

WRAITH WRIGHT'S

THE COMPREHENSIVE EQUIPMENT MANUAL

WRAITH WRIGHT PRODUCTIONS (RELEASE VERSION 1.2)



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EQUIPMENT MANUAL

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INSPIRATIONS AND COMMUNITY CONTENT

This product contains many original ideas and game mechanics. It also draws inspiration from earlier editions of *Dungeons & Dragons*, including the *Arms and Equipment Guide* (2nd and 3rd editions), *Oriental Adventures* (2nd and 3rd editions), untold numbers of *Dragon Magazine* articles, myriad Internet articles, and more.

As of this version, no community content was used from any materials marketed in the Dungeon Masters Guild or elsewhere. As with any product containing translations of prior game editions, there is no guarantee that each translated system will be materially distinct from anyone else's. Any resemblance is coincidental.

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CONTENTS

PART 0: INTRODUCTION

COMPREHENSIVE EQUIPMENT MANUAL	5
What's in This Product?	5
<i>Part 0: Introduction</i>	5
<i>Part 1: Wealth</i>	5
<i>Part 2: Armaments</i>	5
<i>Part 3: Gear</i>	5
<i>Part 4: Trinkets</i>	5
<i>Part 5: Exotic Lists</i>	5
<i>Part 6: Adventures in the Orient</i>	6
Trust	6
How to Use This Product	6
<i>Dungeon Master's Use</i>	6
<i>Everyone's Use</i>	6
<i>Exotic List Use</i>	7
<i>Use in Printed Form</i>	7
DM's Corners	7

PART 1: WEALTH

ASSETS	8
Coinage	8
<i>Standard Coins</i>	8
<i>Representative Currencies</i>	8
<i>Alternate Currencies</i>	9
<i>Coin Names</i>	9
Trade Goods	9
<i>Beasts</i>	9
<i>Dry Goods</i>	9
<i>Gemstones</i>	9
<i>Trade Bars</i>	10
Miscellaneous Assets	11
<i>Rights</i>	11
<i>Favors</i>	11
<i>Renown</i>	12
Sale Prices	12
<i>Monster Armaments (Value x0)</i>	12
<i>Standard Equipment (Value x1/2)</i>	12
<i>Inherent-Value Goods (Value x1)</i>	12
<i>Magic Items (Value x?)</i>	12
Finding Buyers	12
<i>Automatic Buyers</i>	12
<i>Seeking Buyers</i>	13
Finding Sellers	14

EXPENSES	14
Lifestyles	14
<i>Descriptions</i>	14
Food, Drink, and Lodging	15
<i>Descriptions</i>	15
Services	16
<i>Descriptions</i>	16
<i>Spellcasting Services</i>	17
Maintenance Costs	18

PART 2: ARMAMENTS

ARMOR AND SHIELDS	19
Armor Properties	20
<i>Getting Into & Out of Armor</i>	22
<i>Armor Complications</i>	22
<i>Descriptions</i>	23
WEAPONS	24
Weapon Damage	25
<i>Damage Kickers</i>	25
<i>Half Dice (d2, d3, d5)</i>	25
Weapon Properties	25
<i>Descriptions</i>	28
Improvised Weapons	40
MODIFICATIONS	41
Alternative Materials	41
<i>Bronze Armaments</i>	41
<i>Ersatz Armaments</i>	41
<i>Silvered Weapons</i>	41
Masterwork Armaments	42
<i>Armor</i>	42
<i>Weapons</i>	42
<i>Pricing</i>	43
Ornamented Armaments	43
MISCELLANEOUS SYSTEMS	43
Feat Modifications	43
<i>Dual Wielder</i>	43
<i>Crossbow Master</i>	43
<i>Polearm Master</i>	43
<i>Sharpshooter</i>	43
<i>Shield Master</i>	43
Class and Race Proficiencies	44
Longer Lances	44

PART 3: GEAR

ADVENTURING GEAR	46
Adventuring Gear (General)	46
<i>Descriptions</i>	46
Equipment Packs	58
<i>Swapping Equipment Packs</i>	58
<i>Descriptions</i>	59
Containers	61
<i>Descriptions</i>	61
Ammunition	63
<i>Descriptions</i>	64
Magical Implements	65
<i>Descriptions</i>	66
Alchemical Brews	68
<i>Descriptions</i>	69
Herbal Brews	73
<i>Descriptions</i>	73
Poisons	74
<i>Acquiring Poison</i>	75
<i>Using Poison</i>	75
<i>Descriptions</i>	76
TOOLS	88
Artisan's Tools	89
<i>Descriptions</i>	90
Gaming Sets	91
<i>Descriptions</i>	92
Musical Instruments	92
<i>Descriptions</i>	92
Miscellaneous Tools	93
<i>Descriptions</i>	93
MOUNTS AND VEHICLES	94
Mounts	94
<i>Rider Trained</i>	95
<i>Combat Trained</i>	95
<i>Exceptional Specimen</i>	95
<i>Descriptions</i>	95
Tack and Harness	95
<i>Descriptions</i>	96
Vehicles	99
<i>Waterborne Vehicles</i>	99
<i>Descriptions</i>	100

PART 4: TRINKETS

USING THIS CHART	102
Alternate Uses	102
Selective Uses	102
<i>Normal Campaign</i>	102
<i>High Fantasy</i>	102
<i>Primitive Fantasy</i>	102
<i>Alternatives</i>	102
<i>New Trinkets</i>	102

PART 5: EXOTIC LISTS

INCLUDING EXOTIC LISTS	109
Implementing Exotic Lists	109
<i>Option One: A Touch of Flavor</i>	109
<i>Option Two: A Cosmopolitan Realm</i>	109
Accessing Exotic Lists	109
<i>Character Creation</i>	109
<i>Proficiency</i>	110
<i>Costs</i>	110
EXOTIC LISTS	110
Age of Sail	110
<i>Historical Naming</i>	110
<i>Waterborne Vehicles</i>	110
<i>Descriptions</i>	110
Double Weapons	111
<i>Double Weapon Chart</i>	111
<i>Double Weapon Fighting</i>	112
<i>Descriptions</i>	113
Extra Polearms	113
<i>Early Polearm Traditions</i>	114
<i>Hybrid Polearms</i>	114
<i>Descriptions</i>	114
Fantasy Flight	115
<i>Airborne Vehicles</i>	115
<i>Descriptions</i>	116
Firearms	116
<i>Early Firearms</i>	116
<i>Advanced Firearms</i>	117
<i>Descriptions</i>	119
Monster Markets	122
<i>Instinct-Level Intelligence</i>	122
<i>Animal-Level Intelligence</i>	123
<i>Monster-Level Intelligence</i>	123
<i>Dragons</i>	125

PART 6: ADVENTURES IN THE ORIENT

USING THIS LIST	128
Exotic List (Option One)	128
Native List (Option Two)	128
<i>Cultural Influence</i>	128
<i>Starting Equipment</i>	128
<i>Included Standard Lists</i>	128
<i>Adding Exotic Lists</i>	128
ARMAMENTS	128
Armor	128
<i>Descriptions</i>	128
Weapons	130
<i>Descriptions</i>	130
GEAR	135
Tools (Musical Instruments)	135
<i>Descriptions</i>	135

APPENDIX A: FUTURE PRODUCTS

Comprehensive Manuals	137
<i>The Comprehensive Treasure Manual</i>	137
Creature Handbooks	137
<i>The Creature Faction Handbook</i>	137
<i>The Creature Template Handbook</i>	137
Short Adventures	137
<i>Flashbacks: Volume One</i>	138
<i>Ventures on the High Seas</i>	138
Ongoing Development	138
<i>Production Support</i>	138

PART 0: INTRODUCTION

“Rope!” he muttered. “No rope! And only last night you said to yourself: ‘Sam, what about a bit of rope? You’ll want it, if you haven’t got it.’ Well, I’ll want it. I can’t get it now.”

*-Samwise Gamgee, *The Lord of the Rings**

Carrying proper equipment is the mark of a successful adventurer; bringing the right gear is what separates a professional from a hapless seeker who finds only a swift doom. The dilettante trusts his wit and quickly finds its limits, to his peril. But a professional adventurer anticipates the hazards she will encounter and girds herself accordingly.

THE COMPREHENSIVE EQUIPMENT MANUAL

You are looking at the product of many hours (about six months) of consideration, research, creative writing, and play-testing. Hopefully you like it!

This ambitious project was started with the intent to distribute it on the Dungeon Masters Guild as a single, truly-comprehensive product. But it kept growing and it had to be divided into separate products; one for equipment and another for treasure and ways to use it. What you see here, over a hundred pages, relates only to mundane equipment options.

WHAT’S IN THIS PRODUCT?

Each part of this product serves a different function.

PART 0: INTRODUCTION

Part 0 is exactly what the heading implies, a foreword to introduce the entire product and acquaint you with its design philosophies. This part will be released separately, along with the index of contents, as a free download, sort of an extended preview of the product’s contents.

PART 1: WEALTH

Part 1 talks about various aspects of wealth generally, its types, and how to manage it. This section details

various forms of currency, from new coin types to expanded charts for trade goods in various categories. It addresses intangible assets like favors and expands the rules for expenses, food and lodging, and services. This part also addresses the finding of buyers and sellers for expensive equipment like poisons and magic items. It introduces a population-based option to reduce the complication of such commerce.

PART 2: ARMAMENTS

Part 2 adds new armor and weapons to expand the options given in the core rulebooks, and it incorporates weapons found in the *Monster Manual* and other official products. Part 2 provides a wealth of new armor properties and weapon properties, using a conservative approach that carefully maintains game balance. This part also adds a lot of variant rules that a DM can choose to incorporate into her game for added realism or drama. It also provides rules for making armor and weapons with alternate materials and techniques, including a balanced set of masterwork rules.

PART 3: GEAR

By far the largest section of this product, Part 3 greatly expands the selection of adventuring gear and tools. It provides new ammunition types, a huge number of new equipment packs, rules for crafting and collecting poisons and other wondrous alchemies, expanded lists of mounts and their tack. It also offers a wealth of excellent variant rules.

PART 4: TRINKETS

Part 4 contains pages of new trinkets and it discusses the selection, customization, and use of specific trinket types.

PART 5: EXOTIC LISTS

Part 5 includes “exotic” lists of equipment not native to traditional medieval fantasy settings. These are the sorts of things that not all DMs might want to see in their games. Exotic lists group such items by theme, allowing DMs to easily include just the equipment that matches their intended flavor. The release version of

this product includes the following: “Double Weapons” (a weapon list and rules for using double weapons), “Extra Polearms” (weapons to satisfy a Gygaxian-level fondness for polearms), “Fantasy Flight” (expanded airship options), “Firearms” (expansive rules separating early medieval versions and advanced renaissance versions), and “Monster Markets” (for the purchase and sale of monsters, particularly exotic mounts and guardians).

PART 6: ADVENTURES IN THE ORIENT

Part 6 covers equipment specific to an *Oriental Adventures*-style campaign. It describes how to use an alternate set of starting equipment for player characters, to outfit characters that come from societies or backgrounds not traditionally associated with medieval fantasy stories. Unlike the *Oriental Adventures* of prior editions of **Dungeons & Dragons**, this list is almost entirely inspired by feudal Japanese culture, minimizing the influence of other proximate cultures.

TRUST

This product contains unofficial rules!!!

Wow, yeah. The very idea can chill even the most adventurous Dungeon Master. If you’ve played with unofficial rules in the past, perhaps some of the Unearthed Arcana offerings, chances are you’ve regretted it at least once.

This isn’t an advice column on how to best manage custom rules with their player groups. It’s a forward to let you know that that this product works very hard to make sure its custom rules are not the kind you’ll regret. Its design philosophy calls for elegant, functional systems that enhance gameplay. Its primary purpose is to create new systems where there were none before, not to reinvent things. It seeks not to alter or invalidate any existing rules. It prefers to work within the existing framework, only adding layers to enhance your options or flesh out the unexplored areas in the rules. (In the very, very few places where a pre-existing item is altered, the System Change label alerts the user to why, allowing the DM a chance to change it back if desired.)

When it comes to adding power to player options, this product takes a conservative approach. It tries to avoid mechanics that “synergize” too well with existing game features, things that might end up more

powerful than intended when applied in unanticipated ways. The goal for any of these custom rules is to make them slightly weaker than similar, existing rules. This is to give players *more* options for flavor and functionality, not *better* options. To use an industry term, this product wants to add zero “power creep” to the game.

It is a common experience for DMs to have players ask for something customized or homebrewed because the player is attracted to how powerful it appears to be. This manual is intended to attract players who are tired of building characters with the same boring longsword. It tries to excite players looking for a *different* weapon to provide unique flavor to their next character, not a *better* weapon. It tries to serve players who are trying to be more methodical in their approach to adventuring gear, to help the players who want to be ready for whatever’s lurking out there in the darkness.

This isn’t an attempt to denigrate custom rules or those who use them. Unofficial rules can form an essential element of many fun games, particularly as DMs build their own worlds with unique aspects not encompassed by the published books. Instead, these words are meant to introduce you to the philosophy behind *these* custom rules. The intent is to allow DMs to trust that they can employ this resource without having to police it for broken, over-powered parts.

HOW TO USE THIS PRODUCT

There are many ways to use this product, but several in particular are contemplated here. This manual is built and formatted to suit the following methods of use.

DUNGEON MASTER’S USE

At one end of the scale, the DM can simply keep the entire product to herself. Even if she doesn’t want to mix the new items into her campaign, this product can be an excellent resource for DMs trying to moderate equipment. It also contains some interesting insights into the roles of commerce and the application of various standard rules that can be helpful to DMs.

EVERYONE’S USE

At the other end of the scale is the fully-open option. The DM tells her players up front that they can use *The*

Comprehensive Equipment Manual and informs them which variant rules will be used, if any. If the DM is on top of things, she's already provided her players with a list of the variant rules they'll use from the *Player's Handbook* and *Dungeon Master's Guide*, so this is a simple additional step.

Even if the DM does not want to include the new items and rules from this product, *The Comprehensive Equipment Manual* can still be used to give a sense for the descriptions of standard items; where the *Player's Handbook* rarely gives descriptions, this product attempts to give some description to every single item. Many of these are not lengthy, but they can serve to provide at least a basic idea of an item's appearance or composition and aid a player's imagining of gear.

EXOTIC LIST USE

Regardless of whether the DM decides the game will include *The Comprehensive Equipment Manual*, certain parts are not intended for general use. Parts 5 and 6 represent categories of equipment that aren't part of a traditional (medieval, Euro-centric) fantasy campaign. They are unavailable as a default, unless the DM particularly designates them as allowed. Each

exotic list brings an addition or deviation to the flavor of a campaign, so DMs are encouraged to adopt them only with care and purpose.

USE IN PRINTED FORM

This product has a textured page background, making it awkward to print. A second PDF, printed in black-and-white, is bundled with this product for those intending to print a copy for personal use.

DM'S CORNERS

Throughout this product, you will find segments titled "DM's Corner." These are meant to provide advice for DMs on how to get the most out of the existing rules in various contexts. In some cases, they suggest new applications of existing rules or they explain the methodology behind rules in this product. To the experienced DM, some of these might be superfluous. That's why these sections are marked; there's no harm in skipping over them if they're not what you bought this product for. But hopefully they'll be of some use to some DMs. At the very least, they will provide insight into Wraith Wright Productions' approach to **Dungeons & Dragons** in the Fifth Edition.

PART I: WEALTH

This part talks about various aspects of character wealth. It talks about wealth generally, its forms, and how to manage and carry lots of it.

ASSETS

Material assets constitute the most basic form of equipment. They can be expended to meet a present need for goods and services or for expenses like bridge tolls and taxation. Material assets can also be reserved to meet future needs if they can be effectively carried and exchanged. Nonmaterial assets tend to be more portable but less spendable.

COINAGE

Coins are minted in various denominations, their value nominally based on the value of their metals. The “gold standard” in **Dungeons & Dragons** is, unironically, the gold piece.

STANDARD EXCHANGE RATES

Coin	sp	gp	pp
Iron (ip)	1/50	1/500	1/5,000
Copper (cp)	1/10	1/100	1/1,000
Silver (sp)	1	1/10	1/100
Electrum (ep)	5	1/2	1/20
Gold (gp)	10	1	1/10
Mithral (mp)	20	2	1/5
Adamantine (ap)	50	5	1/2
Platinum (pp)	100	10	1

Because these coins are valued based on their contained metals, their worth is almost universally consistent, regardless of origin. Various markets might devalue foreign currency based on the current political climate; the coins of one realm might be worthless in the neighboring realm due to ongoing warfare, or they might require exchanging for local money with a certain percentage removed as a service fee.

STANDARD COINS

The three common coins are the gold piece, the silver piece, and the copper piece. Uncommon coins include

the platinum piece and the electrum piece. Rare coins include the adamantine piece, the mithral piece, and the iron piece.

Iron coins are only used in poor societies with very weak economies. Adamantine and mithral are only used in closed societies where these materials are relatively accessible, such as dwarven citadels.

DM's Corner. Adamantine and mithral ratings here are derived from the suggested values for adamantine and mithral armor in the *Dungeon Master's Guide*. If you are used to the higher implied value of prior editions, feel free to adjust these numbers. For higher values, try multiplying the worth of each by x10. That puts mithral at double the value of platinum and adamantine at five times the value. However, the value progression listed above follows a logical order and approximates existing Fifth Edition item values, so take care when deviating. If you want these two metals to be more valuable, it might be enough to simply say they aren't available as coins, or that the coin versions are made with alloys or unrefined material.

REPRESENTATIVE CURRENCIES

Not all nations or societies trade in coinage with innate material value. Advanced economies often use currency that represents a portion of the national treasury or that otherwise has value based on the economy. For ease of translation, currency holds equivalent value to standard coins, unless the DM determines that fluctuating currency value is a part of her story.

Representative currency tends to be minted from common metals that are not themselves of significant value. If metals are rare in the game world, alternate materials like ceramic can be used for minting. If the campaign's available level of tinkering has advanced to the point of printing presses, money might be issued in the form of printed paper.

Societies that use representative currency go to great lengths to avoid forgery. Minting and printing often include subtle or complex counter-counterfeiting techniques. Detecting fake money could be a matter of skilled (or even magical) examination performed by

merchants. Societies that use representative currency punish counterfeiting with death.

ALTERNATE CURRENCIES

Some game worlds use different basic currencies, things other than coins. Perhaps valuable metals are hard to acquire. Maybe some other convenient things have been used since the beginning of time and no one ever thought to use coins. Or maybe the gods have dictated what works as currency and none can gainsay them.

As examples, certain rare seashells might be used in an undersea kingdom that has no mining traditions. A society ruled by necromancers might trade glass beads to which are bound minor souls; all merchants are trained to identify the power of the souls, which corresponds to different denominations. On a harsh desert world, wizards may have learned the secrets of converting water (in standard measurements) into small gelatinous blobs of various sizes, which can later be turned back into water.

Whatever the case, the new currency should be portable, identifiable as roughly equivalent to other alike pieces (interchangeable), and should probably have an innate value based either on material rarity or a value based on a useful function of the item other than commerce.

COIN NAMES

Even though *players* almost universally refer to money by its material name, i.e., a “gold piece” or “silver piece,” *characters* should not. Most nations have their own names for coins of each denomination. Following are some example coin names from real-world locations and times. These are available for the DM to borrow, or she can make up her own:

Aureus, argenteus, dahekan, dong, daric, denarius, dinar, drachma, dram, dupondius, elymais, escudo, farthing, florin, franc, guilder, karteiz, groat, lira, mark, metica, penny, peseta, peso, potin, prutah, qiran, rial, rigsdaler, ruble, rupee, ryo, scudo, sestarius, sheqel, shilling, sigloi, stater, sucre, tael, talent, tetradrachma, tremissis, zaire, zuz.

It is a good idea to research the coins of a historical nation to find a set of consistent coin names. To make your set unique, switch up a few to name them after important rulers or the gods.

TRADE GOODS

Money is only used by those of middling wealth. The very poor and the very rich exchange trade goods instead. When there is no coin to be had, or when barter is simply more convenient, people commit commerce by exchanging items with static, widely-accepted and understood values.

For an urchin on the street, trade goods might consist of captured rats or collected scrap iron, the key to acquiring a hot bowl of soup. For a poor farmer, this might mean trading wheat and livestock for a few luxury items. On the other end of the spectrum, a guild-sanctioned master merchant’s trade goods might include platinum trade bars exchanged for huge shipments of raw textiles. For the nobility, trading hunting birds or exotic beasts is a matter of fashion as well as expedience.

BEASTS

From the common and domestic, to the wild and exotic, the market for animals varies greatly based on the accepted purpose of each creature and its geographical rarity. Of all the trade goods, beasts have the greatest variance in value.

Animals on this chart are assumed to be young enough to train. For beasts that have common uses as trained specimens, halve the value of an older specimen that is beyond its functional training age or useful lifespan. Otherwise the price is consistent, regardless of age. Despite being beasts, vermin (snakes, insects, and arachnids) tend not to be used as trade goods except in less-civilized societies or foreign regions like the Underdark.

For any animal valued based on edibility, like a crab or a hulking crab, dead versions are valued equally to live versions, so long as they are fresh.

DRY GOODS

These common household items are in demand everywhere; moving large quantities of them is what keeps many merchants in business.

GEMSTONES

Gemstones of standard weights and cuts are extremely fungible, and are sometimes used by the very wealthy in the place of coins. Halve the value of a “small” version of any gem and double the value of a “large”

TRADE GOODS (BEASTS)	
Value	Goods
1 cp	Frog or rat, or spider
2 cp	Cat or chicken
5 cp	Lizard, quipper, or turtle
1 sp	Bat, crab, or octopus
5 sp	Raven or scorpion
1 gp	Goat, owl, songbird, or weasel
2 gp	Hyena, jackal, poisonous snake, or sheep
3 gp	Baboon, common dog, giant crab, giant rat, pig, or deer
4 gp	Badger, giant fire beetle, giant sea horse, untrained donkey, or untrained mule
5 gp	Ape, boar, giant frog, small parrot, vulture, or wolf
10 gp	Constrictor snake, cow, elk, giant centipede, giant goat, giant weasel, or giant wolf spider
12 gp	Crocodile, eagle, or untrained mastiff
15 gp	Axe beak, giant badger, giant bat, giant spider, hawk, ox, untrained pony, or yak
20 gp	Black bear or giant wasp
25 gp	Giant poisonous snake, untrained camel, or untrained draft horse
35 gp	Blood hawk, brown bear, large parrot, or untrained riding horse
50 gp	Almiraj, giant hyena, giant toad, panther, or untrained riding horse
75 gp	Dire wolf, giant eagle, giant octopus, giant owl, giant vulture, lion, reef shark, or tiger
100 gp	Giant constrictor snake, flying monkey, giant elk, untrained elephant, or untrained giant lizard
125 gp	Untrained flying snake
150 gp	Untrained giant seahorse
200 gp	Giant boar, hunter shark, polar bear, or saber-toothed tiger
250 gp	Giant scorpion, killer whale, or rhinoceros
500 gp	Giant ape, giant crocodile, giant shark, or mammoth
800 gp	Hulking crab

TRADE GOODS (DRY GOODS)	
Value	Goods
1 cp	1 lb. of wheat
2 cp	1 lb. of beans, flour, or potatoes; per board ft. of unusual lumber
5 cp	1 lb. of salt or sugar
1 sp	1 sq. yd. of canvas or per board ft. of rare lumber
5 sp	1 lb. of cooking herbs or tobacco, 1 sq. yd. of cotton cloth, or 1 gallon of lamp oil
1 gp	1 lb. of cheese, cooking spices, ginger, or honey
2 gp	1 lb. of wool or per board ft. of exotic lumber
3 gp	1 lb. of cinnamon or pepper or 1 common pelt (beaver or wolf)
5 gp	1 lb. of cloves or 1 uncommon pelt (fox or mink)
10 gp	1 sq. yd. of linen or 1 rare pelt (ermine or seal)
15 gp	1 lb. of chocolate or 1 sq. yd. of silk
25 gp	1 lb. of saffron

version. A “giant” version will fetch ten times the listed value. If a gem is raw—not cut, polished, or otherwise treated to enhance its luster—halve its value.

