A LITTLE LESS PREP. A LITTLE MORE WONDER.

Vehicles



Choose a cart on the road, a boat at the quay or something far more ambitious.

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	Vehicles	Price / rarity	Quick reminder
01-09	**Airship**	40,000 gp	8 mph; crew 10; passengers 20; cargo 1 tons.
10-18	**Carriage**	100 gp	Animal-drawn carriage.
19-27	**Cart**	15 gp	Animal-drawn cart.
28-36	**Chariot**	250 gp	Animal-drawn chariot.
37-44	**Galley**	30,000 gp	4 mph; crew 80; cargo 150 tons.
45-52	**Keelboat**	3,000 gp	1 mph; crew 1; passengers 6; cargo 0.5 tons.
53-60	**Longship**	10,000 gp	3 mph; crew 40; passengers 150; cargo 10 tons.
61-68	**Rowboat**	50 gp	1.5 mph; crew 1; passengers 3.
69-76	**Sailing Ship**	10,000 gp	2 mph; crew 20; passengers 20; cargo 100 tons.
77-84	**Sled**	20 gp	Animal-drawn sled.
85-92	**Wagon**	35 gp	Animal-drawn wagon.
93-00	**Warship**	25,000 gp	2.5 mph; crew 60; passengers 60; cargo 200 tons.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 8% or 9% 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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