

# Robe of Useful Items

March 9, 2023



Wondrous item, uncommon

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

- \* Dagger
- \* Bullseye lantern (filled and lit)
- \* Steel mirror
- \* 10-foot pole
- \* Hempen rope (50 feet, coiled)
- \* Sack

In addition, the robe has 4d4 other patches. The GM chooses the patches or determines them randomly.

d100	Patch
01–08	Bag of 100 gp
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp

16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23–30	10 gems worth 100 gp each
31–44	Wooden ladder (24 feet long) 45–51 A riding horse with saddle bags
52–59	Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60–68	4 potions of healing
69–75	Rowboat (12 feet long)
76–83	Spell scroll containing one spell of 1st to 3rd level
84–90	2 mastiffs
91–96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97–100	Portable ram