DM’s Corner. Loose gemstones should not have appreciable weight unless carried in bulk. When it does matter, weights can be difficult to calculate; the *Dungeon Master’s Guide* does not provide official weights for the gems it lists, nor would a standard gemstone of one type normally be equivalent in weight to another. As an abstract system, simply assume that 200 “standard” gemstones weigh 1 pound, as do 100 “large” versions or 20 “giant” versions.

TRADE BARS

A common alternative to coins, trade bars exist in various weights, typically 1 pound each. Unlike coins, trade bars tend to be readily accepted across vast political and geographical expanses, at least among merchants. Trade bars are important to regular high-level commerce because they exist without the political implications carried by minting; there are no marks of origin to offend the peoples of one nation or

another. A merchant who deals in trade bars typically keeps a merchant's scale on hand to test the weight of exchanged trade bars.

TRADE GOODS (GEMSTONES)	
Value	Goods
10 gp	Azurite, banded agate, blue quartz, eye agate, hematite, lapis lazuli, malachite, moss agate, obsidian, rhodochrosite, tiger eye, or turquoise
50 gp	Bloodstone, carnelian, chalcedony, chrysoprase, citrine, jasper, moonstone, onyx, quartz, sardonyx, star rose quartz, or zircon
100 gp	Amber, amethyst, chrysoberyl, coral, garnet, jade, jet, pearl spinel, or tourmaline
500 gp	Alexandrite, aquamarine, black pearl, blue spinel, peridot, or topaz
1,000 gp	Black opal, blue sapphire, emerald, fire opal, opal, star ruby, star sapphire, or yellow sapphire
5,000 gp	Black sapphire, diamond, jacinth, or ruby

TRADE GOODS (TRADE BARS)	
Value	Goods
1 sp	1 lb. bar of iron
5 sp	1 lb. bar of copper
5 gp	1 lb. bar of silver
20 gp	1 lb. bar of electrum
50 gp	1 lb. bar of gold
100 gp	1 lb. bar of mithral
250 gp	1 lb. bar of adamantite
500 gp	1 lb. bar of platinum

MISCELLANEOUS ASSETS

Non-material assets must also be mentioned here, as they can be extremely valuable. Some of these assets can be traded, but their value in use or in trade varies wildly, often based on the holder's imagination and ingratiation.

RIGHTS

Rights are often transferred in written form. They are typically granted by the maker of the right, or its previous holder.

For example, a deed is a right to possess and use land, given by the sovereign. A lease is a secondary right to possess and use land, given by a deed-holder. A license is a right to possess and use items, or to operate as a franchise or under the banner of a known entity.

Mercantile rights can be very important, often acquired as part of a business investment. These might let you move inventory along shipping lanes, trade in select markets, or buy and sell assets regulated by the crown. These rights typically have upkeep costs in the form of annual taxation or dues owed to a trading guild.

Feudal rights often come with titles. They allow you to build a stronghold on select land, raise armies, and tax the peasants living in your territory. These rights typically require you to pay taxes upward to the nobles or royals ranked over you, and to keep knights or soldiers employed that can be called upon for service by those nobles or royals.

Rights can also come in the form of allowances, perhaps to break certain laws or even to worship certain gods. They are often very campaign-specific.

FAVORS

Favors are less spendable than rights and are harder to evaluate the worth of. Characters themselves often owe favors to others, debts which can be called in at unexpected times or in unanticipated ways.

Players should keep track of favors (due and owed) along two axes: who owes (or is owed) the favor, and what it is owed for. If the king owes you a favor for saving his life in heroic fashion, that is worth quite a bit. If he owes you for returning his fifth-favorite horse, which you found running wild near the castle, that is not worth as much. Of course, demanding that the king return (or cash out) a favor of any magnitude is a politically risky tactic.

The more important the person who owes the favor, the more valuable it is, but the more mercurial a result you can expect. Very important people often fail to grasp the true value of money and land, their daily attentions being drawn to matters of state or religion. Nobles often return favors in ways that they

themselves appreciate, such as lauding of praises and acknowledgement, granting privileges related to political power, or bestowing lofty-sounding titles that otherwise have no benefits associated.

RENOWN

Interconnected with rights and favors is the concept of renown. This is a system that abstracts the standing of a character (or an adventuring party) with certain organizations. It works equally well with national governments, religious organizations, and similar institutions.

Renown often plays a role in the value of favors as they are cashed in. And having greater renown than someone you owe can provide the social leverage needed to pay back favors in unusual or inequitable ways.

Renown is also a ready prerequisite for rights. The granter of a right is associating with the receiver of the right, and few important people want to associate with people who have bad reputations. Conversely, having a high applicable renown makes it easy for an important right to be granted, such as the right to build a stronghold.

The optional rules for renown are found on pages 22-23 of the *Dungeon Master's Guide*. Renown is not a necessary system, and not required in the contemplation of rights and favors. The DM can abstract it to determine how effectively rights and favors can be leveraged with various groups. Renown is addressed in more detail in Wraith Wright's *The Comprehensive Treasure Manual*.

SALE PRICES

Selling treasure is an abstract process in Fifth Edition **Dungeons & Dragons**. Gone are the cumbersome concepts of appraising and haggling, which only served to randomize the bottom-line value of treasure.

Instead, there are now four categories of sell value described in the *Player's Handbook*:

MONSTER ARMAMENTS (VALUE $\times 0$)

Weapons and armor pieces used by monsters are rarely good enough to sell. This prevents parties from looting absolutely everything, walking around like poorly maintained arsenals. It also relieves the DM from having to contemplate mundane monster equipment

values when building encounters and balancing treasure. Monster equipment has no resale value.

STANDARD EQUIPMENT (VALUE $\times 1/2$)

Undamaged weapons, armor, and other equipment fetch half their sale price when sold at market. DMs balancing treasure can consider mundane items, particularly found in bulk, as "loot" valued at half the items' standard cost.

INHERENT-VALUE GOODS (VALUE $\times 1$)

Art objects, jewelry, and trade goods sell for their full noted values. Such items are already listed at their salable (or tradable) values. So completely static are the prices for these items that they are often used in the place of currency.

MAGIC ITEMS (VALUE $\times ?$)

Magic items are very valuable assets. Although the *Player's Handbook* maintains that their value is "far beyond simple gold," the guidelines of the *Dungeon Master's Guide* suggest that they are readily ratable in gold pieces, and that some of them are relatively cheap. Three uncommon magic items, at the maximum suggested value, could be had for the same price as a single suit of mundane plate armor.

Magic items normally sell for half their purchase costs. (The standard rules for finding a buyer suggest that this value may fluctuate, going as high one and one-half times the value, or as low as one-tenth of the value.) Alternately, because they are the type of things that interest the very wealthy or important in society, magic items can sometimes be traded for rights or favors, or they can be gifted in the hopes of gaining renown.

This manual's sister product, *The Comprehensive Treasure Guide*, provides clear, rational numbers for magic item prices.

FINDING BUYERS

The only obstacle the Fifth Edition provides for selling treasure is the availability of a buyer. The *Player's Handbook* repeatedly emphasizes the need.

AUTOMATIC BUYERS

For ease of play, it is suggested that buyers can be automatically found in communities of certain sizes.

This system is a nice alternative, particularly for campaigns that don't use downtime actions or where downtime rarely seems to appear.

This table suggests the maximum value of any single item that can be sold or traded in variously-sized population centers. This chart does not distinguish the type of item sold, only its ultimate value.

BUYING POWER BY POPULATION

Type	Population	Max Value
Small village	Up to 300	150 gp
Village	Up to 1,000	500 gp
Town	Up to 6,000	3,000 gp
Large town	Up to 12,000	6,000 gp
City	Up to 25,000	12,500 gp
Major city	Beyond 25,000	Any value

While some sales might be possible in smaller locations, they might require the buyer's life savings. This type of exchange can be harmful; if the buyer makes a great profit, she might find that her tiny local economy has just come unhinged by the influx of wealth.

SEEKING BUYERS

The official version of these rules is titled "Selling Magic Items" (*Dungeon Master's Guide* page 129) but this system can be employed for selling other valuable, hard-to-price assets like powerful doses of poison or deeds to land.

This system relies upon the concept of downtime. It treats downtime days as a commodity; someone seeking a buyer must "pay" varied amounts of days for each search conducted. This can get cumbersome, but it is rare that players need to find a buyer for something so valuable as a magic ring or a certificate granting the right to take lumber in the king's woods.

Step One. For each item to be sold, the seeker attempts a DC 20 Intelligence (Investigation) check. If another seeker is assisting, also spending her downtime days, apply advantage to the check. Buyers for multiple items can be sought at the same time, their search times happening concurrently with no additional cost in downtime days. Roll for each search separately, and track the times spent separately but concurrently. This might require you to reference a calendar to keep track of the expenditures.

Failure on the check indicates no buyer is found and 10 days are used up in the search. Success indicates that a buyer is found and a variable number of days were used in the search. The number of days is 1d4 for a common magic item, 1d6 for an uncommon, 1d8 for a rare, and 1d10 days for a very rare magic item. For the sale of things that are not magic items, approximate their values to magic items to determine how long a successful search takes.

Step Two. If a potential buyer is found, the next step is to haggle over the price. Generate a sale total and compare it to the chart below. A sale total is the sum of three values. These include a Charisma (Persuasion) check result, a percentile dice roll, and an item rarity modifier. Item rarity modifiers are +10 for common items, +0 for uncommon items, -10 for rare items, -20 for very rare items, and -30 for legendary items. Again, if the thing being sold is not a magic item, approximate its rarity and value to determine an item rarity modifier.

SELLING A MAGIC ITEM

Sale Total	Buyer Result
20 or lower	1/10 of the base price
21-40	1/4 of the base price (or a shady buyer offering 1/2)
41-80	1/2 the base price (or a shady buyer offering full price)
81-90	Full base price
91 or higher	A shady buyer offering 1½ the base price, no questions asked

DM'S CORNER: HAGGLING

Take care when using this random system. There's a good reason that appraisal and haggling aren't part of the normal **Dungeons & Dragons** mechanics in this edition. Selling treasure is not very entertaining.

Sometimes it does serve the story for characters not to know the true value of something they've acquired or to have to hunt for a buyer and haggle over a price. Even so, make use of this system sparingly. If you can't articulate why you're rolling for a buyer, switch to the automatic buyer system described above or simply let the players sell the item without interference.

FINDING SELLERS

Sometimes players need to find a seller instead of a buyer. Maybe they are looking for a magic item or an illegal poison. Whatever the case, this system is not intended to allow players access to anything they want; instead, the DM should specifically decide if the item is available before allowing them to seek a seller.

To find a seller, use the same system described above for finding a buyer of magic items. If the item is illegal, the Intelligence (Investigation) check suffers disadvantage unless the seeker speaks thieves' cant. The DM can remove this disadvantage under other miscellaneous circumstances too; perhaps if the seeker has the Criminal Contact background feature.

Again, this system should not be allowed unless the DM is fully comfortable letting the sought item into her campaign. It is also perfectly reasonable for the DM to limit this application to various rarities, perhaps only to uncommon magic items, cheap poisons, and the like.

BUYING A MAGIC ITEM

Buy Total	Buyer Result
20 or lower	10 times the base price
21–40	4 times the base price (or a shady seller offering 2 times)
41–80	2 times the base price (or a shady seller offering normal price)
81–90	Normal base price
91 or higher	A shady seller offering at 3/4 of the base price, no questions asked

EXPENSES

What could be more exciting in a game of **Dungeons & Dragons** than charting downtime expenses? These rules cover the cost of food, lodging, and various services like getting equipment repaired.

DM's Corner. Many of these expenses are tied to the economy of downtime days, the time that (in some campaigns) takes place during adventures. They exist in part to balance the income of characters practicing a trade. Their function is not simply to add accounting. Many campaigns either don't use downtime (their adventures tend to run back-to-back) or won't want to keep track of petty incomes and outlays. This is fine.

But if your campaign does have downtime, and it does add income for the regular use of artisan's tools during downtime days, remember to balance that income against certain expenses. A person's cost of living typically consumes half of his or her normal income.

LIFESTYLES

The official rules provide seven levels of lifestyle quality, each with an associated daily cost.

To use these rules, choose a lifestyle level to live at, and pay in advance to cover it. Lifestyle costs can be paid daily, or they can be paid a week or a month in advance. Ideally, the DM predetermines how many downtime days will pass until the next adventure and calls for expense payments based on that number.

A character proficient in the Survival skill or possessing the Wanderer background feature can live in the wilderness, sustaining a "poor" lifestyle without paying for it, so long as the land offers berries, small game, water, and so forth.

LIFESTYLE EXPENSES

Lifestyle	Price/Day
Wretched	—
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

Lifestyle choices have no set mechanics that affect the game. But the DM may create consequences in the form of downtime encounters or plot twists related to lifestyles. The lower the cost of your accommodations, the greater your risk of interacting with people who are poor, covetous, diseased, exiled, or otherwise dangerous to you. The higher your cost of living, the greater your chance of interacting with the cream of society, the movers-and-shakers who might try to enmesh you in their political intrigues.

DESCRIPTIONS

These descriptions also apply generally to the individual components of lifestyles, priced in the sections below. The nature of meals, boarding, and

stabling are of the same type, even when acquired piecemeal.

Aristocratic. *Living among the very well-to-do allows you to rub elbows with the elites of society. Your food and lodging are top-notch. Servants are available to attend your every need. Your clothing is the cutting edge of fashion. This lifestyle is appropriate for politicians, guild leaders, high priests, and nobles.*

Comfortable. *Your accommodations allow you to easily maintain your clothing and equipment, keeping them in good repair and proper appearance. You may have your own cottage or other living area. This lifestyle is appropriate for merchants, skilled tradespeople, and military officers.*

Modest. *You can afford to live in a part of town where violence is not common. Your living conditions are clean, but simple. This lifestyle is appropriate for soldiers with families, laborers, students, priests, and hedge wizards.*

Poor. *A stable option, this lifestyle provides the bare necessities for civilized society. Your threadbare clothing still betrays your status as one of the poor inhabitants of the area, but you are not kicked out of shops or denied the protection of the law. This lifestyle is appropriate for unskilled laborers, street vendors and peddlers, thieves, and mercenaries.*

Squalid. *This lifestyle provides the most basic form of shelter, a hut, a boarding closet, or a temporary shelter run by a local temple. The food is barely palatable and hardly nutritious. This lifestyle is appropriate for successful street gangs and other unfortunates.*

Wealthy. *This lifestyle includes spacious accommodations in a good part of town, with a healthy (or even excessive) diet. It includes the security and comforts available only to those with significant wealth. This lifestyle is appropriate for successful merchants, favored servants of nobles, or the owners of successful businesses.*

Wretched. *A wretched lifestyle has no associated cost. The character must beg, scavenge garbage, or otherwise provide her own food from anything freely available. Without a home, the character is exposed to myriad dangers associated with the poorest elements of society. This lifestyle is appropriate for beggars.*

FOOD, DRINK, AND LODGING

Characters paying for days of lifestyle have food, drink, and lodging included; the following need not be bought separately.

DESCRIPTIONS

Food, drink, and lodging are described below.

Ale. *A sweet, full-bodied beer balanced with fermented fruit.*

Banquet. *A bountiful, multi-course meal suitable for a noble's table.*

Bread. *A baked mix of flour and water. Bread is a nearly-universal food staple.*

Cheese. *A congealed, solid byproduct of milkfat.*

Coach Cab. *A "coach-and-four" or a "coach-and-six" are descriptions that include the number of horses (or similar animals) pull the vehicle. A coach is a passenger cart with flexible suspension, designed to provide a smooth, comfortable ride for passengers.*

Meat. *A cut of meat, or a portion of the animal equivalent to 15 cuts, cooked and ready for eating.*

FOOD AND DRINK

Item	Cost
Ale	
Mug	4 cp
Gallon	2 sp
Keg	2 gp
Banquet (per person)	10 gp
Bread, half loaf	1 cp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Cheese, wheel	1 gp
Meat, chunk	3 sp
Meat, flank	3 gp
Pastry, fruit of cheese	2 sp
Pastry, meat	4 sp
Spirits	
Common (flask)	1 gp
Aged (flask)	10 gp
Premium (flask)	50 gp
Stew, bowl	2 cp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp
Exceptional (bottle)	100 gp

ROOM AND BOARD

Item	Cost
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
<i>Stabling (per day)</i>	
Poor	5 cp
Comfortable	5 sp
Aristocratic	2 gp

Messenger. Messengers are familiar with the area they work in and pride themselves on being able to deliver messages quickly and to the right recipient. They are suitably dressed to avoid trouble and to get into places where the rabble are excluded.

Pastry (any). Pastries are flaky, baked bread pieces containing cheese, fruit, or meat.

Spirits. An alcoholic beverage created by distillation and fermentation, usually followed by a set period of aging. The removal of diluting components like water gives spirits a high alcoholic content by volume.

Stew. A watery meal of stewed meat and vegetables, served out of a common pot or cauldron, typically one that simmers over a fire all day (or all week, depending on the quality).

Toll, Road or Gate. Tolls are a common taxation system in civilized societies for people passing through confined access ways like gates, bridges, and the like. Government employees, like soldiers and tax collectors, are typically exempt as are members of the nobility and royalty.

Ship's Passage, Ferry Crossing. Ferries can be private or government run. For government ferries, the fee is typically in the nature of a toll, making some classes of people exempt.

Ship's Passage, Passenger Vessel. On large rivers or the open sea, passenger vessels follow set routes between cities or other well-inhabited points. Passenger vessels provide a slim measure of comfort for travelers, including food.

Ship's Passage, Shipping Vessel. Shipping vessels often ply routes that passenger vessels do not. They are sometimes chosen as transport because fare can be had for much less cost.

Wine. A common type of alcohol made from grapes with little or no additives. The better the production and the longer the aging, the more expensive a bottle of wine will be. Wine is sometimes made from different fruits, rice, or other sources.

SERVICES

The pay shown on the chart below is a minimum; some expert hirelings require more.

SERVICES

Service	Pay
<i>Coach cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Hireling, long-term</i>	
Skilled (groom, guard)	1 gp per day
Untrained (porter, valet)	1 sp per day
<i>Hireling, short-term</i>	
Skilled (physiker, researcher)	2 gp per day
Untrained (laborer)	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
<i>Ship's passage</i>	
Ferry crossing	4 cp
Passenger vessel	1 sp per mile
Shipping vessel	1 cp per mile

DESCRIPTIONS

Services are described below.

Coach Cab. A coach is a passenger cart with flexible suspension, designed to provide a smooth, comfortable ride for passengers. A "coach-and-four" or a "coach-and-six" are descriptions that include the number of horses (or similar animals) pull the vehicle.

Hireling, Skilled. *Skilled hirelings have training with weapons or tools, including artisans, mercenaries, scribes, and so on. Skilled hirelings typically have proficiency with a type of tool and a score of 14 in the related ability. Skilled hirelings typically have the “stat blocks” of commoners. Soldiers instead use the details for bandit, guard, or tribal warrior. (See pages 343-350 of the *Monster Manual*.)*

Hireling, Untrained. *Untrained hirelings perform menial work without noteworthy skill. These include laborers, maids, porters, and similar workers. Untrained hirelings typically have the “stat blocks” of commoners. (See page 345 of the *Monster Manual*.)*

Hireling, Long-Term (any). *Long-term hirelings are those to whom you give steady work. You take these people into your household or bring them along on your adventures. Long-term hirelings receive less pay because the work is steady and because you are expected to see to their room and board. If you do not supply these things, double the cost of the hireling’s services.*

Messenger. *Messengers are familiar with the area they work in and pride themselves on being able to deliver messages quickly and to the right recipient. They are suitably dressed to avoid trouble and to get into places where the rabble are excluded.*

Toll, Road or Gate. *A common taxation system for civilized societies includes tolls for people passing through confined access ways like gates, bridges, and the like. Loaded wagons are typically charged an additional toll. Government employees like soldiers and tax collectors are typically exempt from tolls, as are members of the nobility and royalty.*

Ship’s Passage, Ferry Crossing. *Ferries can be private or government run. For government ferries, the fee is typically in the nature of a toll, making some classes of people exempt.*

Ship’s Passage, Passenger Vessel. *On large rivers or the open sea, passenger vessels follow set routes between cities or other well-inhabited points. Passenger vessels provide a slim measure of comfort for travelers, including food.*

Ship’s Passage, Shipping Vessel. *Shipping vessels often ply routes that passenger vessels do not. They are sometimes chosen as transport because the fare can be had for a much lower cost. Sometimes these lower costs include the understanding that a passenger will also work alongside the crew. The*

accommodations aboard a shipping vessel are often cramped and miserable.

SPELLCASTING SERVICES

Spellcasters are usually not transactional with their spellcasting abilities. Nonetheless, it is possible to hire magical services under the right circumstances.

Availability. The expected availability of a spellcaster varies based on the local population. (See the Buying Power by Population chart, above.) Cantrips and 1st-level spells are available in most small villages, but a larger village is needed for a 2nd-level spell. Towns of various sizes will probably have spellcasters able to manage 3rd-level and 4th-level spells. Anything higher level almost always requires looking for the service in a city of some size, or perhaps following a lead to an isolated wizard’s tower or druid’s hermitage. Sometimes a spellcaster with greater capabilities chooses to reside in a place with a low population. These anti-social spellcasters tend not to make themselves available for such services but, if you can find one, they might be cajoled into providing a spell.

Cost and Multiplier. The Pay column on the chart below indicates the minimum price that spellcasters charge for their services. The formula used here, adopted from the Adventurers League system, is the square of the spell’s level, multiplied by 10. For example, 4 squared is 16, multiplied by 10 is 160. A fourth-level spell thus costs 160 gp to have cast. This value does not contemplate the additional expense of costly material components.

The multiplier indicates a general rarity for the spell’s level. If characters don’t have time to seek out the best price, perhaps needing spells cast the same day, multiply the base cost in the Pay column by the indicated number. Spellcasters don’t like to be rushed and are often willing to inflate their costs to whatever the market will bear. This multiplier can also be applied for various other reasons. Perhaps the person seeking spellcasting services annoys the spellcaster, or the spellcaster normally keeps his services to members of a specific race or religion. There are any number of reasons that such a markup could apply; the Pay column represents an ideal cost derived from ideal circumstances.

Material Components. It is typical for spellcasters to use their own material components.

This ensures that the components are on hand when needed, and are of the right type and quality for the spell to succeed. If a spell requires a costly material component, the person receiving the service must bear the cost. This is in addition to the basic price of the spellcasting service based on the spell's level. When looking for spellcasting services, it's no good bringing your own material components; the spellcaster has probably already invested in the components and won't look kindly on you trying to reduce the expected fees that way.

