wax seals.
97-98	**Gaming Set, Dice**	0.1 gp	Wisdom-based gaming set; spot cheating or play for a win.
99-00	**Musical Instrument, Lute**	35 gp	Charisma instrument; play known tunes or improvise a song.

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