A LITTLE LESS PREP. A LITTLE MORE WONDER.

Saddles

Choose riding tack for a stable, a caravan or a merchant’s inventory.



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	Saddles	Price / rarity	Quick reminder
01-34	**Saddle, Exotic**	60 gp	Required for riding an aquatic or a flying mount; choose one that fits the animal.
35-67	**Saddle, Military**	20 gp	Advantage on any ability check to remain mounted; fit it to a suitable mount.
68-00	**Saddle, Riding**	10 gp	An ordinary riding saddle; this result does not include a mount.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 33% or 34% 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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