If a costly material component is not used up in the casting the customer must pay one-tenth of the component's value. For example, the 100 gp pearl required for an identify spell is reusable, so the caster charges only one-tenth of its acquisition price (10 gp). Eventually, the spellcaster may recoup the investment cost of having such a component on hand, and might even turn a small profit.

If the material component is one that is consumed in the casting the customer must pay *double* the component's value. For example, the 500 gp value in diamonds needed for a *raise dead* spell would require the buyer to lay out double the expense (1,000 gp). Casters who market their spells invest serious coin to acquire these components, tying up that wealth until the right customer comes along. They expect to be compensated for holding onto these expensive inventories, having them ready at a moment's notice.

Gratis Spellcasting. Some spellcasters will perform these services without collecting the price on the Pay column. This often means a local cleric who uses spells to support and assist a congregation. A member of a faith who finds the right temple can expect to receive low-level spellcasting assistance for free, the only cost being the basic value of any *consumed* material components. Many clerics see this sort of thing as their duty and don't mind supplicants

who supply their own material components. Other clerics see this as an opportunity to proselytize, not restricting their services to worshipers of their own deity.

Another way to get free spellcasting is to perform tasks or quests for the spellcaster. This is a particularly appropriate exchange when the spell needed is a high level, and the characters are too low level to have the wealth to pay for it. For example, if a low-level party needs a member raised from the dead, they might need to go on a quest to repay the cleric who casts the spell.

SPELLCASTING SERVICES

Spell Slot	Pay	Multiplier	Availability
Cantrip	2 gp	x2	Small village
Level 1	10 gp	x2	Small village
Level 2	40 gp	x2	Village
Level 3	90 gp	x3	Town
Level 4	160 gp	x3	Large town
Level 5	250 gp	x4	City
Level 6	360 gp	x4	City
Level 7	420 gp	x5	Major city
Level 8	720 gp	x5	Major city
Level 9	810 gp	x6	Major city

MAINTENANCE COSTS

Properties, garrisons, and businesses require extensive maintenance costs. A small chart is available in the *Dungeon Master's Guide* on page 127.

Normally, such facilities produce more income or tax revenues than their maintenance costs, so this chart is only showing half of the picture. Properties and investments, including their maintenance costs and returns, are addressed in a separate product: *Wraith Wright's The Comprehensive Treasure Manual*.

PART 2: ARMAMENTS

This part expands the rules for armor and weapons. Certain relevant rules from the *Player's Handbook* and *Dungeon Master's Guide* are repeated here, although the text sometimes differs.

The class-and-background system for starting character equipment locks in a standard array of gear based on class and background. The following optional rule allows players to use that starting equipment method while still accessing the new options presented in this product.

VARIANT: ITEM SWAPS

When a character is created, she can replace any item she receives from her class or background with another item of the same “type” that has an equal or lower value.

This rule requires the swapped item to be of the same type, according to the guidelines below, so that the character's starting equipment package remains well-rounded.

- ❖ Armor cannot swap between categories (light, medium, heavy, or shields). A character with a Strength less than 13 might want to swap a suit of chain mail for ring mail; this works since both are in the heavy category, and the new suit is no more expensive than the original.
- ❖ Weapons cannot swap between the martial and simple categories, nor between the ranged and melee designations. A longbow could be swapped for a heavy crossbow since both weapons are martial and ranged, and the new weapon is no more expensive than the original.
- ❖ Other items should adhere to the function or concept of their original types; equipment packs can be swapped for equipment packs, musical instruments for musical instruments, and so on. Others can only be swapped with the DM's guidance.

ARMOR AND SHIELDS

The Armor table shows the cost, weight, and other properties of the common types of armor.

Armor Proficiency. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. If the Armor table shows “Str 13” or “Str 15” in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score. The Speed racial feature of dwarves allows them to ignore this penalty.

Stealth. If the Armor table shows “Disadvantage” in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Light Armor. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Medium Armor. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Heavy Armor. Heavy armor doesn't apply your Dexterity modifier to your Armor Class, whether positive or negative.

Shields. A shield is carried in one hand. Wielding a buckler or pavise increases your Armor Class by 1. Wielding a normal shield or tower shield increases your Armor Class by 2. Wielding a tower shield also adds a +2 bonus to your Dexterity saves, not compatible with a bonus granted by cover. You can benefit from only one shield at a time. Proficiency in “shields” applies to any type of shield.

Additions. Armor and shields can benefit from certain additions, to the degree provided in the description of each addition. Armor and shields can be created with these additions, or they can be applied later by a skilled armorsmith. In the case of magical armor, a spellcaster might need to work with an armorsmith to ensure that the desired additions will not destroy any magical properties.

ARMOR PROPERTIES

Some armors have special properties related to their use, usually designed to foil certain weapon properties.

Armor properties are not standard to any of the normal armors, and so are not listed on the armor chart. They are applied to armor through the system of masterwork modifications.

Absorbent. The armor is padded with thick batting made from special absorbent fibers. This tends to wipe clean any sharp objects that penetrate it. The wearer of this armor has resistance to poison damage from poison-coated weapons, but not from the fangs of creatures that inject their venom as they bite.

Efficient. This suit of armor is cunningly designed to be much easier to put on or remove. Halve the normal time necessary to don or doff such armor.

Enclosed. This armor's design mostly encloses the body with protective materials that are impervious to liquid. The wearer has resistance to damage from any liquid splashed on her, including contact poisons, defoliant, holy water, and the like. Caustic substances like acid and alchemist's fire are not affected because their damage does not rely on absorption through the skin or a mystical reaction caused by contact with the flesh.

Ersatz. If the wearer of this armor suffers a critical hit, and it was not delivered by a weapon with the ersatz weapon property, the armor sustains significant damage. For every such hit, the armor suffers a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to a protective rating of 10 is destroyed.

A crafter using the applicable artisan's tools can repair this armor if it has not yet been destroyed. Each –1 penalty applied is repaired at a cost of 5% of the armor's charted value.

Hardened. The plating of this armor is particularly resistant to forceful penetration; the wearer's Armor Class is not penalized for attacks made with the breach weapon property. To be fully protected, a shield-bearing character must have this property on both her armor and her shield, since the breach property can apply to either.

Layered. Rather than relying upon a single layer of protective material, this armor uses multiple protective layers cleverly constructed to divert and trap missiles (or their fragments) that would otherwise stick in the wearer's body. Attacks with cruel weapons

do not stick in the armor wearer or leave behind pieces that must be removed. A harpoon requires at least 10 points of damage for it to bind and restrain the armor wearer.

VARIANT: EQUIPMENT SIZES

In most campaigns, you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, a burly half-orc won't fit in a halfling's leather armor, and a gnome would be swallowed up in a cloud giant's elegant robe.

The DM can impose more realism. For example, a suit of plate armor made for one human might not fit another one without significant alterations, and a guard's uniform might be visibly ill-fitting when an adventurer tries to wear it as a disguise.

Using this variant, when adventurers find armor, clothing, and other worn items, they might need to visit an armorsmith, tailor, leatherworker, or similar expert to make the items wearable. The cost for such work varies from 10 to 40 percent of the market price of the item. The DM can either roll 1d4 x 10 or determine the increase in cost based on the extent of the alterations required.

DM's Corner. This variant rule seems too fiddly for normal application. But it does make good sense when transferring armor and clothing between Medium and Small characters. Previous editions assigned percentage cost and weight adjustments to differentiate between equipment of those sizes. The Fifth Edition uses an easier and more efficient system, equating Medium and Small equipment, but it makes very little sense when it comes to costs and weights. Applying this variant rule selectively (between Medium and Small sizes) reintroduces some common sense to the system.

Lightweight. This armor is constructed with expensive, lighter materials. When made lightweight, a suit of light or medium armor reduces its weight by 4 pounds and removes the disadvantage modifier to Dexterity (Stealth) checks, if any. A suit of lightweight heavy armor reduces its weight by 10 pounds and removes the Strength requirement. A lightweight

shield halves its weight and removes the Strength requirement, if any.

Quick-Escape. This suit of armor, or its bulkiest portions, can be removed with a single action. This is advantageous when the armor might inhibit the wearer's swimming or it has been affected by a *heat metal* spell. Donning the suit is no faster than normal.

Reinforced. This armor redoubles its protection over certain vulnerable spots. Weapon attacks made

against the wearer do not benefit from the deadly or high-critical weapon properties.

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield (any)	1 action	1 action

ARMOR					
Item	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Leather scale	25 gp	12 + Dex modifier	—	Disadvantage	15 lb.
Studded leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Layered furs	5 gp	12 + Dex modifier (max 2)	—	Disadvantage	15 lb.
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Brigandine	35 gp	13 + Dex modifier (max 2)	—	Disadvantage	35 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Coin armor	100+ gp	14 + Dex modifier (max 2)	—	Disadvantage	50 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate (<i>field plate</i>)	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	—	Disadvantage	40 lb.
Banded mail	55 gp	15	—	Disadvantage	45 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint (<i>plate mail</i>)	200 gp	17	Str 15	Disadvantage	60 lb.
Plate (<i>full plate</i>)	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shields</i>					
Buckler	15 gp	+1	—	—	2 lb.
Pavise (<i>archer shield</i>)	20 gp	+1	—	—	9 lb.
Shield	10 gp	+2	—	—	6 lb.
Tower shield	45 gp	+2	Str 15	Disadvantage	30 lb.
<i>Additions</i>					
Armor spikes	+25 gp	—	—	—	—
Great helm	+10 gp	—	—	—	3 lb.
Locking gauntlet	+10 gp	—	—	—	—
Reinforced gorget	+4 gp	—	—	—	1 lb.
Shield scone	+5 gp	—	—	—	—
Shield spikes	+15 gp	—	—	—	—
Subtle armor	x2	—	—	—	—

GETTING INTO & OUT OF ARMOR

Donning and doffing armor takes place in a matter of some minutes, depending on the armor's category. Shields can be made ready or stowed in much shorter time.

Don. This is the time it takes to put on armor. It is also the time needed to make ready a shield, bringing it to a ready, usable position. You benefit from the equipment only if you take the full time to don the suit of armor or make ready the shield.

Doff. This is the time it takes to remove armor. It is also the time needed to stow a shield, freeing up that hand for other uses. If you have help doffing a suit of armor, reduce the time by half. You cannot be assisted in stowing a shield.

VARIANT: QUICKER DONNING

With this optional rule, characters can get into armor more quickly in two ways.

First, a character can "hurriedly" don a suit of armor, taking half the listed time. Doing this means the suit is not fully adjusted and fastened. Reduce the Armor Class benefit the suit grants by 1 point and impose disadvantage on Dexterity (Stealth) checks if the armor does not already do this. At any time thereafter, the character can use the remaining requisite time to finish donning the armor, thus gaining its full benefits.

Second, a character that has help getting into armor, perhaps from her squire, halves the necessary time to don it.

A character can both hurriedly don a suit and get help donning it, reducing the time used to one quarter of what is listed on the chart. Neither has any effect on the time required to make ready or stow a shield.

ARMOR COMPLICATIONS

Why not live in armor? There seems to be no penalty for wearing it all the time. You can sleep in armor with no negative effect, bathe in it, swim in it, etc. This does not always make sense. Using some or all of the following variants may encourage players to doff their armor from time to time.

VARIANT: THE RESTLESS REPOSE

Someone who sleeps in armor does not rest easily. Normal sleep is possible, but a worn-out adventurer

will find her sleep less restorative while enclosed in the stifling confines of her armor.

A character that wears armor for an entire long rest cannot remove a level of exhaustion and does not recover previously-expended hit dice. A character can safely wear armor for up to two hours of a long rest, perhaps while standing watch, without invoking this penalty.

VARIANT: THE SAILOR'S CURSE

There is a reason that sailors avoid wearing armor at sea. Surrounded by water and sinking, a suit of armor can weigh down the sailor as surely as a tangle of leaden chains.

Any armor that provides Disadvantage to Dexterity (Stealth) checks is too cumbersome for use in water. Such armor imposes Disadvantage on Strength (Athletics) checks made for swimming.

Such armor also reduces the wearer's movement speed in water; each foot of movement costs 2 *extra* feet (instead of the normal 1 extra foot). Even if the wearer has a swimming speed, such armor means that the wearer must use 2 feet of movement for each actual foot moved.

VARIANT: SLOW AND PONDEROUS

A more severe version of the prior option, this variant resurrects the movement-constraining impact that wearing cumbersome armor had in previous editions.

Any armor that provides Disadvantage to Dexterity (Stealth) checks will likewise impose Disadvantage on Strength or Dexterity checks made related to movement. This includes Strength (Athletics) checks to climb, jump, or swim, as well as all Dexterity (Acrobatics) checks. This does not apply to small-scale movements of the hands, such as checks to pick a lock or tie up a prisoner, nor to feats of raw strength like checks to force open a stuck door or tip over a statue.

Such armor also reduces the wearer's movement speed in water; each foot of movement costs 2 *extra* feet (instead of the normal 1 extra foot). Even if the wearer has a swimming speed, such armor means that the wearer must use 2 feet of movement for each actual foot moved.

DESCRIPTIONS

Armor suits, shields, and attachments are described below.

Armor Spikes. *These short, sharp spikes can be added to any suit of armor.* When you use the attack action to grapple a creature, the target takes 1d3 piercing damage if your grapple check succeeds. Armor so modified is “spiked armor” for purposes of the Battlerager Armor class feature but this damage is not additive with that feature.

Banded Mail. *This resembles leather armor with form-fitted metal bands sewn over important areas. It represents an improvement in protection over ring mail but gaps in the bands provide less protection than the integrated links of chain mail.*

Buckler. *This small, lightweight shield straps to the forearm for ease of use.* It takes only a bonus action to don or doff a buckler, gripping the interior handle or flicking it back to the forearm to put that hand to some other use. This allows you to switch quickly between combat styles.

Breastplate. *A solid plate covering the chest and another on the back, linked with leather straps. This leaves the less-vital portions of the body unarmored, but allows the wearer to retain her full range of motion and move about with little encumbrance from the armor.*

Brigandine. *A doublet of cloth or canvas, to which are riveted a series of oblong, overlapping plates. Although variations exist, this type of brigandine uses a great deal of plates with extensive overlap for maximum protection.*

Chain Mail. *A hauberk and short pants made of heavy, riveted links. A suit of this type includes some sort of forearm protection and a chainmail coif. It also includes a padded layer of cloth underneath.*

Chain Shirt. *A suit of light chainmail that covers just the torso. This armor is often worn between layers of cloth or leather.*

Coin Armor. *This armor constitutes an ostentatious display of wealth. It is crafted as scale armor but uses coins instead of scales. Each coin is punched with holes used to tie the coin scales together and each coin is backed with steel to offset the weakness of the metals used in the coins.* A suit of coin armor requires 2,000 coins; this additional expense (variable based on the coins’ types) is added to the cost of the armor but does not affect crafting times.

Great Helm. *This heavy helmet is more protective than the head covering that normally comes with a suit of armor. It fully encases the head and neck, while a visor fully protects the face. Great helms often bear decorative plumes, crests, or elaborate figurines on top.* Wearing a great helm provides a +1 bonus to saving throws against area spells and effects, like a dragon’s breath weapon or a *fireball* spell. It also grants immunity to the special mechanics of saps and garrotes. Wearing a great helm imposes disadvantage on the wearer’s Wisdom (Perception) checks.

Half Plate. *Sometimes called “field plate,” this is a lighter version of full plate armor. Most of the wearer’s body is covered in connected metal plates. It tends to provide less protection at the joints and the extremities of the limbs than full plate armor.*

Hide. *The treated hide of an animal, fashioned into a protective suit of armor. Hide armor is often used in primitive societies.*

Layered Furs. *Thin or poorly-cured hides, when used in layers, provide significant protection to the wearer. Layered furs are used for protection in primitive societies or as ceremonial armor.*

Leather. *The breastplate and shoulders of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible materials.*

Leather Scale. *A torso and shoulder covering made of stiff, overlapping scales of treated leather.*

Locking Gauntlet. *Built into a suit of metal armor, the fingers of this armored gauntlet are equipped with locking braces designed to keep the wearer from being disarmed.* While holding a weapon in the gauntlet, the wearer can use an action to lock the braces with her free hand. Thereafter, the gauntlet wearer automatically resists disarming attempts. (See page 271 of the *Dungeon Master’s Guide*.) When a weapon is locked in place, the gauntlet wearer cannot put it down or use the hand for anything else. Unlocking the gauntlet also requires another action with a free hand. A locking gauntlet functions as an armor gauntlet if used with unarmed strikes.

Padded. *Padded armor consists of quilted layers of cloth and batting.*

Pavise. *Also called an “archer shield,” a pavise is a convex shield with a prominent central ridge. This shape, and a spike attached to the bottom, allows the pavise to stand on its own and provide cover to someone who crouches behind it.* Placing a pavise (or

picking it up from a placed position) requires an action. Once placed, the user no longer gets a shield bonus but can claim half cover while prone behind it. This cover only applies to the direction the pavis is placed against. When using a battle mat, mark one entire side of the square you are in when you place the pavis. If a straight line drawn from either unmarked corner of your square to any corner of the attacker's square touches or passes through the marked side, the pavis provides you with half cover.

Plate. Sometimes called “full plate,” this armor's shaped, interlocking metal plates cover the wearer completely. Even the extremities are covered in interlocking plates, down to the individual joints covering the backs of each finger. Plate armor is typically worn over an arming doublet, buckled to various parts of the doublet to better distribute the carried weight across the wearer's body.

Reinforced Gorget. A reinforced gorget is a metal collar that protects the wearer's neck and clavicle region. This protective device grants immunity to the special mechanics of garrotes.

Ring Mail. Heavy rings sewn onto a leather covering, this armor is not as protective (or expensive) as a suit with interlocking rings, such as chainmail.

Scale Mail. This armor consists of a leather hauberk and leggings covered by overlapping metal scales.

Shield. A one-handed protective device, this flat or curved plane covers a portion of the body and is actively wielded for blocking attacks. A shield can be made of wood or metal. It provides the protection described in the Armor chart. You can only benefit from one shield at a time.

Shield Sconce. This heat-resistant plate and set of brackets mounts on the front of a shield. This device can attach to any kind of shield except a buckler. It is built to lock in a lit torch or sunrod, allowing the shield-bearer to carry a light source in the same hand as the shield. A shield modified with a sconce cannot also bear an emblem holy symbol or shield spikes.

Shield Spikes. These sharp studs cover the face of a shield, making it into a convincing weapon. They can be applied to a shield, but not a buckler, pavis, or tower shield. When the affected shield is used as an improvised weapon, it inflicts (1d4) piercing damage instead of bludgeoning damage. Additionally, when you use the Attack action to shove a creature, you can inflict the spikes' piercing damage if your check

succeeds. (Do not add your ability modifier to damage when using the spikes in a shove.) A shield modified with spikes cannot also bear a sconce or an emblem holy symbol. Lizardfolk are particularly skilled with spiked shields and can use them to exceptional effect (*Monster Manual*, page 204).

Splint. Narrow vertical strips of interlocking metal, riveted together and backed by leather and cloth padding. Significant overlap of the plates provides exceptional protection (and weight). Chainmail segments cover some of the wearer's joints. The “plate mail” version of this armor uses large, harder plates over the certain sections of the body.

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Subtle Armor. Using various techniques, affected armor takes on the appearance of normal—though sometimes bulky—clothing. Leather padding can be sewn inside canvas tunics and baggy trousers. Chain can be disguised with quilting. Even narrow plates and splinting can be incorporated into the lining of heavy coats. This modification can apply to most armors suits, excluding half plate and plate. Heavy or medium armor with this addition can be identified with a DC 20 Wisdom (Perception) check by anyone within 30 feet. Physically handling any kind of subtle armor reveals its nature without a check. A suit of subtle armor costs twice its normal price.

Tower Shield. A tower shield is much larger and heavier than a standard shield, standing nearly as tall as the person who wields it. In addition to the normal benefit to your Armor Class, while carrying a tower shield, you gain a +2 bonus to Dexterity saving throws. This benefit is not compatible with bonuses granted by cover. You can also perform a special version of the Dodge action by hunkering down behind a tower shield. The benefit of this Dodge is not lost if you are incapacitated because of the stunned condition or if your speed is otherwise reduced to 0.

WEAPONS

Every weapon is classified as either melee or ranged. A melee weapon is used to attack targets within 5 feet, whereas a ranged weapon is used to attack foes at a distance.

WEAPON DAMAGE

This publication uses two old traditions for the damage ratings of some new weapons. Not only should these new weapons give players more options to flavor their characters, the weapons should feel unique in how they operate within the rules. These two systems help to accomplish that unique feel.

DAMAGE KICKERS

A damage kicker is a small addition to (or subtraction from) a weapon's damage dice. For example, a weapon might list "1d8+1" to give a range of 2 to 9 damage or list "2d6-1" to give a range of 1 to 11 damage.

A kicker is a standard part of the weapon's damage roll and is not considered a "bonus" or a "penalty." This means that a critical hit includes the effect of the kicker twice. For example, a weapon that is listed as 1d6+1 inflicts 2d6+2 damage on a critical hit, plus any bonuses or penalties to the attacker's damage roll.

HALF DICE (D2, D3, D5)

Half dice are standard dice rolled to generate numbers within half their normal ranges. The *Player's Handbook* addresses half dice on page 7. For example, to simulate the roll of a d_3 , the official rules direct players to "roll a d6 and divide the number rolled by 2 (round up)." This works equally well for a d_2 (halve a d4 result and round up) and a d_5 (halve a d10 result and round up).

This product attempts to use half dice sparingly. The extra calculation needed to halve dice results can get cumbersome when they are used too frequently. For players intending to employ weapons that make use of half dice for damage, it might be prudent to purchase special dice that fit these ranges. Such dice are available for order from various sources on the Internet.

WEAPON PROPERTIES

Most weapons have special properties. Note that some options are only available through the masterwork armament rules.

Accurate. *Accurate weapons are typified by precise sighting points or aerodynamic features.* This weapon, when used to make ranged attacks, reduces

by 1 point the Armor Class benefit an opponent derives from half cover or three-quarter cover.

Aerodynamic. *This weapon has features that improve its ability to fly (or project its ammunition) over long distances.* A weapon with the ammunition property adds +10/40 to its range increments. A weapon with the charging property adds +10/30 while a weapon with the thrown property adds +5/15.

Alternate (B), (P), or (S). *Alternate weapons have multiple effective striking surfaces.* This weapon can, with no loss of efficiency, employ a damage type other than its default.

Under normal circumstances, you automatically apply the available type that is most advantageous for harming your foe; you do not need to declare which damage type you are using ahead of each attack. But the DM can rule that the alternate type does not automatically apply in some situations. For example, while fighting skeletons that have been disguised using illusion magic, your fighter would not know to use the Alternate (B) damage property and so would not automatically gain the benefit of using bludgeoning damage against them.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

Weapons with this property have two ranges shown in parentheses. The first is the normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

If you use a weapon that has the ammunition property to make a melee attack, treat the weapon as an improvised weapon (see "Improvised Weapons" later in this part). A sling must be loaded to deal any damage when used in this way.

Blast. This property is applied to a weapon by its ammunition, only for the attacks that make use of such ammunition. A weapon using blast ammunition can attack normally or make a blast attack. To make a blast attack, select a primary target that is beyond the weapon's normal range increment (within its long

range), then select 1 secondary target within 5 feet of the primary target. Make one attack and damage roll to apply to both targets.

Normal and blast attacks with this weapon do not add your ability modifier to damage unless the modifier is negative. Normal and blast attacks with this weapon do not suffer disadvantage to hit targets within the weapon's long range increment.

Breach. *Melee breach weapons have long, narrow piercing points while ranged breach weapons are propelled with exceptional force.* If this property is applied to a weapon by its ammunition, it applies only for the attacks that make use of such ammunition. Breach allows attacks to ignore up to 1 point of a target's protection from armor. The attack recalculates accordingly the target's armor benefit (AC points derived from armor, natural armor, and shields). This does not affect AC bonuses derived from other sources like Dexterity modifiers, class features, or magical enhancements. If this property is noted with a number (as in the case of firearms), the breach effect ignores up to the stated number of points of the target's protection from armor.

Charging. You can use a firearm to make a ranged attack only if it is loaded and charged. Each attack with a firearm expends a single load of ammunition and a charge of powder, which are destroyed upon use. Recharging a firearm requires the use of both hands. Recharging with separate loads and powder from a horn requires an action. Firearms with multiple barrels require each barrel to be recharged separately.

Weapons with this property have two ranges shown in parentheses. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

If you use a weapon that has the charging property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in this part).

Cruel. *Cruel weapons have malicious barbs or are built to shatter or splinter in the wound in such a way that a survivor of the attack will suffer additional pains and have difficulty recovering. Such tools are the hallmark of evil creatures and are usually eschewed by goodly and noble societies.*

If this property is applied to a weapon by its ammunition, then it applies only for the attacks that make use of such ammunition. Each successful attack with a cruel weapon leaves a piece (or the entirety) of the weapon or ammunition in the wound. Removing object requires an action and a successful DC 8 Wisdom (Medicine) check, with each failure inflicting 1 additional point of damage.

For each piece of cruel ammunition currently in a target, temporarily reduce its maximum hit points by 1 and increase the DC of any Wisdom (Medicine) checks to stabilize it by 1.

Cruel ammunition is always destroyed when used; you cannot recover any intact pieces after a battle as you might with normal ammunition.

Deadly. *Deadly weapons often have high-quality blades that hold keen, razor-sharp edges.* With any successful attack, you can reroll up to one of the weapon's damage dice if it rolls a 1. You cannot reroll any die that has already been rerolled with another effect (such as the Great Weapon Fighting class feature or the savage attacker feat) and vice versa.

Defensive. *Defensive weapons are typified by prominent parrying surfaces or protrusions that prevent an enemy's weapon from sliding down onto the wielder's hand during a clash.* If you are wielding a weapon with this property and another creature hits you with a melee attack, you can use your reaction to add a +1 bonus to your Armor Class for that attack only, potentially causing the attack to miss you. If you are wielding two weapons with this property the bonus is instead +2. This bonus to Armor Class is not compatible with the bonus from a shield nor does it stack with the benefits of the defensive duelist feat.

Disarming. *A disarming weapon has one or more entangling sections or small hooked protrusions designed to snag a weapon and pull it from the enemy's grasp.* The wielder of a weapon with this property gains a +1 bonus on her opposed attack roll to disarm. Increase this bonus to +2 if the weapon is two-handed or is versatile and used in two hands, or if the user is wielding two single-handed weapons that each have this property. (These benefits do not apply to a Disarming Attack maneuver, which uses unrelated techniques to both disarm and inflict damage with the same strike.)

Even without this weapon property, a creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll

contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item. (This system is presented as an optional rule in the *Dungeon Master's Guide*, page 271.)

Ersatz. Weapons with this property are made from materials that are less-effective than what the weapons are typically crafted from. For example, a dagger normally made with metal might instead be made with sharpened bone, obsidian, wood, or stone. If the d20 for your attack roll produces a 1, the weapon suffers significant damage; in addition to the attack automatically missing, the weapon suffers a permanent and cumulative –1 penalty to damage rolls. If the penalty gets to –5, the weapon is destroyed.

A crafter using the applicable artisan's tools can repair this weapon if it has not yet been destroyed. Each –1 penalty applied is repaired at a cost of 5% of the weapon's normal value.

Attacks made using ammunition with the ersatz property have a –1 penalty to damage. Whether it hits or misses, such ammunition is destroyed when used; none of it can be collected after the battle.

Fine. This weapon is produced from high-quality materials using exceptional techniques. Such items are hard to destroy. Double the weapon's object hardness (if any) and its hit points.

Finesse. Finesse weapons are lightweight, designed for fast, precise attacks. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Fouling: If the d20 for your attack roll produces a 1, the weapon's barrel is fouled; in addition to the attack automatically missing, the barrel is rendered inoperable and the powder and load (or cartridge) is destroyed. A fouled barrel must be cleaned and recharged before it can be used again. This cleaning takes 10 minutes (or 1 minute with a gun repair kit). A loaded firearm is also fouled if submerged, even if it does not have this property.

Handgun. Attacks with weapons that have this property do not suffer disadvantage when made within 5 feet of a hostile creature.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons.

High-Critical. These weapons are the type that make deep wounds; the injuries inflicted are more likely to reach vital organs. If the d20 roll for an attack with this weapon is a 20, your critical hit inflicts significant damage. Any damage dice rolled for the attack that come up as 1s are instead treated as 2s. This benefit does not apply to critical hits scored on d20 rolls other than 20, such as might occur with the Improved Critical class feature or similar effects.

Light. A light weapon is both lightweight and short, suitable for use in the off-hand. When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in your other hand. You don't add your ability modifier to the damage of the bonus attack, unless it is negative. If either weapon has the thrown property, you can throw the weapon instead of making a melee attack with it.

Loading. You can fire only one piece of ammunition from this weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Reach. This weapon adds 5 feet to your reach when you attack with it. Some weapons add more distance, as provided in their individual descriptions.

Special. A weapon with the special property has unusual rules governing its use. Those rules are detailed in the item's individual description.

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.

Weapons with this property have two ranges in parentheses. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Tripping. This weapon is well suited to hook or wrap around your target's supporting limbs, causing it to fall. While wielding this weapon, you gain a +1 bonus on your Strength (Athletics) checks for shoving

a creature (*Player's Handbook* page 195) if you are attempting to knock it prone. Increase this bonus to +2 if the weapon is two-handed or is versatile and used in two hands, or if the user is wielding two single-handed weapons that each have this property. (These benefits do not apply to a Trip Attack maneuver, which uses unrelated techniques to both trip and inflict damage with the same strike.)

Two-Handed. This weapon requires two hands to use.

Unarmed (B), (P), or (S). A device with this property affixes to the knuckles, fingers, or the back of the hand. It often takes the form of a glove. Sometimes it is a set of finger rings (connected or unconnected) that are quite heavy or bear sharp protrusions. Unarmed devices can be made magical as weapons can, or can be silvered or otherwise constructed of exotic materials, increasing the efficacy and versatility of the user's unarmed strikes.

This device modifies the wearer's unarmed attacks. If this weapon property is noted (P) or (S), unarmed strikes using the device may inflict piercing or slashing damage instead of bludgeoning damage. (Unarmed attacks can be made with various body parts, so the wielder is not restricted to attacking with this device.)

Devices with the unarmed property are not gripped in the hand so do not prevent the wearer from holding something else or otherwise using the affected hand. A device with this property requires an action to put on or remove, a task that requires both hands. It cannot be disarmed.

Versatile. Versatile weapons have longer handles than needed, or extra handles positioned at critical points on the weapon. A versatile weapon can be used with one or two hands. The damage value in parentheses that appears with the property is the damage when the weapon is used with two hands to make a melee attack.

Wounding. The sharp portions of a wounding weapon leave viciously-shaped injuries that are prone to bleeding. In addition to normal damage, a successful attack with this weapon inflicts a single (1) additional hit point of damage from bleeding, which occurs at the end of the target's next turn. If the opponent receives any healing prior to that point, the bleeding damage is prevented. Likewise, an action taken to bandage the injuries—a Wisdom (Medicine) check against a DC of 8 or the expenditure of a

healer's kit charge—also prevents any then-existing wounds from inflicting their follow-up damage.

DESCRIPTIONS

The following items have their own specific rules.

Aklys. A long leather thong attaches one end of this weighted club to the wielder's wrist. The club can be used in melee but is also weighted for throwing. It takes an action to attach the thong to the wrist. Once attached, this weapon cannot be disarmed. If thrown with the thong attached, the wielder may use a bonus action to pull back the thong, bringing the club back into the hand.

Ankus. A long handle with a pointed end and a short hook, used to guide elephant mounts.

Atlatl. This tool extends the effective length of the thrower's arm, allowing weapons to be hurled to greater distances. An atlatl is comprised of a handle with a cup or spur at the end into which a dart, greater trident, harpoon, javelin, spear, or trident may be set, either at its butt or at a notched point on the shaft. When such a weapon is launched from an atlatl, both its range increments are increased by a distance equal to the weapon's normal range increment. Alternately, the atlatl can be used to throw grenades or vials, doubling their ranges.

Using an atlatl requires two hands. Because of the time required to attach this device to a thrown weapon, you can throw only one projectile with it when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make.

Battleaxe. A medium-hafted weapon with a rounded blade at one end, designed for chopping.

Blade, Hidden. This small, spring-loaded blade can be hidden in various objects. It is often hidden in stiff articles of clothing, like a leather bracer or the sole of a boot, but it can also be hidden at the end of a staff, at the bottom of a shield, or in various innocuous tools. A hidden blade can be “drawn” as an action or a bonus action, causing the blade to spring into position attached to the object it was concealed in. This typically requires some complex adjustment of the containing item to reveal the blade. One classic example of a hidden blade is called a “toe spike.” This blade is concealed in the sole of a boot and “drawn” by pressing the heel sideways into the ground, causing the blade to appear, projecting from the toe of the boot. A hidden blade is an improvised weapon that closely

WEAPON-LIKE DEVICES

Item	Cost	Damage	Weight	Properties
Atlatl	1 gp	—	2 lb.	Special, two-handed
Cestus	2 gp	—	1 lb.	Unarmed (P)
Garrote	4 sp	—	1/2 lb.	Special, two-handed
Gauntlet, armor	(3 gp)	—	(1 lb.)	Unarmed (B)
Gauntlet, spiked armor	(6 gp)	—	(1 lb.)	Unarmed (P)
Hand razors	5 gp	—	1/2 lb.	Unarmed (S)
Lasso	—	—	—	Finesse, special, thrown (10/30), two-handed
Tail spikes	4 gp	—	1 lb.	Unarmed (P)
Weighted knuckles	1 gp	—	1 lb.	Unarmed (B)

SIMPLE MELEE WEAPONS

Item	Cost	Damage	Weight	Properties
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Crook	5 sp	1d8 bludgeoning	4 lb.	Tripping, two-handed
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (20/60)
Dagger, poison	30 gp	1d4 piercing	1 lb.	Finesse, light, special, thrown (20/60)
Dagger, punch	10 gp	1d4 piercing	1 lb.	Deadly, finesse, light
Fustibalus (staff sling)	2 gp		4 lb.	
<i>sling portion</i>		1d4 bludgeoning		Ammunition (45/180), two-handed
<i>staff portion</i>		1d6 bludgeoning		Versatile (1d8)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Hammer, light	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (20/60)
Handaxe	5 gp	1d6 slashing	2 lb.	Thrown (20/60)
Hatchet	2 gp	1d4 slashing	2 lb.	Light, thrown (20/60)
Hook (<i>baling hook or prosthetic hand</i>)	4 gp	1d3 piercing	—	Disarming
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (30/120)
Knobkerrie	4 sp	1d4 bludgeoning	3 lb.	Light, thrown (10/20)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Mace, liturgical	30 gp	1d6 bludgeoning	4 lb.	Special
Pick, light	3 gp	1d4+1 piercing	2 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sap	4 gp	1d4 bludgeoning	2 lb.	Special
Scourge	3 gp	1d3+1 piercing	3 lb.	Finesse, light, special
Scythe	5 gp	1d8 slashing	4 lb.	Tripping, two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8)
Spear, short	5 sp	1d4 piercing	2 lb.	Thrown (30/90), light
Stake, wooden	1 cp	1d3 piercing	1 lb.	Ersatz, light
Stiletto	5 gp	1d3 piercing	1 lb.	Breach, finesse, light

resembles a small dagger. It inflicts 1d4 piercing damage in combat. The DM decides if a weapon proficiency bonus applies, depending on where the blade is attached; at the end of a pole, the weapon might closely resemble a spear, while a version that projects from a bracer might resemble a punching dagger.

Blowgun. A straight tube of consistent or narrowing diameter, used to project blowgun needles. Blowgun needles do little damage but are often used in conjunction with poisons.

Blowgun, Greater. This longer version of the blowgun allows the user to project blowgun needles to slightly farther ranges. A greater blowgun can also be used as a breathing tube, allowing the user to stay submerged in water.

Bolas. Bolas consist of three round weights at the end of three cords or ropes, tied together at their tails. This thrown weapon is designed to entangle the limbs of foes it hits. A Large or smaller creature hit by bolas must make a DC 10 Dexterity saving throw or be restrained. A bipedal creature that fails the saving throw by 5 or more points is also knocked prone. A creature can use an action to automatically free itself or another creature within its reach. Dealing 2 slashing damage to the bolas (AC 10) also frees the creature, ending the effect and destroying the bolas. Bolas have no effect on formless creatures.

Boomerang. A boomerang is a curved wooden weapon, thrown end-over-end. When thrown by a proficient wielder at a target beyond its normal range increment, it returns to the thrower if the attack misses. The boomerang lands on the ground within 10 feet of the thrower, at a location of the DM's choosing.

Bhuj. Also called an "axe-knife," the weapon's blade is affixed to an axe-like haft. Although shaped like a knife, the large blade is heavy and slightly curved, designed primarily for chopping. The pommel and last few inches of the weapon's haft can be removed as a false bottom sheath. (See Part 3, below.) The removeable portion constitutes the handle of a stiletto, drawn from the hollow butt of the bhuj.

Cestus. This battle glove adds weights and spikes to the knuckles and the back of the hand.

Chatkcha. A triangular or three-pointed throwing blade. Traditional chatkchas are made of crystal but metal serves just as well. This weapon is favored by thri-kreen.

Clawed Gauntlet. Long, bladed claws extend from the back of the hand of this gauntlet.

Club. A club is simply a heavy stick used for clubbing. It is typically made of wood. Clubs come in many variations.

Crook. A staff with a large blunt hook at one end, used by shepherds to control flocks of sheep or goats.

Crossbow (any). A crossbow uses a horizontal bow attached to a wooden stock. The internal mechanism allows a bolt to be loaded and the weapon drawn, held in the firing position for much longer than a bow could be held manually. Crossbows are easier to aim and fire than traditional bows.

Crossbow, Blade Driver. The so-called "disk crossbow" resembles a heavy crossbow except that it has no bow or string. Instead, the weapon bears a complex array of spinning gears. In the same turn prior to making attacks, the wielder must use a bonus action to pump the stock shuttle, spinning up the centrifugal driver. When the weapon is fired, multiple sharpened disks are dropped from the three-chamber magazine onto the spinning driver, which flings the disks at high speed. Every attack with the weapon thus expends three crossbow disks.

If your attack hits, at least one disk strikes the target and there is a chance that one or two additional disks hit as well. If your attack roll, after considering all modifiers, exceeds the target's Armor Class by at least 2 points, a second disk hits. If the roll exceeds the target's Armor Class by at least 4 points, a third disk hits. If one disk hits the target, the weapon's damage is 1d4. If two hit, the weapon's damage is 2d4. If three hit, the weapon's damage is 3d4. If your unmodified attack roll is a 20 (a critical hit), at least 1 disk hits but you must still compare your attack roll to the target's Armor Class to determine the weapon's normal damage dice before doubling them.

Blade driver crossbows have a built-on magazine that holds up to 30 crossbow disks. While the magazine contains any disks, the weapon is not affected by the loading property. Reloading up to 6 disks into the magazine requires an action. If fired with fewer than three disks remaining, the weapon's damage is limited to 1d4 (for one disk loaded) or 2d4 (for two disks).

Crossbow, Heavy Double. A double crossbow has two separate bows, one positioned above the other. Separate triggers fire a bolt individually from each. You can fire only up to two pieces of ammunition from

a double crossbow when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Crossbow, Hand. *This small crossbow is light enough to be aimed and fired one-handed.*

SIMPLE RANGED WEAPONS				
Item	Cost	Damage	Weight	Properties
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (80/320), loading, special, two-handed
Crossbow, light double	50 gp	1d8 piercing	8 lb.	Ammunition (60/240), special, two-handed
Crossbow, light repeating	125 gp	1d8 piercing	7 lb.	Ammunition (40/160), loading, special, two-handed
Crossbow, light pellet	25 gp	1d6 bludgeoning	5 lb.	Ammunition (40/160), loading, special, two-handed
Dagger, throwing	4 sp	1d4 piercing	1/4 lb.	Finesse, special, thrown (20/60)
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (80/320), two-handed
Shortbow, composite	70 gp	1d6 piercing	3 lb.	Ammunition (100/400), special, two-handed
Shortbow, pellet	25 gp	1d5 bludgeoning	2 lb.	Ammunition (40/160), special, two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (30/120)

Crossbow, Hand Repeating. *This hand crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon. The hand repeating crossbow's magazine holds up to 6 crossbow bolts. While the magazine contains any bolts, the weapon is not affected by the loading property. Reloading up to 6 bolts into the magazine requires an action.*

Crossbow, Heavy. *This large crossbow has a heavy pull, often drawn with a crank or lever. It requires special training to manage and operate.*

Crossbow, Heavy Repeating. *This heavy crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon. The heavy repeating crossbow's built-on magazine holds up to 6 crossbow bolts. While the magazine contains any bolts, the weapon is not affected by the loading property. Reloading up to 6 bolts into the magazine requires an action.*

Crossbow, Light. *This simple crossbow is lightweight and easy to manage.*

Crossbow, Light Double. *A double crossbow has two separate bows, one positioned above the other. Separate triggers fire a bolt individually from each. You can fire only up to two pieces of ammunition from a double crossbow when you use an action, bonus*

action, or reaction to fire it, regardless of the number of attacks you can normally make.

Crossbow, Light Repeating. *This light crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon. The light repeating crossbow's built-on magazine holds up to 6 crossbow bolts. While the magazine contains any bolts, the weapon is not affected by the loading property. Reloading up to 6 bolts into the magazine requires an action. This weapon is favored by dero.*

Crossbow, Pellet. *This crossbow has a cupped shuttle attached to its string, used to project stones or other similar projectiles. A pellet crossbow uses sling bullets instead of crossbow bolts for its ammunition.*

Crossbow, Polybolos. *The polybolos is a massive repeating crossbow fired by cranking a side-mounted windlass. The weapon is built onto a collapsible tripod or support frame. It takes one action to place and set up the support frame, making the weapon ready to fire. The polybolos can only be set up on a stable surface but that can be a mobile surface like a wagon or howdah. The polybolos will not fire outside of its set up state.*

It takes one action to break down a polybolos, to fold its framework or support legs into a portable configuration. If the polybolos is moved without

breaking down the supports, double the weapon's weight for encumbrance purposes. Once moved, the weapon will not fire again until it is set up again.

A polybolos can only fire polybolos bolts, larger versions of crossbow bolts that have double the standard cost and weight. A polybolos has a built-on magazine that holds up to 12 polybolos bolts. Reloading up to 6 bolts into the top of the magazine requires an action. Loading is performed by the user

or by an assistant. While the magazine contains bolts, the weapon is not affected by the loading property.

Dagger. *A dagger is a short blade on a handle, typically with a cross-guard to protect the hand. Most dagger blades are double sided and have a pointed tip.*

Dagger, Parrying. *This category of daggers is typically used in the offhand. It incorporates a wider guard, sometimes with a basket hilt or a pair of long prongs angling away from the main blade.*

MARTIAL MELEE WEAPONS (PART 1)				
Item	Cost	Damage	Weight	Properties
Aklys	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (10/15), special
Ankus (<i>elephant goad</i>)	6 gp	1d6 piercing	3 lb.	Light, tripping
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Blade, hidden	20 gp	1d3 piercing	—	Special
Bhuj	25 gp	1d8 slashing	4 lb.	Alternate (P), versatile (1d10)
Clawed gauntlet	6 gp	1d4 slashing	2 lb.	Deadly, finesse, light
Dagger, parrying	6 gp	1d4 piercing	2 lb.	Defensive, finesse, light
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Flail staff	12 gp	1d8 bludgeoning	4 lb.	Reach, two-handed
Flail, twin	16 gp	2d4 bludgeoning	3 lb.	Heavy, tripping
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Hammer, great	25 gp	1d12 bludgeoning	7 lb.	Heavy, two-handed
Harpoon	6 sp	1d6 piercing	2 lb.	Special, thrown (30/60)
Kukri	5 gp	1d4+1 slashing	1 lb.	High-critical, light
<i>Lance</i>				
Combat	10 gp	1d12 piercing	6 lb.	Reach, special
Combat, light	8 gp	1d10 piercing	4 lb.	Reach, special
Great	35 gp	2d8 piercing	15 lb.	Reach, special
Jousting	10 gp	1d8 bludgeoning	6 lb.	Reach, special
Jousting, light	8 gp	1d6 bludgeoning	4 lb.	Reach, special
Mace, heavy	7 gp	1d8 bludgeoning	6 lb.	—
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Maulaxe	30 gp	1d8 slashing	6 lb.	Alternate (B), heavy, versatile (1d10)
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pick, horseman's war	10 gp	1d6+1 piercing	3 lb.	Versatile (1d8+1)
Pick, footman's war	5 gp	1d8 piercing	2 lb.	—
<i>Polearm</i>				
Boarding gaff	5 gp	1d8 slashing	5 lb.	Heavy, reach, tripping, two-handed
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Gythka	25 gp	1d8 slashing	4 lb.	Two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed

MARTIAL MELEE WEAPONS (PART 2)				
Item	Cost	Damage	Weight	Properties
Pincer staff	50 gp	1d6 piercing	7 lb.	Disarming, reach, tripping, two-handed
Quadrens	8 gp	1d3+1 piercing	2 lb.	Disarming, light
Ritiik (<i>talon spear</i>)	5 gp	1d6 piercing	4 lb.	Disarming, thrown (15/45), versatile (1d8)
Scissor	8 gp	1d4 slashing	3 lb.	Defensive, light, special
Scissor, extended	14 gp	1d4 slashing	5 lb.	Defensive, light, special
Slungshot	1 gp	1d4 bludgeoning	2 lb.	Disarming, finesse, tripping
Spear, short hooked	2 gp	1d4 piercing	2 lb.	Finesse, light, tripping
Spear, weighted	7 gp	1d6 piercing	4 lb.	Alternate (B), thrown (15/45), versatile (1d8)
Spiked chain	45 gp	1d6 piercing	4 lb.	Disarming, heavy, reach, tripping, two-handed
<i>Sword</i>				
Bastard sword	25 gp	2d4 slashing	4 lb.	Heavy, deadly, versatile (2d5)
Broadsword	10 gp	2d4 slashing	4 lb.	Heavy
Claymore	60 gp	1d12 slashing	7 lb.	Deadly, heavy, two-handed
Cutlass	15 gp	1d6+1 slashing	3 lb.	Defensive, heavy
Epee (<i>small sword</i>)	30 gp	1d6 piercing	2 lb.	Defensive, finesse
Estoc	25 gp	1d8 piercing	3 lb.	Breach, heavy, versatile (1d10)
Falchion	18 gp	2d4 slashing	5 lb.	Deadly, heavy
Falcata	15 gp	1d6+1 slashing	3 lb.	High-critical
Flamberge	35 gp	2d6 slashing	7 lb.	Heavy, high-critical, two-handed
Gladius	12 gp	1d8 piercing	3 lb.	Alternate (S)
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Kopesh	15 gp	1d6 slashing	2 lb.	High-critical, tripping
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maca (<i>sharktoothed longsword</i>)	20 gp	1d8 slashing	5 lb.	Alternate (B), ersatz, deadly, heavy, wounding
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Saber	25 gp	1d6 slashing	3 lb.	Defensive, finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Shotel	20 gp	1d6 slashing	3 lb.	Alternate (P), tripping, light
Sword cane	35 gp	1d6 piercing	2 lb.	Finesse, light, special
Talwar	20 gp	1d8 slashing	3 lb.	Finesse
Tegha	60 gp	1d10 slashing	5 lb.	Deadly, Finesse, two-handed
Tongi	10 gp	1d6+1 piercing	4 lb.	Versatile (1d8+1)
Trident	5 gp	1d6 piercing	4 lb.	[Disarming], thrown (20/60), versatile (1d8)
Trident, greater	12 gp	1d6+1 piercing	5 lb.	Disarming, thrown (15/45), versatile (1d8+1)
Trombash	8 gp	1d5 slashing	2 lb.	High-critical, light, thrown (15/45)
Waraxe	20 gp	2d4 slashing	5 lb.	Deadly, heavy, versatile (2d5)
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
Whip, basic	1 sp	1d2 slashing	2 lb.	Disarming, finesse, reach, special
Yklwa	1 gp	1d8 piercing	2 lb.	[Ersatz], thrown (10/30)

MARTIAL RANGED WEAPONS				
Item	Cost	Damage	Weight	Properties
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (25/100), loading
Blowgun, greater	15 gp	1 piercing	2 lb.	Ammunition (30/120), loading
Bolas	4 gp	—	2 lb.	Finesse, thrown (20/60), tripping
Boomerang	1 gp	1d4 bludgeoning	2 lb.	Finesse, special, thrown (20/60)
Chatkcha	2 gp	1d6 slashing	1 lb.	Finesse, thrown (30/120)
Crossbow, blade driver	300 gp	1d4, 2d4, or 3d4 slashing	19 lb.	Ammunition (50/200), heavy, loading, special, two-handed
Crossbow, polybolos	550 gp	2d8 piercing	41 lb.	Ammunition (150/600), loading, special, two-handed
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), light, loading
Crossbow, hand repeating	375 gp	1d6 piercing	4 lb.	Ammunition (15/60), light, loading, special
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), heavy, loading, two-handed
Crossbow, heavy double	100 gp	1d10 piercing	22 lb.	Ammunition (75/300), heavy, special, two-handed
Crossbow, heavy repeating	250 gp	1d10 piercing	20 lb.	Ammunition (50/200), heavy, loading, special, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (150/600), heavy, two-handed
Longbow, composite	125 gp	1d8 piercing	3 lb.	Ammunition (180/720), heavy, special, two-handed
Net	1 gp	—	3 lb.	Special, thrown (5/15)
Net, barbed	10 gp	—	3 lb.	Special, thrown (5/15)

Dagger, Poison. A well in the handle of this weapon is designed to hold liquid poison without it drying out; small, hidden channels connect the reservoir to various points along the blade. As a bonus action, you can depress a subtle switch on the handle and flick your wrist, forcing the stored dose of poison out of the reservoir, through the channels, and onto the blade.

Dagger, Punch. This weapon functions as a normal dagger, except that the handle is set perpendicular to the blade. Thrusts with the weapon use a punching motion.

Dagger, Throwing. The blade and handle of this dagger are flat, without quillons or crossguard, and balanced for throwing. Because of this shape, carrying and drawing multiples of this weapon is easy. Up to 3 throwing daggers can be drawn as a single interaction with the environment (or a single action) and held in one hand. This allows characters with Extra Attack or similar class features to throw multiple throwing

daggers in the same turn (using the other hand) without having to use a separate action to draw each one.

Dart. A sharp spike, about the length of a hand, weighted at one end and balanced for throwing.

Fustibalus. A leather sling is attached to the end of this staff. The staff affectively adds length to the user's arm, allowing the sling to be used at greater range. The fustibalus can also be used as a quarterstaff. For an additional 5 gp, a fustibalus can be made as a "staff" arcane focus or a "wooden staff" druidic focus.

Flail. A short chain with a handle attached to one end and a small weight at the other end.

Flail Staff. A flail-headed chain attached to the end of a short staff.

Garrote. A garrote is a strangulation device, typically a strong length of cord or a wire with a handle on each end. A garrote can be used to make a grappling attack. This can only be attempted while you are hidden from the target or the target is otherwise prevented from using reactions, such as a round during

which the target is surprised. If the initial grappling attack is successful with a garrote, the target is grappled. Further, on its next turn, the target begins suffocating.

A creature can survive for a number of rounds of consecutive strangulation equal to its Constitution modifier (minimum of 1 round). During these rounds, the creature acts normally, except that it is grappled. At the start of the target's turn following this period, it drops to 0 hit points. It cannot regain hit points until it can breathe again.

Monsters and unimportant creatures that drop to 0 hit points die, or they can be left unconscious at the strangler's option. Creatures that are normally allowed death saves take longer to kill; they automatically stabilize at 0 hit points if the strangulation stops. But if it continues, the target automatically fails each of its death saves until it dies.

To maintain the suffocating effect, the grappler must use an action for strangulation on each of her turns. If the grappler fails to do so, the count of consecutive rounds of suffocation resets to 0. If the target is at 0 hit points at that time and is still alive, it automatically stabilizes. If the grapple is ever broken, by the target or by some other means, the garrote is removed from the target's neck and the strangulation ends.

Using a garrote requires two hands, both for the initial grappling attack and during the entire strangulation. A grappler using a garrote cannot initiate a pin with the grappler feat. Constructs, oozes, plants, and undead are immune to the suffocating effects of a garrote. At the DM's discretion, certain other creatures may also be anatomically immune, perhaps by having no necks or possessing irregular circulatory systems.

Gauntlet, Armor. *A metal gauntlet formed of overlapping plates, the type used with metal armors.* Any suit of heavy armor or medium armor (other than hide or layered furs) comes with two of these. The parenthetical cost and weight are for buying and carrying the gauntlet separately.

Gauntlet, Spiked Armor. *A metal gauntlet formed of overlapping plates, the type used with metal armors. This version has spikes on the knuckles and the back of the hand.* Any suit of heavy or medium armor with the armor spikes attachment (other than hide or layered furs) already comes with two of these. The

parenthetical cost and weight are for buying and carrying the spiked gauntlet separately.

Greataxe. *A greataxe is a large, long-hafted weapon with an enormous double-bladed axe head. This weapon is so large that it requires two hands to wield.*

Greatclub. *A long, large version of a club, so big that it requires two hands to wield.*

Hammer, Great. *A great hammer is a large, long-hafted weapon with an enormous double-sided hammer head. This weapon is so large that it requires two hands to wield.*

Handaxe. *A simple weapon with a small handle and a chopping blade at the end. A handaxe is suitably balanced for throwing.*

Hand Razors. *A series of rings, sometimes attached to one another, that fit over the fingers of one hand. Small, sharp blades are affixed to the rings. In combat, these are positioned upward, protruding from the knuckles or downward, concealed within the palm of the hand.*

Harpoon. *A harpoon is a thrown weapon designed to impale its target. A trailing rope restricts the target's movement after the weapon binds in the target's flesh.* Despite its standard range increments, a harpoon cannot be used to attack a creature that is farther away than the length of its attached rope. These special rules apply only if the harpoon is attached to such a trailing rope; otherwise treat the weapon in all ways as a javelin.

A harpoon attack that inflicts at least 5 damage binds the target. A harpooned creature is restrained except that it can still move its normal speed, provided it goes no further away from the attacker. This range can be shortened over time if the other end of the rope is attached to a winch.

A harpooned creature can use its action to make a Strength check to free itself from the weapon. The DC is 10, or the damage inflicted by the harpoon attack, whichever higher. A creature with an Intelligence of 7 or higher automatically succeeds at this check, understanding innately how to manipulate the weapon to free itself.

Alternately, the creature can attempt to pull free, dragging the weapon and rope with it. If you control the other end of the rope, this is an opposed check of Strength (Athletics). If the creature is two or more sizes larger than you, this check succeeds automatically. If the rope is tied to an object, the

creature must instead try to burst the rope or drag the attached object.

Hatchet. *This weapon resembles a handaxe, but with a smaller blade.*

Hook. *Hooks are often attached to handles to serve as tools for lifting bales of hay. They can also serve as weapons. In certain cultures, hooks are common prostheses for lost hands.*

Javelin. *A short, light spear balanced for throwing with significant range.*

Knobkerrie. *A club with a weighty head balanced for throwing. A knobkerrie can be the subject of a shillelagh spell but, if the weapon is thrown, the spell ends before it can affect the attack or damage rolls.*

Kukri. *This large dagger has a heavy blade, curved slightly toward its cutting edge. The weapon is designed for chopping.*

Lance, Combat (any). You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a combat lance requires two hands to wield when you aren't mounted.

Lance, Great. *A great lance is an extra-long lance supported by a swiveling pintle mount. The weapon is too large to use, except when affixed to an exotic saddle or howdah on a Huge-size or larger creature. This weapon has a 15-foot reach. You have disadvantage when you use a great lance to attack a target within 10 feet of you.*

Lance, Jousting (any). You have disadvantage when you use a jousting lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted. A jousting lance has a blunt end and is made to break away on impact. A creature wearing heavy armor has resistance to damage inflicted by a jousting lance.

Lasso. *A lasso is a knotted loop of rope used to entangle foes at short range. A Large or smaller creature hit by a lasso suffers no damage but is restrained until it is freed. A lasso has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within reach on a success. A creature with an Intelligence of 7 or higher automatically succeeds at this check, knowing innately how to slip out of the tightened loop.*

Alternately, the rope can be burst with a DC 17 Strength check or severed by dealing 2 slashing

damage to it (AC 10). These options end the effect and permanently shorten the rope.

While you hold the other end of the rope to a restrained target, you can use the rules for shoving a creature (*Player's Handbook*, page 195) to pull the creature 5 feet towards you (instead of pushing it away) or to knock it prone. If mounted and using a saddle, you can use your mount's characteristics when making these checks.

Making a lasso out of the end of a rope shortens the rope's effective overall length by 10 feet. A lasso cannot attack at a range longer than the rope's remaining length. Because it is not a weapon, it does not add your proficiency bonus when making attacks. When you use your action, bonus action, or reaction to lasso a target, you can make only one attack regardless of the number of attacks you can normally make. This does not apply to attacks on an already-restrained target when invoking the rules for shoving a creature, described above.

Light Hammer. *This lightweight hammer has a long handle to increase the power of its swings.*

Longbow. *This bow is typically as tall as the wielder. The distribution of tension over such a large distance gives the weapon a smooth, powerful draw.*

Longbow, Composite. *Composite bows are built with a composite of materials, each with various degrees of flexibility. They have exceptionally strong draws. You can add your Strength modifier to damage rolls with a composite bow, instead of your Dexterity modifier. (But continue to use your Dexterity modifier for to-hit rolls.)*

Mace. *A mace is a simple weapon, a blunt weight at the end of a handle. The head sometimes bears flanges or knobs to decorate the weapon or intensify its impacts.*

Mace, Heavy. *This weapon has a longer handle and heavier head than the normal mace.*

Mace, Liturgical. *This mace has a large, hollow reservoir for holding holy water. The head of the weapon contains dozens of holes that are normally covered by an internal bladder. When the mace strikes a target, the impact jars and compresses the internal bladder, exposing the holes and dousing the target with liquid. If filled with holy water, the liturgical mace inflicts an additional 1d6 radiant damage against a fiend or undead. If filled with defoliant, the liturgical mace inflicts an additional 1d6 acid damage against a plant creature. A single flask of holy water or defoliant*

provides enough liquid to fill the mace, allowing the weapon to be used twice before it is empty. The internal components of the liturgical mace are too delicate to survive loading it with any harsh or volatile alchemies like acid and alchemist's fire, or with poisons of any kind.

Maul. *This weapon resembles a large hammer. Instead of a metal head, the weapon has a much larger wooden head with a huge striking surface.*

Maulaxe. *This heavy-hafted weapon boasts a double-headed combination of an axe blade facing one direction and a large hammer head facing the other.*

Morningstar. *A wood-handled clubbing weapon with a heavy, spiked weight at one end.*

Net. *A net is mesh of interconnected lines designed to entrap targets.* A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, Bonus Action, or reaction to Attack with a net, you can make only one Attack regardless of the number of attacks you can normally make.

Net, Barbed. *This net has dozens of razor-sharp spikes attached at various points.* The weapon functions as a net except that it also inflicts 1d3 piercing damage each time the restrained creature makes a check to free itself. Another creature can attempt to free the restrained target without inflicting damage.

Pick, Light. *A pick consists of a handle with a perpendicular spike affixed across one end. Some picks have two such spikes, set parallel to one another. The pointed spikes of picks are ideal for punching through thin armor.*

Pick, Footman's War. *This heavy pick is simply designed and cheaply manufactured for infantry use.*

Pick, Horseman's War. *This double-spiked pick has an extra-long handle, suitable for use from horseback.*

Pincer Staff. *This weapon has a mechanical joint that the wielder controls, allowing the two opposite claws to clamp down on an enemy's limb or weapon.* Kuo-toa whips are particularly skilled with this

weapon and can use it to exceptional effect (*Monster Manual*, page 200).

Polearm, Boarding Gaff. *A long pole with one or more hooks at the end. This weapon is often used in ship-to-ship boarding actions.* When hooked to the top of a wall or gunnel no more than 15 feet above the wielder, the pole can be climbed like a rope.

Polearm, Glaive. *A single-edged blade mounted on a long haft. The blade curves over at the tip to increase the cutting area.*

Polearm, Gythka. *A short-length polearm with a slashing blade at either end. Traditional gythka blades are made of crystal, but metal is equally effective.* This weapon is favored by thri-kreen.

Polearm, Halberd. *A polearm topped with an irregular head, forming a chopping surface and a piercing point.*

Polearm, Pike. *And extremely long spear-like weapon used primarily in formation fighting.*

Quadrens. *This resembles a dagger except that in the place of a blade, four long, parallel spikes protrude from each corner of a square crosspiece.*

Quarterstaff. *A quarterstaff is a long, straight stick, about as long as a Medium humanoid is tall, or even longer. Quarterstaves can be banded with iron or made with other metals, but they are traditionally wooden.*

Ritiik. *This spear has a forward-facing hook, just below the spear head.*

Sap. *A sap consists of a heavy weight within a sleeve of leather or other padded material. Its purpose is to knock out creatures without killing them.* Once per turn, you can use this weapon to attempt a sapping attack. This can only be attempted while you are hidden from the target or the target is otherwise prevented from using reactions, such as during a round in which the target is surprised. If the sapping attack succeeds and the target is not reduced to 0 hit points, roll 2d6 to calculate a sapping number. If you have the Sneak Attack class feature, add your Sneak Attack dice to the sapping roll. (A sap cannot inflict real Sneak Attack damage because it does not have the finesse weapon property.) If the number generated is equal to or higher than the target's remaining hit points, the target gains the unconscious condition. Otherwise, the sapping roll has no effect. (Constructs, oozes, plants, and undead are immune to sapping.) A sapped creature regains consciousness after 1d4 hours or when it is healed for at least 1 hit point. At the DM's

discretion, other effects can also relieve this unconsciousness.

Scissor. A rare gladiator weapon, the scissor is a metal tube with a small, fan-like blade extending from one end. The user reaches into the tube to grasp the handle, located at the end near the blade. The tube protects the user's forearm, allowing the wielder to block and quickly retaliate with a slash of the razor-sharp blade. You have advantage on any save or check you make to avoid being disarmed of the scissor.

Scissor, Extended. As a scissor, except that the tube is built onto an articulated arm piece that extends all the way up the arm and over the shoulder. It takes two actions to strap into an extended scissor or to take it off. When employing the defensive property, the wielder gains the benefit of having two defensive weapons. (This benefit is not cumulative with another defensive weapon.) When the extended scissor is strapped on, it cannot be disarmed.

Scourge. This short, multi-lash whip is the sort used for administering punishments. It is more intimidating than effective when used as a weapon. Any creature wearing armor (or with natural armor) has resistance to the damage inflicted by this weapon.

Scythe. A two-handed implement with a curled handle and a large, perpendicular, sickle-like blade.

Shortbow. A common weapon in most cultures, this consists of a springy stock or haft, bent into a bow shape by a shorter string connected to both ends. Holding the middle of the bow and pulling the string back increases the weapon's tension; when the string is released, the recoil can rapidly project a missile attached to the string, pushing it past the bow. A shortbow has a shorter length relative to a longbow, better suited for mounted use.

Shortbow, Composite. Composite bows are built with a composite of materials, each with various degrees of flexibility. They have exceptionally strong draws. You can add your Strength modifier to damage rolls with a composite bow, instead of your Dexterity modifier. (But continue to use your Dexterity modifier for to-hit rolls.)

Shortbow, Pellet. The strings of this double-strung shortbow connect at their centers with a cloth or leather cup. The cup seats its projectiles during the draw. A pellet bow uses sling bullets instead of arrows for its ammunition.

Sickle. An agricultural tool with a hooked blade, used for harvesting plants.

Sling. A long thong of leather with a pouch near the center of its length. Both ends of the thong are held in one hand, and the weapon is swung overhead to build momentum before firing. The weapon's ammunition is flung from the pouch as one end of the thong is released.

Slungshot. A short length of rope tied to a round weight at one end. The weapon can be swung quite forcefully and a proficient wielder can make attacks with it from unexpected angles. A slungshot has a loop at the other end that can be attached to (or detached from) the wielder's wrist with an action. If the slungshot is so attached, it cannot be disarmed.

Spear. A long-hafted weapon with a simple point affixed to one end.

Spear, Short Hooked. The backward-facing hook on this short-hafted spear is designed for tripping opponents. Derro are particularly skilled with this weapon and can use it to exceptional effect (*Out of the Abyss*, page 224).

Spear, Weighted. This spear has a heavy weight at the butt, making it suitable for use as a spear or a long-handled club.

Spiked Chain. The spiked chain has various sharp protrusions at strategic points along its length. It is designed to entangle foes. Tlincalli are particularly skilled with this weapon and can use it to exceptional effect (*Volo's Guide to Monsters*, page 193).

Sword (any). Along with spears, swords are the most ubiquitous weapons on the battlefield, a weapon type used in nearly every culture. A sword consists of a handle affixed at the end of a long blade. A cross-pieced usually separates blade and handle, protecting the wielder's hand. The "longsword" is a quintessential version, the weapon to which most other swords are compared in their descriptions and functions.

Sword, Bastard Sword. This weapon is a cross between the longsword and the greatsword. The additional length makes the weapon useful to wield from horseback.

Sword, Broadsword. This weapon resembles a longsword but with a shorter handle and a wider, heavier blade.

Sword, Claymore. This weapon closely resembles a greatsword. The weapon has a heavier blade and its cross-guards are forward-angled with capped with round balls or quaterfoils. This configuration

facilitates some techniques and maneuvers unique to the weapon.

Sword, Cutlass. *A cutlass is a heavy chopping sword favored by sailors. It has a basket or cupped hilt that protects the wearer's hand in battle.*

Sword, Epee (Small Sword). *This small, fast weapon is an evolution of the rapier. It's lighter weight and elegant basket hilt make the sword ideal for dueling.*

Sword, Estoc. *A long-bladed sword that tapers to a narrow, dramatic point. This weapon is used primarily for thrusting.*

Sword, Falchion. *This weapon resembles a broadsword in function, but it has a heavier, slightly-curved blade.*

Sword, Falcata. *The falcata is a larger version of the kukri. Its blade curves slightly forward and is wider at the end, providing greater chopping momentum.*

Sword, Flamberge. *This version of the greatsword has a wavy blade, sometimes with sharp protrusions along its length.*

Sword, Gladius. *This simple weapon is used primarily for thrusting, like a heavier version of the shortsword. Its weight is also suitable for heavy slashing attacks.*

Sword, Greatsword. *A large sword so big that it requires two hands to wield.*

Sword, Kopesh. *The blade of this sword curves into backward-facing sickle shape for the top half of its length.*

Sword, Longsword. *This iconic knightly weapon features a cruciform hilt. The weapon is light enough for single-handed use, but has a long handle (from which it derives its name) that allows it to be wielded two-handed.*

Sword, Maca. *The maca is a heavy wooden sword. Sharp pieces of obsidian, shark teeth, or other natural materials line the cutting edges. Reavers, the foot soldiers of the Crushing Wave cult, are particularly skilled with this weapon and can use it to exceptional effect (*Princes of the Apocalypse*, page 205).*

Sword, Rapier. *A slender, sharply pointed sword, designed for fast, elegant fighting.*

Sword, Saber. *A curved, elegant sword with a basket hilt to protect the wielder's hand. The curved blade makes the weapon excellent for fighting from horseback, where a straight blade might be more likely*

to catch in a body and be pulled from the wielder's grip as she rides past.

Sword, Scimitar. *A light, curved sword, excellent for cavalry use.*

Sword, Shortsword. *This weapon looks like a heavy dagger with a longer blade. The weapon is made primarily for short, vicious thrusts.*

Sword, Shotel. *The blade of this sword curves dramatically forward into a large hook. The weapon resembles an over-sized sickle.*

Sword, Sword Cane. *This covert weapon appears to be nothing more than a simple cane until the handle is twisted and the thin sword blade withdrawn from its length.*

Sword, Talwar. *This weapon resembles a scimitar, except that it has an elongated blade. In some versions, the blade widens near the tip for greater momentum when swinging.*

Sword, Tegha. *This large scimitar was designed for use as an executioner's weapon. It must be wielded with two hands.*

Stake, Wooden. *This weapon is a short, sturdy wooden stick sharpened at one end. The other end is typically flat, suitable for hammering into the ground or into the heart of a resting vampire.*

Stiletto. *This long, thin blade is designed to slip between the plates of armor or the links of chain mail.*

Tail Spikes. *This is a ring that straps onto a creature's tail and locks into place. The ring boasts an array of spikes that can be whipped about to great effect, modifying the user's unarmed attacks. This device is only usable by creatures with long, articulate tails.*

Tongi. *A hafted weapon like a battle axe, but in place of a blade, the weapon has a fanning crescent of spikes.*

Trident. *A spear with three parallel prongs.*
System Change: *The weapon on the chart is modified from its original form to include the disarming weapon property. This is to distinguish the heavier, more expensive martial weapon from its simple cousin, the spear.*

Trident, Greater. *A longer version of the trident, its prongs are wider and often bladed as well as being sharp-tipped.*

Trombash. *A trombash has a large, curved blade, bigger than a dagger. Its function is ceremonial as well as martial.*

Waraxe. *This weapon resembles a large battle axe. It has an impressive head with two opposite axe blades.*

Warhammer. *The handle of this weapon is longer than that of a work hammer. The head is small but heavy enough to inflict tremendous damage.*

Weighted Knuckles. *Weighted knuckles consist of a set of connected rings. Sometimes the rings are connected to a handle, but typically they are just connected to each other in a row. Worn over the fingers, this device protects the wearer's knuckles when punching and adds tremendous impact to such attacks.*

Whip. *The business end of this whip typically has tiny metal blades and barbs in its braided leather strands, making it a weapon suitable for combat.*

Whip, Basic. *This leather whip is too long to be functional with the weighty additives that enhance a normal combat whip. It is still useful in battle, providing a 15-foot reach, rather than the normal 10. And in a pinch, a basic whip can substitute for a 15-foot rope. Creatures wearing armor (or with natural armor) have resistance to the damage inflicted by a basic whip.*

Because of the time required to draw back the entire length for another swing, you can attack only once with this weapon when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make. Stowing a basic whip is a timely process of coiling, taking an action and requiring both hands.

Yklwa. *This primitive war spear has a broad stone head, up to 18 inches long and sharp along its entire length. Because of its large head, the weapon is not sufficiently balanced to throw at the same range as a normal spear.*

IMPROVISED WEAPONS

An improvised weapon includes any object you can wield in one or two hands, such as a heavy rock, a writing quill, or a small table.

Often, an improvised weapon closely resembles an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's option, a character proficient with a weapon can use a similar object as if it were the weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

DM'S CORNER: IMPROVISING TYPES

A handful of monsters are particularly affected by (or resistant to) different damage types. Likewise, some situations call for different damage types; if trapped in a net, you might be better served by having a slashing weapon in-hand than a bludgeoning weapon. Sometimes, using a damage type does more than reduce efficiency, it can be downright dangerous! A black ooze struck by a slashing attack splits into multiple enemies!

The improvised weapons rules may apply when using a weapon in a way that it wasn't intended, like trying to get a different damage type from it. The DM decides which of two forms applies based on the weapon and the situation.

The first use is "intended." In this case, the weapon's intended striking surfaces cover multiple damage types; it's listed damage type simply reflects the most efficient use for the weapon. An "intended" attack can apply the user's proficiency bonus on the to-hit roll because it is "similar to [identical to] an actual weapon." Because this is not the most efficient use of the weapon, the DM should reduce the damage die size by one. Common damage die sizes are, in descending order: 1d12 (or 2d6), 1d10, 1d8 (or 2d4), 1d6, and 1d4.

The second type of off-use constitutes a true "improvised" weapon attack. Such attacks employ unintended striking surfaces and are often quite awkward. A truly "improvised" attack is so far from the weapon's intended application that it cannot benefit from a proficiency bonus. The damage is usually 1d4, bearing no resemblance to a real weapon attack, but the DM can increase the damage die size for a particularly large or clever use. If the weapon is magical, the DM should usually not allow its magical benefits to apply to a truly improvised use.

For example, a longsword most efficiently attacks with its long, slashing edge. But the weapon also has a piercing tip intended for use in battle. Improvising

piercing damage is an “intended” use and should include the user’s proficiency bonus. But the damage should probably be reduced to 1d6 (piercing). To make a bludgeoning attack with the longsword’s pommel, the improvised attack would not benefit from a proficiency bonus and would inflict a mere 1d4 (bludgeoning) damage.

MODIFICATIONS

Some weapons and armor have additional features based on their unique construction or alteration.

ALTERNATIVE MATERIALS

These rules address armaments crafted with alternate materials or techniques.

BRONZE ARMAMENTS

Aside from ceremonial uses, bronze weapons and armor tend to appear only in cultures where iron is rare but copper and tin are not. Bronze armor is sometimes worn by poor knights, those who need to keep up appearances by wearing plated armor but cannot afford the real thing.

A suit of splint, plate, half plate, or a breastplate can be made with bronze instead of iron. Bronze is softer than iron and a bit less protective when used to make armor. Bronze manufacture therefore reduces the armor’s protection by 1 point.

Any piercing- or slashing-damage weapon or ammunition normally made wholly (or mostly) with iron can instead be made with bronze. Bronze weapons have trouble holding a sharp edge. This applies a –1 penalty to damage rolls when using the weapon or ammunition.

Any bronze-made armament costs three-quarters of the price for a normal iron-made version.

ERSATZ ARMAMENTS

Some primitive cultures lack the tools and techniques to fashion armaments out of metal, treated leather, and similar high-grade materials. For others, such materials are too rare or expensive to acquire. Such societies often turn to alternative—particularly non-metal—materials to construct their armor and weapons.

Ersatz armor materials are often taken from fierce armored monsters like bulettes or braxats; they include plate segments cut from armored shells, carefully interwoven and reinforced rings of tough cartilage, or hard lacquered scales. Additional connective materials include bone, cord, and cured plant byproducts. Ersatz weapons are made of similar materials as well as obsidian, bone, wood, horn, antler, stone, and crystal.

Almost any normal armor or weapon can be made of alternative materials, even those not normally crafted from metal. Weapons that have the charging or ammunition weapon properties cannot be made with ersatz materials, but their ammunition can be.

Ersatz armaments cost half their normal, listed prices. Such gear initially performs as well as the real thing, but its fragility is quickly exposed if used for any significant period. Each piece of ersatz equipment is burdened with the ersatz armor property or the ersatz weapon property.

SILVERED WEAPONS

A skilled smith can add silver components to the striking surfaces of a weapon without degrading the weapon’s performance. You can silver a single weapon for 100 gp (or 1 piece of ammunition for 10 gp), allowing it to affect normally any creatures that are immune to or resistant to damage from non-silver weapons. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

DM’s Corner. A skilled smith should be able to add other minerals to weapons for about 95 gp. Alternately, a character can perform the craft herself in about 19 days using smith’s tools. This is useful if the characters ever encounter a source of raw adamantine.

It might also be useful if you employ monsters with new and exotic immunities, resistances, or vulnerabilities. Perhaps you use fey creatures that are vulnerable to cold iron or your shadowlands monsters are resistant to nonmagical attacks not made from jade-infused weapons.

Whatever the case, the players should have to supply or purchase the raw materials needed, in addition to the smith’s fee. It requires about 1 pound of the metal (or 10 standard gemstones) to integrate with a weapon’s striking surfaces. The process

includes replacing, coating, or alloying the existing metal components.

The Trade Goods (Trade Bars) chart above shows the value per pound for some well-known metals. For example, to make a weapon “adamantine” costs 345 gp (95 gp in labor + 250 gp in materials).

VARIANT: SILVER BULLETS

Sling bullets and firearm loads are simply molded lumps of metal. Although the melting temperature of silver is much higher than that of lead, crafting silver bullets is mostly just a matter of filling molds with molten metal.

With this optional rule, sling bullets and firearm loads of pure silver can be made for a much lower cost than other silver ammunition. When silver weapons are really needed, having the adventurers collect silver and craft their own ammunition can add a compelling element to the game.

Crafting a batch of 20 leaden-type sling bullets requires 75 silver coins (or 1.5 pounds weight) in material, beyond the normal cost to craft the ammunition. Under this system, the added cost does not increase the ammunition’s market value for the purposes of crafting time. This means the set of 20 sling bullets can be made in about half an hour using smith’s tools.

Firearm loads are weightier, require more precise measurement, and are harder to craft. A batch of 10 ball or shot loads requires 100 silver coins (or 2 pounds weight) in material, beyond the normal cost to craft the ammunition. A set of 10 *early* firearm loads can be made using jeweler’s tools in about 5 hours. Using *advanced* firearm crafting techniques with a gun repair kit, this takes only 1 hour.

MASTERWORK ARMAMENTS

Masterwork armaments are finely-built examples of arms and armor, so exceptional that they warrant special rules related to their enhanced effectiveness. Masterwork armaments each take on a bonus property, selected from a limited list.

Masterwork armaments are originally crafted as such; a weapon or suit of armor cannot be made

masterwork after its creation. Masterwork armaments take on a slightly different shape or construction to justify their enhanced features, and are obviously of superior craftsmanship. The DM should moderate the design of any masterwork armaments to ensure that the additional property or modification makes sense as applied.

WHY NOT +1?

A previous edition gave masterwork weapons and armor a mundane +1 bonus, as though they were magical items. Various homebrew products suggest the same.

This product does not use that method because of the “bounded accuracy” design of the Fifth Edition rules. Doing so makes it too easy for players to access +1 weapons and armor. Once a certain wealth threshold is reached, the players would make all their armaments masterwork; such a system would allow players to slightly transcend the bounded accuracy range on each of their weapon attacks and when defending against all enemy attacks.

More than this, the ability to customize the function of weapons or armor is far more interesting than adding a simple +1 bonus.

ARMOR

A masterwork suit of armor has 1 additional armor property that the armor does not already possess:

Any masterwork suit of armor can add the absorbent, efficient, enclosed, layered, lightweight, quick-escape, or reinforced armor property.

A masterwork suit of heavy armor may instead add the hardened armor property.

A masterwork buckler, pavise, shield, or tower shield can only add the hardened or lightweight armor property.

WEAPONS

A masterwork weapon has 1 additional weapon property that the weapon does not normally possess:

Melee weapons may add the alternate (one type), deadly, defensive, disarming, fine, high-critical, or tripping property. If it already has the thrown property, it may instead add accurate or aerodynamic.

If it does not have the two-handed property, a melee weapon that normally inflicts 1d6 or more damage can instead be made versatile, increasing the normal damage die by one size or half size, as appropriate. (A 1d6 becomes a 1d8. A 1d8+1 becomes a 1d10+1. A 2d4 becomes a 2d5. And so on.)

Ammunition or charging weapons may only add accurate, aerodynamic, deadly, fine, or high-critical.

PRICING

A masterwork suit of light or medium armor costs 150 gp more than a standard version, as does a masterwork shield of any sort. A masterwork suit of heavy armor or a masterwork weapon costs an additional 300 gp.

Crafting a masterwork armament requires proficiency with the appropriate artisan's tools (leatherworker's tools, smith's tools, or woodcarver's tools) and additional crafting time as indicated by the item's increased market value.

Masterwork armaments are recognized as true works of art by skilled warriors and artisans, and as such can be resold (to the right buyer) for full value.

ORNAMENTED ARMAMENTS

Armor and weapons are sometimes ornamented. This might mean the addition of precious metals and gemstones or intricate inlays and engraving. It takes a skilled smith, one proficient with smith's tools (and jeweler's tools, in the case of adding gemstones), to create such ornamentation without making the armament less effective.

The value of ornamentation varies based on the techniques and materials applied. If at least 50 gp of ornamentation is added to a weapon or suit of armor, the item becomes a work of art and can be resold for its full value—i.e., the full value of the armament plus the full additional value spent for ornamentation. If less than 50 gp of ornamentation is applied, the resell value is equal to half the armament's value plus the full additional value spent for ornamentation.

MISCELLANEOUS SYSTEMS

This section provides updates to the standard feats and proficiency availability, as they relate to armaments, as well as some additional variant rules.

FEAT MODIFICATIONS

The following feats get updates in contemplation of the new armaments available.

DUAL WIELDER

The +1 bonus to Armor Class from this feat applies while wielding a dual weapon.

CROSSBOW MASTER

A repeating hand crossbow qualifies as a hand crossbow for use with this feat.

GREAT WEAPON MASTER

The damage-boosting use of this feat, the one that requires a heavy weapon, can only be used with a two-handed heavy weapon or with a versatile heavy weapon wielded in both hands.

POLEARM MASTER

All weapons charted under the term “polearm” and all weapons from the Extra Polearms exotic list (including hybrid polearms) qualify for both functions of this feat. There are a couple of exceptions and modifications.

The ahlspiess, partisan, pike, and nagaeyari do not qualify for the function that allows a butt attack with a bonus action, nor do any hybrid polearms based on them. These weapons are too long for such adroit manipulation.

When using a bonus action to attack with the butt of a getsugasan, gythka, or lajatang (double-ended polearms), the damage is 1d8 slashing rather than 1d4 bludgeoning.

SHARPSHOOTER

This feat cannot increase the damage of new weapons with damage ratings of 1 or 1d2, nor with items that do not normally inflict damage, like the lasso.

SHIELD MASTER

A buckler cannot support any of the features of this feat. A tower shield cannot be used to bash and it cannot add its shield bonus to Dexterity saving throws. (It already provides a similar benefit.)

CLASS AND RACE PROFICIENCIES

Some classes and racial features provide access to specific weapon proficiencies rather than the entire range of simple or martial weapons. In many cases, new weapons are so similar to these classes' individual proficiencies that it makes sense to include them.

The following weapon proficiencies are *additional* to the class or racial feature's existing proficiencies. Note that this list includes exotic weapons that might not be allowed in your game.

CLASS PROFICIENCIES

Class	Proficiency Additions
Bard	Cutlass, epee, hand repeating crossbow, koyumi, quadrens, repeating koyumi, saber, sword cane
Druid	Ankus, bo, crook, fustibalus, hanbo, jisho, kaiken, kama, kunai, knobkerrie, liturgical mace, poison dagger, ritiik, short spear, short hooked spear, shotel, scythe, shuriken, throwing dagger, trombash, weighted spear, uchine, wooden stake, yari
Monk	Bhuj, clawed gauntlet, flail staff, spiked chain (These "monk weapons" are all useable with the Martial Arts class feature. Proficiency with these weapons is gained by a character that multi-classes into the monk class.)
Rogue	Cutlass, epee, hand repeating crossbow, koyumi, quadrens, repeating koyumi, saber, slungshot, sword cane
Sorcerer & wizard	Bo, crook, fustibalus, jisho, kaiken, kunai, light repeating crossbow, poison dagger, shuriken, teppoyumi, throwing dagger, wooden stake

RACE AND SUB-RACE PROFICIENCIES

Racial Feature	Proficiency Additions
Drow Weapon Training	Cutlass, epee, hand repeating crossbow, kotsurugi, koyumi, quadrens, repeating koyumi, saber, sword cane

Dwarven Combat Training	Daiono, hatchet, kidzuchi, masakari, maulaxe, nata, ono, otsuchi, tongi, urgrosh, waraxe
Elf Weapon Training	Composite daikyu, composite hankyu, composite longbow, composite shortbow, daikyu, estoc, gladius, hankyu, ninjaken, tachi

LONGER LANCES

The following optional rules provide interesting complexities to mounted lance use.

VARIANT: UNHORISING

A successful attack from a charging lancer against a mounted target has a chance to dismount the target.

To unseat another rider, a lance user must ride at least 20 feet in a direct line toward the target, doing so during the same turn and immediately prior to attacking with a lance. The attacker's mount must also be larger in size than the enemy rider. (It does not need to be larger than the enemy mount.)

If the lance attack is successful, the enemy rider must make a Strength saving throw against a DC of 10, or the damage inflicted by the attack, whichever is higher. A rider using a military saddle has advantage on this saving throw. A rider with an exotic strap saddle succeeds automatically.

If the check fails, the enemy rider falls to the ground suffering 1d6 falling damage and landing prone in a place determined by the DM. A flying rider instead takes damage based on its actual falling distance. An underwater rider sinks to the ground but does not take falling damage.

If two characters are jousting one another in a formal event, rather than during the confusion of combat, both riders roll their lance attacks simultaneously. It is possible that both riders fall under such circumstances.

VARIANT: MOUNT SIZES

The standard lance sizes are meant for use with Large mounts like horses. Using a combat lance or a jousting lance one-handed from the back of a Medium size creature (like a mastiff) applies disadvantage to the weapon's attack rolls. The size and bulk of the combat

lance and jousting lance make them too unwieldy to use effectively from the back of such a small mount. This penalty does not apply if the lancer is wielding a *light* combat lance or *light* jousting lance.

PART 3: GEAR

This part addresses the equipment that doesn't fall into the armor or weapon categories, the so-called "utility" gear. It covers "adventuring gear" and "tools" as well as "mounts and vehicles," expanding these categories as they are found in the *Player's Handbook*.

DM'S CORNER: IS INVENTORY

MANAGEMENT REALLY NEEDED?

Some campaigns simply ignore the rules for encumbrance and the management of equipment. Overlooking these standard rules is a particularly useful approach for new players and DMs.

In such campaigns, characters can tote any amount of weight and are only penalized if the DM believes, in some abstract sense, that their gear is too cumbersome. Treasure gets recorded on a list until it can be divided and no one worries about who carries it unless the treasure is particularly bulky.

Likewise, whatever weapons a character wants to use are automatically in-hand when needed; no time or actions (no "interactions with the environment") are required to switch between weapons or to find potions in a backpack. Only the action needed to use the thing—the weapon or potion—is tracked.

ADVENTURING GEAR

What was previously one category is broken down into several subcategories here. The largest is called "general" adventuring gear. Specific subcategories are separated out, including equipment packs, containers, ammunition, magical implements, alchemical brews, herbal brews, and poisons.

ADVENTURING GEAR (GENERAL)

The general subcategory of adventuring gear covers miscellaneous items, things that characters of all types might want to carry on their adventures, but do not fall easily into other subcategories.

DESCRIPTIONS

Adventuring gear from the "general" subcategory is described below.

Abacus. *A rectangular frame with beads that slide on rows of string or wire. This tool is used for tracking large sums and performing arithmetical functions.*

Ascender. *A clasp on this small tool attaches to a harness while the other end is clipped to a rope. A locking set of gears within the device allow the rope to pass through it unhindered in one direction, but will clamp down on the rope, preventing its movement, if it moves the other direction. This allows a character to climb a rope without fear of falling or sliding back down the rope. It also allows the character to stop climbing a rope and use both hands for something else without falling. An ascender can be unlocked with an action or bonus action, allowing the rope to pass freely in either direction.*

Ashiaro. *These wood-cut soles attach to the bottom of normal footwear. Each set is carved to leave a different set of tracks. The tracks can be that of an animal or of a larger or smaller humanoid, perhaps a child. When moving at half speed, a character wearing ashiaro can attempt a Dexterity (Deception) check to leave convincing tracks. (This is a non-standard pairing of an ability and a skill.) A Wisdom (Survival) check made to follow or identify the tracks recognizes the tracks as fake if it equals or exceeds the wearer's check.*

Ball Bearings (Bag of 1,000). *Ball bearings are tiny metal balls spilled to create a distraction and a hazard in the affected area. As an action, you can spill the ball bearings from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.*

Ball Bearings, (Box of 10,000). *This wooden box has multiple compartments with sliding doors, and a complex internal mechanism. The contraption has two functions. Ball bearings can be distributed from it manually; each action used can pour bearings to fill a square area that is 10 feet on a side. The box holds enough balls to cover 10 such areas. Alternately, the contraption can be placed on a flat surface and deployed using a plunger. This requires a single action. Activation by the plunger opens a series of*

spouts, sending ball bearings flooding out in all directions. The ball bearings cover a 15-foot radius area around the square that contains the box. If the covered area is level, a creature moving across it must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through an affected area at half speed doesn't need to make the save.

Banner, Flag, or Pennant. A cloth square, rectangle, triangle, or similar shape, often used to as

a point of identity based on its color, shape, markings, or other adornments. These typically bear complex signs of heraldry, the lore of which can be identified with an Intelligence (History) check.

Bedroll. A blanket and bedding suitable for one person to sleep on and small enough to be rolled up and tied into a cylindrical bundle.

ADVENTURING GEAR (GENERAL, PART 1)					
Item	Cost	Weight	Item	Cost	Weight
Abacus	2 gp	2 lb.	Crowbar	2 gp	5 lb.
Ascender	4 gp	—	Diver's kit	5 gp	4 lb.
Ashiaro	3 gp	1/2 lb.	Doka	1 gp	1 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.	Ear trumpet	2 gp	1 lb.
Ball bearings (box of 10,000)	11 gp	21 lb.	Earplugs	1 sp	—
Banner, flag, or pennant	1 gp	3 lb.	Filtered mask	8 gp	1 lb.
Bedroll	1 gp	7 lb.	Fire kit	4 cp	1 lb.
Bell	1 gp	—	Fishing Tackle	1 gp	4 lb.
Bell kit	12 gp	3 lb.	Glass breaker's kit	15 gp	2 lb.
Blanket	5 sp	3 lb.	Goggles	2 gp	—
Block and tackle	1 gp	5 lb.	Grappling hook	2 gp	4 lb.
Book	25 gp	5 lb.	Grooming kit	5 sp	1 lb.
Book, code	35 gp	5 lb.	Hacksaw	10 gp	2 lb.
Book, lore	30 gp	5 lb.	Hammer	1 gp	3 lb.
Caltrops (bag of 20)	1 gp	2 lb.	Hammer, muffled	4 gp	4 lb.
Caltrops (box of 200)	11 gp	21 lb.	Hammer, sledge	2 gp	10 lb.
Candle	1 cp	—	Harness	3 gp	2 lb.
Chain (10 feet)	5 gp	10 lb.	Hourglass	25 gp	1 lb.
Chalk (1 piece)	1 cp	—	Hunting trap	5 gp	25 lb.
Climber's kit	25 gp	12 lb.	Ink (1-ounce bottle)	10 gp	—
<i>Clothes</i>			Ink, invisible (1-ounce bottle)	15 gp	—
Camouflage	10 gp	3 lb.	Ink pen	2 cp	—
Cold weather	4 gp	6 lb.	Ladder (10-foot)	1 sp	25 lb.
Common	5 sp	3 lb.	Lamp	5 sp	1 lb.
Costume	5 gp	4 lb.	Lantern, bullseye	10 gp	2 lb.
Disguise	10 gp	2 lb.	Lantern, candle	2 gp	1 lb.
Fine	15 gp	6 lb.	Lantern, hooded	5 gp	2 lb.
Peasant	5 cp	2 lb.	Lantern, lighting rig	45 gp	10 lb.
Traveler's	2 gp	4 lb.	Loadstone	1 gp	—
Coin grinder	4 gp	1/2 lb.	Lock	10 gp	1 lb.
Cord, weapon	2 gp	—	Lock, fine	50 gp	1 lb.
Crampons	4 gp	1 lb.	Magnifying glass	100 gp	—

ADVENTURING GEAR (GENERAL, PART 2)					
Item	Cost	Weight	Item	Cost	Weight
Manacles	2 gp	6 lb.	Scale, merchant's	5 gp	3 lb.
Manacles, fine	50 gp	4 lb.	Sealing wax	5 cp	—
Mantlet	80 gp	70 lb.	Shikaro	6 gp	1 lb.
Map, area	5 gp	—	Shovel	2 gp	5 lb.
Mess kit	2 sp	1 lb.	Signet ring	5 gp	—
Mirror, steel	5 gp	1/2 lb.	Slate board	5 cp	—
Oil (1-pint flask)	1 sp	1 lb.	Snorkel	5 cp	1 lb.
Oil (80-pint cask)	8 gp	100 lb.	Snow shoes or skis	2 gp	3 lb.
Oil can (pump)	6 gp	1 lb.	Soap	2 cp	—
Paper (one sheet)	2 sp	—	Spikes, iron (10)	1 gp	5 lb.
Parchment (one sheet)	1 sp	—	Sprayer	6 gp	3 lb.
Perfume (vial)	5 gp	—	Spyglass	1,000 gp	1 lb.
Periscope	8 gp	1 lb.	Spyglass, compact	600 gp	1/2 lb.
Pick, miner's	2 gp	10 lb.	Stretcher, folding	6 gp	5 lb.
Piton	5 cp	1/4 lb.	String or twine (50 feet)	1 sp	1 lb.
Sheath, concealed	4 gp	—	Swim bladders	3 gp	1 lb.
Sheath, false bottom	12 gp	—	Tate	35 gp	35 lb.
Sheath, poison	10 gp	—	<i>Tent</i>		
Pole (10-foot)	5 cp	7 lb.	Pavilion	30 gp	350 lb.
Pole, collapsible (10-foot)	5 gp	5 lb.	Six-person	5 gp	100 lb.
Raiment repair kit	2 gp	1 lb.	Two-person	2 gp	20 lb.
Rain catcher	1 gp	5 lb.	Tinderbox	5 sp	1 lb.
Ram, portable	4 gp	35 lb.	Torch	1 cp	1 lb.
Rations (1 day)	5 sp	[1 lb.]	Torch, signal	1 sp	1 lb.
Rations, compact (1 day)	2 gp	1/2 lb.	Water clock	1,000 gp	100 lb.
Robes	1 gp	4 lb.	Water shoes	4 gp	4 lb.
Robes, fine or silk	50 gp	3 lb.	Weaponblack	1 gp	—
Rope, hempen (50 feet)	1 gp	10 lb.	Whetstone	1 cp	1 lb.
Rope ladder, hempen (50 feet)	3 gp	24 lb.	Whistle, animal	2 gp	—
Rope ladder, silk (50 feet)	26 gp	12 lb.	Whistle, signal	5 cp	—
Rope, silk (50 feet)	10 gp	5 lb.	Winch	7 gp	5 lb.
Saw	3 gp	5 lb.			

Bell. A bell is a metal cup, often with a handle or hook opposite the open end. When struck, the bell makes a resonating note. The typical configuration includes an internal striker attached to the interior such that the bell sounds whenever it is moved.

Bell Kit. A bell kit is a long, thin string to which is attached a series of tiny bells and several delicate tripods that hold the string about 6 inches off the ground. Each bell kit is about 20 feet long. A single kit can be strung across a hallway to provide a warning system or a series of kits can encircle a campsite to

add a ring of security. Alternately, a bell kit can be strung over a pile of equipment to warn of tampering. Ideally, the kit is hidden among foliage or otherwise disguised.

It takes one minute to put a bell kit in place. The resulting trap is triggered when someone crosses the line or interacts with something the bell kit covers, causing the bells to ring gently. The ringing can be easily heard up to 30 feet away. An intelligent creature may spot the trap with a Wisdom (Perception) check, the DC of which is 10, or 12 if the line is somehow

concealed or camouflaged. Success allows the line to be easily bypassed.

Blanket. *A heavy blanket, usually made of wool, often added to a bedroll when sleeping in chilly outdoor climates.*

Block and Tackle. *A set of pulleys with a cable threaded through them and a hook to attach to objects.* A block and tackle allows you to hoist up to four times the weight you can normally lift.

Book. *A book might contain poetry, historical accounts, information pertaining to a field of lore, diagrams and notes on tinkerer's contraptions, or just about anything else that can be represented using text or pictures. Or it can be blank.* Books purchased in this form may be entertaining or informational but apply no game mechanics to benefit the reader. The paper is of insufficient quality for the book to be used as a spellbook.

Book, Code. *This book contains a code necessary for decoding certain messages. Such books are created or purchased in pairs for use in covert affairs. A letter can be encoded using the code key in one of the pair of books and decoded elsewhere using the other. Often such books are disguised as books of another sort, their code keys hidden among otherwise-innocuous text.*

Book, Lore. *A book of lore contains a wealth of information upon a specific subject, helpfully indexed and often illustrated as well.* A lore book is created in one of several forms: arcana, history, nature, or religion. Alternately, a lore book may pertain to a specific craft or trade. A character that spends 1 minute consulting a relevant lore book has advantage on any Intelligence check to recall lore of that type, made at the end of the consultation. This book does not apply its benefit if the DC for the check is higher than 15; higher DCs indicate information that is too rare or esoteric to be found in a reference book.

Caltrops (Bag of 20). *These large metal jacks have sharpened points designed to harm anyone that steps on them. When scattered over the ground, they create a significant hazard.* As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A

creature moving through the area at half speed doesn't need to make the save.

Caltrops (Box of 200). *This wooden box has a hatch on one end and a complex internal mechanism.* The contraption has two functions. Caltrops can be distributed from it manually; each action used to pour the sharpened jacks can cover a square area that is 5 feet on a side. The box holds enough caltrops to cover 10 such areas. Alternately, the contraption can be placed on the ground, pointed a specific direction, and deployed using a plunger. This requires a single action. Activation by the plunger flings open the spring-loaded contraption, spraying caltrops to land in a square area 15 feet on each side, adjacent to the box. Any creature that enters an affected area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle. *A wax taper with a wick that provides a small amount of light when lit.* For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Chain (10 feet). *A chain is a length of interconnected metal rings or ovals. It serves many of the same functions as a rope, but is much more durable.* A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Chalk (1 Piece). *Chalk is a soft, porous rock, typically sold in the form of small rods. It readily marks rough surfaces with crumbly residue, leaving distinct lines.* Chalk is normally white but it can be purchased in other forms, its porous material soaked with dye to allow for writing in specific colors.

Climber's Kit. *A climber's kit comes in a satchel that includes special pitons, boot tips, gloves, and a harness.* You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Clothes, Camouflage. *Camouflage is a manipulation of the visual cues that would normally allow the eye to perceive variations in the environment, variations that signal the presence of something out-of-place. Discordant colors and shapes particularly draw the eye; camouflage seeks to mute*

these effects to maintain concealment. Camouflage clothing is designed to avoid detection, but it applies only in environments the clothing is patterned for. For example, forest-colored camouflage clothing has no benefit in snowy or desert environment.

The following rule applies generally to camouflage methods. When a creature would suffer disadvantage on a Dexterity (Stealth) check because its appearance starkly contrasts its background, such as while hiding in a snowy field, the use of camouflage can negate this disadvantage. Likewise, if a creature attempting a Wisdom (Perception) check would gain advantage for the same reason, the advantage is negated by the camouflage. Effective camouflage operates to prevent game mechanics from penalizing someone or something for a failure to blend in. It is not intended to provide additional benefits to a hiding person for comparisons of Stealth vs. Perception, just negate penalties (and only penalties related to discordant background conditions). The exact application of this effect is left to the Dungeon Master's discretion, particularly the question of whether the camouflage sufficiently matches the environment and covers enough of the hiding character to be effective.

Clothes, Cold Weather. *These clothes provide protection from harsh winter weather and cold environments. The wearer can typically operate unhindered in cold climes for longer and with less environmental detriments than could someone wearing lighter clothing. These clothes provide the benefits of cold weather gear, as mentioned on page 110 of the *Dungeon Master's Guide*. Other benefits of cold weather clothes are left to the Dungeon Master's discretion.*

Clothes, Common. *A set of common clothes includes simple garments like a tunic or shift, trousers, leggings, a cloak, a belt, simple shoes or boots, and various accessories. Common clothes have no fancy stitching or ornamentation.*

Clothes, Costume. *A costume is a flamboyant set of clothes, typically used in acting productions to portray certain characters. Simple costumes can be interchangeable for various roles, but some costumes are so specific to a character that they cannot be used for any other role. If the role of the costume suits, it can also serve as a disguise when impersonating someone of a specific position like a member of the city watch.*

Clothes, Disguise. *This set of loose clothing is made to be worn over other clothes as a generic disguise. It usually includes clothing that conceals the wearer's features, like a low-brimmed hat or a hood. A disguise is typically reversible, with one side mimicking the clothing of a beggar and the other appearing to be the clothes of a person from a middling social class, like a modest merchant. To fool pursuers, the disguise can be torn away with a single action and either stowed in a pack or abandoned somewhere out of sight.*

Clothes, Fine. *This set of clothing is crafted with exceptional quality and is probably well-tailored. Fine clothes can be simple and elegant or flashing and ornamental. Fine clothes are the type typically worn by the wealthy class: nobles, prosperous merchants, and important clergy.*

Clothes, Traveler's. *Traveler's clothes are like common clothes but made for traveling; cloaks are warmer and hooded, boots are higher and water-resistant, mittens or gloves are included.*

Coin Grinder. *This small device looks like a metal cylinder with two halves that can be twisted in opposite directions. The device is used to shave coins, up to ten at a time. It takes one minute to reduce the contained coin or coins to tiny particles. The resulting shavings or powder are suitable for a variety of magical components. For example, the creation of a dose of holy water requires 25 gp worth of silver powder. A character with 250 silver pieces and a coin grinder could convert the coins into suitable components in 25 minutes.*

Cord, Weapon. *A weapon cord is a sturdy hempen cord or leather thong tied securely to the handle of a weapon. The cord is looped at the other end, such that it can be secured to the weapon wielder's wrist using an action, provided the wielder's other hand is free to secure it. Once secured, the weapon cannot be disarmed by normal means. If the user drops the weapon, it hangs from the wrist and can be re-gripped on the wielder's turn, requiring no effort or action to do so. To put the weapon away, the weapon's wielder must use a free hand to remove the loop from her wrist as an action.*

Crampons. *These spiked metal frames are designed to be worn over the soles of shoes, one on each foot. They help the wearer navigate icy terrain without slipping. The toes of the crampons include longer spikes that can dig into ice walls to aid in*

climbing. Crampons give the wearer advantage on saving throws and ability checks to prevent falling on ice. They also allow the wearer to climb icy terrain features without applying penalties from the slipperiness of the surface; treat this Strength (Athletics) check as an attempt to climb a normal, non-icy surface.

Crowbar. *A crowbar is a short, sturdy bar with a flat wedge at each end. It is used to apply leverage when trying to pry things open.* Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Diver's Kit. *This kit contains diving flippers that attach to the feet, a glass-faced rubber diving mask, a snorkel, a short knife, and a diver's can.* A diver's can is a metal tube about one foot long with an air-tight breathing nozzle and an internal plunger. The device holds enough air to provide a diver with a single lungful of air. As the diver's period of breath-holding ends, prior to suffocation, the diver can use an action to manipulate the plunger and breath in the contained air. This allows the diver to begin holding her breath again for another number of minutes equal to 1 + her Constitution modifier (minimum of 30 seconds). The diving flippers each require one action to apply or remove to the feet. They allow the swimmer to move more quickly in water than an unaided swimmer; every 2 feet of movement in water requires only 1 extra foot of movement.

Doka. *These items come in various forms, from small tin pots (often called "hand lamps") to the traditional bamboo tube, sealed at each end.* A doka holds live coals, keeping them viable for up to 1 hour. The device is used for lighting fuses or candles. It can also provide heat to warm the hands and body in inclement weather. During the hour that the coals remain live, the bearer of this item gains the benefits of wearing cold weather gear for the purpose of resisting extreme cold. (See page 110 of the *Dungeon Master's Guide*.) The device is particularly used to warm the hands prior to performing manual dexterity tasks to prevent coldness from inhibiting the action.

Ear Trumpet. *This small funnel-shaped device has a small end that fits into the ear and a larger, hollow end to press against a door or wall.* The user of an ear trumpet gets advantage to any Wisdom (Perception) check to hear things on the other side of the door or wall, so long as the sources of those sounds are within 15 feet of the other side of the door or wall.

Earplugs. *Earplugs do not completely block sound, but they can be useful to when attempting to sleep in the presence of disruptive noises. They are also used to resist certain sorts of magical attacks.* It takes an action to insert or remove earplugs into the user's ears. While worn, the user has the deafened condition but sounds are not perfectly disrupted. The wearer has advantage on any saving throw to resist attacks that require the target to hear them. This includes any charm spells that require the target to speak the same language as the caster.

Filtered Mask. *This layered mask covers the nose and mouth, providing protection against foul air.* The wearer receives advantage on Constitution saves to resist inhaled poisons, dust of sneezing and choking, and similarly harmful particles in the air.

Fire Kit. *This primitive fire-starting kit includes tinder, a wooden block, and a grinding peg. A small bow is used to rapidly turn the grinding peg against the wooden block until the heat ignites tinder placed at its base.* It takes 1 minute to light a fire using a fire kit.

Fishing Tackle. *This includes a wooden fishing rod, silken line, corkwood bobbers, steel fishhooks, lead line-sinkers, intricate flies and lures, and small net traps.*

Glass Breaker's Kit. *A glass breaker's kit is used to bypass glass barriers like windows. It includes tarpaper, a glass-cutting tool, and a rubber suction device to quietly remove an incised piece of glass.* It takes 1 minute using a glass cutter to cut and remove a circle of glass large enough to reach an arm through. It takes 6 minutes to create a hole large enough to crawl through. (The glass cutter cannot cut glass more than 1 inch thick.) Another tool in the kit, tarpaper, is a roll of cloth that is sticky on one side and used to get through glass quickly and safely. It is a less subtle tool than the glass cutter. It takes one minute to apply tarpaper to an area up to the size of a large window. Thereafter, if the glass is shattered, the tarpaper clings to the glass shards keeping them from flying about and being a danger to nearby persons.

Goggles. *Goggles come in multiple types, and for various purposes. They are typically employed for blocking wind from entering the wearer's eyes. Goggles can also be made to negate the glare of sunlight, either using lenses of smoked glass or vertical slits that cover the eyes and block out excess light.* Goggles remove disadvantage to Wisdom

(Perception) checks related to sight if it was imposed by blowing winds or by bright light. This also helps characters with the Sunlight Sensitivity racial trait, negating the disadvantage on Wisdom (Perception) checks, but not on attack rolls.

Grappling Hook. *This device has four opposite, hooked prongs at the end of a short metal rod. At the other end of the rod is a loop large enough to tie a rope to. A grappling hook, when properly thrown, carries a rope to the top of a wall or other obstacle. It clings fast to the edge of the impediment, allowing a climber to navigate the obstacle.*

Securing a grappling hook requires an action and a Dexterity (Athletics) check against a DC of 5, +2 for every 10 feet of distance the hook is thrown. (This is a non-standard pairing of an ability and a skill.) The maximum height the hook can be thrown is 20 feet, +2 feet per point of the thrower's Strength. Failing the check by 4 or less means the hook fails to catch and falls back immediately. Failure by 5 or more indicates that the hook holds initially but comes loose after 1d4 rounds of supporting weight. The DM rolls the Dexterity (Athletics) check in secret so the thrower does not know if the hook is secure or not; a wise climber, one who has enough time for caution, tests the rope for a bit to make sure the hook is secure.

A caught grappling hook can be dislodged from below by flicking the rope. Each attempt requires an action and the same check that would be needed to catch the hook at that height. Success indicates that the grappling hook dislodges and falls.

Grooming Kit. *This small tin contains combs in various sizes, grooming wax, soaps, and various other tools for maintaining personal cleanliness and grooming.*

Hacksaw. *This small saw is designed to cut through metal, particularly metal bars. It ignores the hardness of most objects it saws through. The saw progresses at a rate of 1 hp per round of sawing.*

Hammer. *This mallet has a broad head, more suitable for utility than war.*

Hammer, Muffled. *The head of this hammer is covered by layers of hardened leather or rubberized cloth. The sound produced by using this tool carries only half the normal distance as a normal hammer.*

Hammer, Sledge. *This heavy hammer is used for demolition rather than construction, particularly for breaking down walls, doors, and other building*

materials softer than stone. A sledge can also break apart rocks.

Harness. *A series of straps that surround the wearer with various rings and loops suitable for attaching tools and rope. A character can be suspended comfortably and securely by a harness, allowing her to be hauled up a cliff by her compatriots or lowered into a well. With a bit of adjustment, a harness could instead be attached securely around an inanimate object of about the size of a Small or Medium character. A harness is included in a climber's kit but it can be purchased separately.*

Hourglass. *An hourglass consists of a wooden frame around two vertically-aligned glass bulbs containing sand. The bulbs are connected by a glass tube that restricts the flow of sand such that it takes one hour for it to pass entirely from one bulb to the other. Marks along the bulb measure the height of the sand at various points, delineating when 1 minute, 10 minutes, and 30 minutes have passed since the glass was turned.*

Hunting Trap. *When you set it, this trap forms a saw-toothed steel maw that snaps shut when a creature steps on a pressure plate in the center. Setting a trap requires an action. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.*

Ink. *Ink is a thin liquid that contains dyes. It is used in combination with an ink pen to write on paper, parchment, or similar materials. Ink is available in a variety of colors, but dark gray or light black is the most common.*

Ink, Invisible. *This ink is visible only for a minute or so when applied. Thereafter, it becomes invisible, leaving no visual or tactile trace of itself. The ink can later be revealed by a method that varies depending on its type. This might be the application of heat, as in holding the paper near a candle, or the application of a chemical wash.*

Ink Pen. *An ink pen is a type of stylus with a sharp tip. It is used to create fine lines and writing with ink of any sort.*

Lamp. *A lamp is a container that holds oil with a wick that is lit like a candle. The simplest versions appear no more complex than a clay bowl with a wick clamped to the lip. More complex lamps have multiple chambers to channel air, to fuel the wick, and to discharge smoke and heat. A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.*

Lantern, Bullseye. *A lantern takes the basic form of a lamp, but with a protective enclosure and glass panels that protect the flame and magnify the light emitted. A set of internal mirrors focuses the light in one direction. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.*

Lantern, Candle. *This small lantern holds a candle within a protective enclosure of glass panels that protect the flame and magnify the light. A set of internal mirrors focuses the light in one direction. A candle lantern casts bright light in a 10-foot cone and dim light for an additional 10 feet. A candle placed within the mirrored holder, while lit, burns for 1 hour.*

Lantern, Hooded. *A lantern takes the basic form of a lamp, but with a protective enclosure and glass panels that protect the flame and sometimes magnify the light emitted. This lantern has a shuttering system that covers the glass panels to temporarily block the light. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.*

Lantern, Lighting Rig. *A lighting rig is a very large lantern, too heavy to carry affectively in one hand for any length of time. These devices are often hung from wagons, ships, and lamp poles in villages. This version has three collapsible legs that, when expanded, stabilize the lighting rig and hold it several feet off the ground. It takes one minute to set up the tripod legs or to break them down. A lighting rig casts bright light in a 60-foot radius and dim light for an additional 60 feet. A lighting rig can hold up to 4 pints of oil at a time. Once lit, it burns for 2 hours per pint of oil.*

Loadstone. *This oblong magnetite is a naturally magnetized stone, typically tied to a string. When hung*

suspended in the air, the loadstone turns to align with the magnetic poles. Due to inconsistencies in natural magnetization, a lodestone is not infallible. But it does give the user advantage on any Wisdom (Survival) check to determine which way is north.

Lock. *This device comes in padlock form or is built into a door, case, or similar closure. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check.*

Lock, Fine. *This device comes in padlock form or is built into a door, case, or similar closure. It is a higher-quality version of a normal lock. Two keys are provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 20 Dexterity check. A fine lock has twice the hit points of a normal lock.*

Magnifying Glass. *This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to burn, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.*

Manacles. *Two metal shackles that hold the wrists together, typically behind the back, to prevent the free use of the bound subject's hands. These restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without a key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points. A double set of manacles includes shackles for the ankles, reducing the wearer's movement speed to 5. The wrist shackles and ankle shackles are typically connected by a common chain. Such sets double the listed cost and weight.*

Manacles, Fine. *These shackles are a sturdier, better-crafted version of normal manacles. These restraints can bind a Small or Medium creature. Escaping fine manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 25 Strength check. Each set of fine manacles comes with two keys. Without a key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 20 Dexterity check. Fine*

manacles have 30 hit points. A double set of fine manacles includes shackles for the ankles, reducing the wearer's movement speed to 5. The wrist shackles and ankle shackles are typically connected by a common chain. Such sets double the listed cost and weight.

Mantlet. *A mantlet is a rolling piece of cover designed to protect approaching troops from the missile fire of entrenched enemies. It consists of two vertical shield planes attached perpendicularly to form an "L" shape. Some mantlets have handles inside the L to help a soldier guide the mantlet forward. Some mantlets have narrow slits at eye level to help the user see and navigate the battlefield.* A character behind this awkward device can claim three-quarter cover. When using a battle mat, mark two contiguous sides of the square you are in, forming a right angle. If a straight line drawn from either corner of the unmarked sides of your square to any corner of the attacker's square touches or passes through one of the marked sides of your square, the mantlet provides three-quarter cover.

Map, Area. *An area map usually applies to a region, like a small kingdom or a large barony. It might also apply to a similarly sized geographical area, like an island or a forest.* In addition to designating various points of interest, an area map gives the user advantage on any Wisdom (Survival) checks to accurately navigate the area or to avoid getting lost.

Mess Kit. *A collection of cookware and eating utensils suitable for camping or eating on the trail. These are usually packaged within a portable, lightweight container.*

Mirror, Steel. *This small, glass plate is backed with polished steel. Its surface is highly reflective, with little distortion.*

Oil (Flask or Cask). *Oil is a viscous, flammable substance used to fuel lamps. It typically comes in a clay flask that holds 1 pint or a cask that holds 80 pints.* As an action, you can splash oil from a flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area,

provided that the surface is level. Alternately, you can unstop a cask of oil, causing oil to flow out onto the ground, within two rounds covering an area with a 20-foot radius around the cask. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Oil Can (Pump). *This metal contraption includes a squeezable handle, a pumping tank, and a long, thin applicator. Squeezing the handle forces a measure of oil out of the applicator, typically to oil axles or similar devices. A primary use for adventurers is to silence the hinges of doors. An oil can holds up to 1 pint of oil.*

Paper. *Paper is a very thin, flat sheet or roll of processed wood pulp, often dyed white, used for writing on. Paper is thinner than parchment.*

Parchment. *Parchment is a thin, flat sheet or roll of animal skin, scraped and dried under tension, suitable for writing on.*

Perfume. *This collection of essential oils is formulated for its fragrant properties.* Applying one-twentieth of the vial to a creature or object causes a pleasant scent to emanate from the affected area for 3 hours. Applying double that quantity makes the scent last for 4 hours, but the strength of the scent can become overpowering for some. Perfumes can be purchased in a variety of different scents.

Periscope. *This tube is bent at right angles at each end, the ends pointing in opposite directions. A set of mirrors inside the bends allow the user to look in one end and see out the other.* A periscope allows the user to see around corners or obstacles without exposing herself.

Pick, Miner's. *This miner's tool is good for breaking stone and hard-packed dirt.*

Piton. *Pitons are spikes with eyelets at the butt. They are hammered into cracks in walls, natural or otherwise, to create secure handholds or attach climbing ropes to.*

Pole. *This 10-foot pole is used to test passage walls, ceilings, and floors for traps. Wary adventurers will tap these surfaces as they progress to find hollow areas or hidden pressure plates.*

Pole, Collapsible. *This hollow steel pole is segmented along its 10-foot length. As an action, the pole can be broken down into a more portable form, about 2 feet long. Another action is required to extend*

the pole to its original length and lock its segments into place.

Raiment Repair Kit. *This pouch contains sewing needles, patches, scissors, and a variety of different threads. It is used to repair tears in cloth or leather clothes, or other items made of such materials, such as backpacks or boots.*

Rain Catcher. *A leather tarp that forms a basin when stretched over its collapsible wooden frame. This simple device is designed to catch and hold rain water. It has a plugged funnel at the bottom for filling waterskins and other containers. The device can catch 2 gallons of drinking water per inch of rainfall. The basin holds up to 8 gallons.*

Ram, Portable. *A portable ram is weighty wooden log with a metal prow and handles on both sides. You can use a portable ram to break down doors. When*

doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations. *Sometimes called “iron rations,” these consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts. System Change: The weight of a day’s rations is changed here to 1 lb. The *Player’s Handbook* weight of 2 lbs. seems to be a clear typo; that higher weight it is contrary to the rules in other parts of the *Player’s Handbook* and the *Dungeon Master’s Guide* and it deviates from the identical weight for rations given in multiple prior editions.*

Rations, Compact. *These expensive rations are much like normal iron rations except that they are made with the lightest, most compact foodstuffs to reduce encumbrance.*

DM’S CORNER: STARVATION RULES

Although both the *Player’s Handbook* and *Dungeon Master’s Guide* insist a whole pound of food is necessary each day, the applied mechanics in the standard rules belie this notion. No penalties apply until a number of days passes without food. That number is 3 + the character’s Constitution modifier, to a minimum of 1. At the end of the day following that period, one level of exhaustion is applied.

Remember that a level of exhaustion is removed daily after a long rest, so long as “some food” is consumed. This means an average, healthy human only needs a pound of food every 4 days to operate at peak efficiency so long as nothing else is giving her exhaustion levels during that period.

If starvation is a serious, important part of your game, consider the following variant rule. If starvation is not a real danger you employ for serious, dramatic purposes, skip this rule (and maybe don’t track rations at all).

VARIANT: STRICTER STARVATION

This optional rule only matters if starvation is a serious obstacle in your campaign or if a segment of the adventure requires the characters to suddenly start tracking their consumption. For example, the campaign takes place on a barren world where hunting for food is impossible or a part of the adventure has the characters drifting off course in a storm with no land in sight.

While a creature can survive on a minimal caloric intake, extended periods of starvation are dangerous and can cause permanent organ damage. The way body physiology changes to adapt to starvation often causes severe complications after food is reintroduced, requiring careful refeeding for a healthy recovery.

Under this system, two changes are implemented. First, a normal day of eating does not reset a starving character’s count of days without food to 0. A starving character reduces her count by 2 days for each day she eats normally (consumes 1 pound of food). Additional food in a day is hard to process and does not reduce the count any faster.

Second, at any time the character’s count of full days without food is above 0, she has a level of exhaustion that applies additionally to any other exhaustion derived from starvation. This “hungry” exhaustion level is automatically removed if the character’s count of days without food is reduced to 0. It cannot otherwise be removed.

Robes. *A loose-fitting sleeved garment that can be worn over other clothes or worn by itself. Robes can be decorative, religious (as vestments), or protective (as a smock). Artists sometimes wear robes to protect their clothing from artistic materials like paint. A robe can be worn over any other set of clothes, except for cold weather clothes or a disguise, both of which are too bulky.*

Robes, Fine or Silk. *This robe is made of expensive material. It is typically worn for ceremonial purposes or as a sign of power or affluence.*

Rope (any). *A rope is a twisted braid of strands. These are typically from a fibrous plant like hemp, or some non-plant alternative source, like silk. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.*

Rope Ladder (any). *A rope ladder consists of two parallel ropes connected by a series of short rungs, giving it the overall appearance and functionality of a ladder. At least half of the rungs are rigid wood or metal, holding the two ropes apart at a set distance. A rope ladder can be ascended or descended at the same speed as someone climbing a rope, except that no Strength (Athletics) checks are required. A rope ladder has 4 hit points and can be burst with a DC 19 Strength check.*

Saw. *A hard-toothed blade with a handle designed for cutting wood using a repetitive “sawing” motion. A saw ignores the hardness of wood, cutting through it at a rate of 3 hit points for each action that the user takes to apply the saw. It has no effect on harder materials like metal.*

Scale, Merchant’s. *This small balance is suitable for weighing objects or quantities of objects, up to five pounds. The scale comes with an assortment of weights to use in these calculations.*

Sealing Wax. *This soft stick of wax melts at a low temperature. Scribes use it for sealing scrolls and other messages. Apothecaries use it to seal stoppers in flask and vials. The applications are many and varied.*

Sheath (any). *A sheath is a leather, wood, or metal covering for the blade of a weapon. It is designed to allow the weapon to be stored and carried with ease and safety. All weapons suitable for sheaths are assumed to have normal versions already. Special sheaths normally add nothing to the combined weight of the weapon; they simply cost more based on their additional functionality. Not all weapons are suitable*

for sheathes; the DM will determine which weapons are appropriate to have them.

Sheath, Concealed. *In a boot, up a sleeve, or within a tunic, this sheath serves to conceal a small blade like a dagger. A weapon hidden in a concealed sheath will not be automatically noticed. Someone examining the wearer must succeed at a DC 20 Wisdom (Perception) check to spot the weapon. A person physically touching (searching) the wearer may substitute an Intelligence (Investigation) check. Physically searching applies advantage to the check. A concealed sheath holds a bladed weapon no more than 1 pound in weight, including a dagger, kukri, poison dagger, punch dagger, or stiletto.*

Sheath, False Bottom. *The bottom of this rigid sheath unscrews or otherwise comes apart to reveal a segment of the sheath that is not taken up by the contained blade. This unused segment holds small objects or materials up to 1/2 pound in weight. Alternately, a false bottom can be crafted to contain a dagger, the removed portion acting as the handle and the blade drawn out of the bottom of the sheath. This alternate version adds 1 pound to the combined weight of the weapon and sheath.*

Sheath, Poison. *This sheath is carefully designed to close over the shape of the contained weapon’s hilt, forming a tight seal as the weapon is inserted. If a dose of poison is applied to the weapon, and the weapon returned to the poison sheath, the seal prevents the poison from further drying out. Normal poisons dry out after one minute (10 rounds) of exposure to air. When tracking this time, only count rounds that the weapon has not been in the poison sheath for the whole round. (See the rules for injury poisons, described below in this Part.) Each poison sheath is designed for use with a specific weapon and crafted to match the unique contours of the blade and hilt. Another weapon, even of the exact same type, will not fit perfectly and so will not benefit from the poison sheath’s effects.*

Shikaro. *A hand-cranked drill with a triangular head used to drill spy holes. The shape of the drill head means that holes drilled are larger on the driller’s side, but can leave only a tiny pinhole on the far side of the barrier. This tool ignores the hardness of wood or material of similar toughness. The shikaro requires 1 round of drilling per hit point of the barrier drilled through, though it does not actually remove hit points from the object. When trying to make a spyhole subtly, the user of the shikaro must make a Dexterity*

(Subterfuge) check. (This is a non-standard pairing of an ability and a skill.) The check result sets the DC for an Intelligence (Investigation) by anyone trying to find the spyhole. A person on the pinhole side who looks for it makes this check with disadvantage.

Shovel. *A shovel is a medium-hafted tool with a spade-shaped blade designed to dig in earth or other soft material.*

Signet Ring. *A ring with a unique design used to imprint sealing wax. A signet ring is a very personal device. It is often used as a mark of authority, particularly when given to others to hold on behalf of the owner.*

Snorkel. *The user's end of this breathing tube has a comfortable mouthpiece that can be gripped in the teeth. The device allows a user to breathe while submerged, so long as the other end of the tube protrudes out of the water. A rubberized cloth strap holds the snorkel tube in place against the user's temple.*

Snow Shoes or Skis. *Snow shoes are pairs of circular or oval frames containing sturdy netting. These attach to the soles of the user's boots, allowing her to walk unhindered over snow. Skis are long thin planks, usually treated with wax or metal skids, that allow the wearer to slide easily over snow. Wearing either of these devices allows the user to ignore the effect of difficult terrain that would be applied because of deep snow.*

Soap. *Soap is a small brick of oily solid cleanser used to remove dirt and grime. It can be used for other purposes such as oiling hinges or greasing a slope.*

Spikes, Iron. *These metal spikes have a variety of purposes, from doubling as extra tent stakes to nailing parchment to a door. Iron spikes are most commonly used to spike doors; when hammered into the gap beneath a door, the resulting pressure and friction prevent the door from opening except under great pressure. A spiked door can be forced open with a Strength (Athletics) check against a DC of 20.*

Sprayer. *This device has a pneumatic hand pump attached to a small drum. It is designed to spray liquids. The user can attack a target within 15 feet by spraying it with the sprayer. Because of the wide, predictable dispersion of liquid, this attack roll has advantage. If it hits, the target is affected by the liquid contained within as though it had been splashed by a flask of the substance. Sprayers can project oil, holy water, defoliant, and many other liquids. They cannot*

use corrosive or caustic substances like acid or alchemical fire, as these will destroy the sprayer's delicate internal components. (Doses of contact poison are too small to be used effectively on this scale.) A sprayer's drum can hold up to 4 pints (flasks) worth of liquid. Each attack uses a single pint.

Spyglass. *A cylindrical tube containing ground glass lenses designed to allow the user to see objects at a distance. Objects viewed through a spyglass are magnified to twice their size.*

Spyglass, Compact. *This device is half the size and length of a normal spyglass. Objects viewed through a compact spyglass are magnified to one and one-half times their size.*

Stretcher, Folding. *This stretcher breaks down into a bundle about 2 feet long. It takes 4 actions to assemble or break down the folding stretcher. When carried between two people, an assembled folding stretcher can support a weight of up to 350 pounds, distributing the load evenly between the two carriers.*

String or Twine. *String and twine are very thin versions of ropes. Ropes are indeed made up of the type of strands that constitute string or twine. String or twine has 1 hit point and can be burst with a DC 8 Strength check.*

Swim Bladders. *This simple vest has four air-tight bladders attached to it, two in front of the shoulders and two behind. While wearing swim bladders, a Small or Medium creature has advantage on any ability checks for swimming related staying at the surface of the water. Conversely, disadvantage applies if a Small or Medium wearer is purposefully trying to dive or operate below the surface. If unconscious and wearing swim bladders, a Small or Medium creature will float in calm waters rather than sinking.*

Tate. *A tate is a heavy, free-standing bulwark. It consists of a flat wooden plane with a jointed leg allowing it to be set in position with the plane nearly vertical. A tate stands at about half the height of a Medium humanoid. Picking up or placing a tate requires an action. Once placed, the tate provides cover to a person standing behind it, but this cover only applies to the direction it is placed against. When using a battle mat, mark one entire side of the square you are in when you place the tate. If a straight line drawn from either unmarked corner of your square to any corner of the attacker's square touches or passes through the marked side, the pavise provides you with half cover. You can also hunker down behind a tate,*

dropping prone to claim three-quarter cover, but this applies only to ranged attacks and only to attacks passing across the tate as indicated above.

Tent, Pavilion. *A pavilion is a large, often circular shelter with room enough to stand in. Hanging curtains separate the interior into separate chambers, each large enough for a bed or a table. A pavilion can sleep up to 30 people in cramped quarters, but is typically used to house a small group of important people. This tent can be erected in 24 minutes by one person, in 12 minutes by two people, or in 6 minutes by three or more people.*

Tent, Six-Person. *A shelter like the two-person tent, but this version sleeps six. This tent can be erected in 8 minutes by one person, in 4 minutes by two people, or in 2 minutes by three or more people.*

Tent, Two-Person. *This canvas shelter is carried in a compact form. It consists of a lightweight frame of metal rods, several tent stakes, cords, and the tent itself. This tent can be erected in 4 minutes by one person, or in 2 minutes by two or more people.*

Tinderbox. *A small box filled with highly-flammable tinder, flint, and a steel striker. These tools are used to quickly light fires, striking sparks off the flint to ignite the tinder. It takes one action to light something with a tinderbox.*

Torch. *A torch is a wooden rod with a mass of rags, treated with tow or bitumen, wrapped around one end. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.*

Torch, Signal. *Like a torch, but crafted to burn with distinctly-colored light. A signal torch burns for 1 hour, providing bright light in a 15-foot radius and dim light for an additional 15 feet. The light burns as a specific color; this is useful for signaling great distances but the colored light is not good for illumination. If you make a melee attack with a burning signal torch and hit, it deals 1 fire damage.*

Water Shoes. *These circular flotation devices attach to the wearer's feet. Using a pole for stability and propulsion, the wearer can cross very calm water at a very slow speed. Each foot of movement applied with water shoes costs the wearer 3 extra feet.*

Weaponblack. *This sticky, black substance is used to dull the sheen of metal blades and armor, camouflaging them for dark environments. Metal armaments can be blackened with this substance,*

preventing them from standing out against shadows or dark backgrounds. This can help a user's camouflage attempts. (See camouflage clothes, above.)

Whistle, Animal. *This whistle produces a sound of such a high pitch that only certain creatures can hear it. Only creatures with the Keen Hearing and Smell or Keen Hearing trait (or the Keen Senses trait as it relates to hearing) can hear the whistle. Those who can hear the whistle can hear it up to 600 feet away.*

Whistle, Signal. *A signal whistle is an instrument that produces a shrill sound from the user's breath. The sound can easily be heard up to 300 feet away.*

Winch. *A winch is attached to one end of a rope and is turned to incrementally shorten the effective length of the rope. A single action used to turn the winch draws in 10 feet of rope. A winch allows the user to drag up to double the weight it normally can, so long as the winch is attached to a heavier object than its burden or is set into stone with four pitons. When used in combination with a block and tackle, the user can hoist up to eight times the weight it can normally lift. A winch can draw in a maximum of 200 feet of rope. A large winch (double the cost and weight), can draw in a maximum of 500 feet of rope.*

EQUIPMENT PACKS

Equipment packs provide a solid range of starting gear for characters of various types. Each one generally includes a carrying container, a light source, rations, and a handful of other practical and themed contents.

Equipment packs tend to be priced slightly below the sum of the costs of their individual contents. The weight for the individual contents of each pack is broken down in the descriptions below.

SWAPPING EQUIPMENT PACKS

If you use the class-and-background method to generate starting gear, you can exchange the pack you start with for another pack of equal or lower value.

MAXIMUM PACK COST BY CLASS

Cost	Class
40 gp	Bard, warlock, wizard
19 gp	Cleric, paladin
12 gp	Fighter, monk, ranger, rogue, sorcerer
10 gp	Barbarian, druid

The above chart shows the maximum value of equipment pack that each class can swap to if using the class-and-background method for starting gear.

DESCRIPTIONS

Equipment pack contents are provided below, with each component's weight noted parenthetically.

ADVENTURING GEAR (EQUIPMENT PACKS)					
Item	Cost	Weight	Item	Cost	Weight
Arcanist's pack	35 gp	8 lb.	Lockbreaker's pack	40 gp	33 lb.
Artisan's pack	38 gp	41+ lb.	Merchant's pack	19 gp	44 lb.
Builder's pack	25 gp	50+ lb.	Messenger's pack	10 gp	52 lb.
Burglar's pack	12 gp	42½ lb.	Minstrel's pack	36 gp	29 lb.
Chef's pack	30 gp	49 lb.	Monster hunter's pack	33 gp	49½ lb.
Courtier's pack	30 gp	32½ lb.	Naturalist's pack	55 gp	48 lb.
Crafter's pack	12 gp	47+ lb.	Noble's pack	40 gp	51 lb.
Diplomat's pack	39 gp	36 lb.	Priest's pack	19 gp	21 lb.
Dungeoneer's pack	12 gp	51½ lb.	Rider's pack	12 gp	72 lb.
Entertainer's pack	40 gp	33 lb.	Sailor's pack	32 gp	50 lb.
Explorer's pack	10 gp	68 lb.	Savage's pack	5 gp	22 lb.
Fabricator's pack	65 gp	52+ lb.	Scholar's pack	40 gp	11 lb.
Healer's pack	16 gp	29 lb.	Soldier's pack	10 gp	51 lb.
Illustrator's pack	25 gp	29+ lb.	Spy's pack	40 gp	30 lb.
Infiltrator's pack	39 gp	40½ lb.	Supplicant's pack	40 gp	42 lb.
Knight's pack	39 gp	85 lb.	Tracker's pack	10 gp	36 lb.
Laborer's pack	10 gp	51 lb.	Traveler's pack	10 gp	44 lb.

Arcanist's Pack. Includes a backpack (5), 5 candles (0), a tinderbox (1), a scroll case containing arcane diagrams (1), and a wand (1). Also includes an arcana lore book (5) or a traveling spell book (5).

Artisan's Pack. Includes a chest (25), a protective smock or robe (4), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes glassblower's tools (5), jeweler's tools (2), or smith's tools (8).

Builder's Pack. Includes a chest (25), a protective smock or robe (4), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes carpenter's tools (6) or mason's tools (8).

Burglar's Pack. Includes a backpack (5), bag of 1,000 ball bearings (2), 10 feet of string (0), a bell (0), 5 candles (0), a crowbar (5), a hammer (3), 10 pitons (2½), a hooded lantern (2), 2 flasks of oil (2), a tinderbox (1), 5 days of rations (5), and a waterskin (5). The pack also has 50 feet of hempen rope (10) strapped to the side.

Chef's Pack. Includes a backpack (5), a basket (2), fishing tackle (4), a mess kit (1), a small box of

spices (0), brewer's supplies (9), cook's utensils (8), a brick of soap (0), a tinderbox (1), a hooded lantern (2), 2 flasks of oil (2), 10 days of rations (10), and a waterskin (5).

Courtier's Pack. Includes a chest (25), a signet ring (0), sealing wax (0), a set of fine clothes (6), a grooming kit (1), a steel mirror (1/2), a vial of perfume (0), and a bar of soap (0).

Crafter's Pack. Includes a chest (25), a protective smock or robe (4), a tinderbox (1), a hooded lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes cobbler's tools (5), leatherworker's tools (5), potter's tools (3), weaver's tools (5), or woodcarver's tools (5).

Diplomat's Pack. Includes a chest (25), 2 cases for maps and scrolls (2), a set of fine clothes (6), a bottle of ink (0), an ink pen (0), a lamp (1), 2 flasks of oil (2), 5 sheets of paper (0), a vial of perfume (0), sealing wax (0), and soap (0).

Dungeoneer's Pack. Includes a backpack (5), a crowbar (5), a hammer (3), 10 pitons (2½), 10 torches (10), a tinderbox (1), 10 days of rations (10), and a

waterskin (5). The pack also has 50 feet of hempen rope (10) strapped to the side.

Entertainer's Pack. Includes a backpack (5), a bedroll (7), 2 costumes (8), 5 candles (0), 5 days of rations (5), a waterskin (5), and a disguise kit (3).

Explorer's Pack. Includes a backpack (5), a bedroll (7), a mess kit (1), a tinderbox (10), 10 torches (10), 10 days of rations (10), and a waterskin (5). The pack also has 50 feet of hempen rope (10) strapped to the side.

Fabricator's Pack. Includes a chest (25), a protective smock or robe (4), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes alchemist's supplies (6) or tinker's tools (10).

Healer's Pack. Includes a backpack (5), a bedroll (7), a plague mask (1), a healer's kit (3), 2 herbal poultices (1), a jar of leeches (0), a candle lantern (1), 5 candles (0), a tinderbox (1), 5 days of rations (5), and a waterskin (5).

Illustrator's Pack. Includes a basket (4), a protective smock or robe (4), an ink pen (0), 4 bottles of ink in various colors (0), a scroll case (1), 5 sheets of paper (0), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes one of the following: calligrapher's supplies (6), cartographer's tools (6), painter's supplies (5), or a forgery kit (5).

Infiltrator's Pack. Includes a backpack (5), a climber's kit (12), an ascender (0), a candle lantern (1), 5 candles (0), a tinderbox (1), a grappling hook (4), 10 pitons (2½), an animal whistle (0), 5 days of rations (5), and a waterskin (5). The pack also has 50 feet of silk rope (5) strapped to the side.

Knight's Pack. Includes saddlebags (8), a military saddle (30), a bit and bridle (1), a bedroll (7), a banner (3), a signet ring (0), a mess kit (1), a tinderbox (10), 10 torches (10), 10 days of rations (10), and a waterskin (5).

Laborer's Pack. Includes a backpack (5), block and tackle (5), a crowbar (5), a lamp (1), two flasks of oil (2), 5 days of rations (5), and a waterskin (5). The pack has 50 feet of hempen rope (10) strapped to the side. It also includes a miner's pick (10) a shovel (5) strapped to the back.

Lockbreaker's Pack. Includes a chest (25), a set of thieves' tools (1), a glass breaker's kit (2), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5).

Merchant's Pack. Includes a chest (25), a lock (1), an abacus (2), a merchant's scale (3), 5 pieces of chalk (0), a slate board (0), a lamp (1), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5).

Messenger's Pack. Includes a backpack (5), a bedroll (7), a satchel (3), a protective case for letters (1), 3 bags of caltrops (6), a tinderbox (10), 10 torches (10), 10 days of rations (10), and a waterskin (5).

Minstrel's Pack. Includes backpack (5), a bedroll (7), a lamp (1), 3 flasks of oil (3), 5 days of rations (5), a waterskin (5), and a flask of common spirits (1). Also includes one of the following: a set of birdpipes (2), a lyre (2), a lute (2), a pan flute (2), a thelarr (2), or a viol (2).

Monster Hunter's Pack. Includes a chest (25), a crowbar (5), a hammer (3), three wooden stakes (3), an amulet holy symbol (1), a flask of holy water (1), a set of manacles (6), a steel mirror (1/2), a flask of oil (1), a tinderbox (1), and 3 torches (3).

Naturalist's Pack. Includes a backpack (5), a bedroll (7), a bell kit (3), a map case (1), an area map (0), a mess kit (1), a nature lore book (5), an animal whistle (0), a tinderbox (1), 10 torches (10), 10 days of rations (10), and a waterskin (5).

Noble's Pack. Includes a chest (25), a signet ring (0), sealing wax (0), a set of fine clothes (6), a grooming kit (1), a bottle of ink (0), an ink pen (0), 10 sheets of parchment (0), a hooded lantern (2), 2 flasks of oil (2), a mess kit (1), 10 days of rations (10), and a waterskin (5).

Priest's Pack. Includes a backpack (5), a blanket (3), 10 candles (0), a tinderbox (0), an alms box (2), 2 blocks of incense (0), a censer (1), vestments (3), 2 days of rations (2), and a waterskin (5).

Rider's Pack. Includes saddlebags (8), a worn-out riding saddle (25), a bit and bridle (1), a bedroll (7), a mess kit (1), a tinderbox (10), 5 torches (5), 10 days of rations (10), and a waterskin (5).

Sailor's Pack. Includes a chest (25), a blanket (3), a belaying pin (club) (2), fishing tackle (4), navigator's tools (2), a grappling hook (4), and 50 feet of hempen rope (10).

Savage's Pack. Includes a satchel (3), a blanket (3), a fire kit (1), 5 torches (5), 5 days of rations (5) and a waterskin (5).

Scholar's Pack. Includes a backpack (5), a book of lore (any) (5), a bottle of ink (0), an ink pen (0), 10 sheets of parchment (0), a little bag of sand (0), and a small knife (1).

Soldier's Pack. Includes a backpack (5), a bedroll (7), a signal whistle (0), a healer's kit (3), a tinderbox (10), 10 torches (10), a mess kit (1), 10 days of rations (10), and a waterskin (5).

Spy's Pack. Includes a backpack (5), a blanket (3), a disguise kit (3), 5 sheets of paper (0), a bottle of invisible ink (0), an ink pen (0), an ear trumpet (1), a lamp (1), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5).

Supplicant's Pack. Includes a backpack (5), a religion lore book (5), an amulet holy symbol (1), a tinderbox (10), 10 torches (10), a mess kit (1), 5 days of rations (5), and a waterskin (5).

Tracker's Pack. Includes a backpack (5), a bedroll (7), a tinderbox (1), 10 torches (10), a lodestone (0), a pair of goggles (0), a loadstone (0), 5 days of rations (5), and a waterskin (5). The pack also has a set of cold shoes (3) strapped to the side.

Traveler's Pack. Includes a backpack (5), a bedroll (7), a map case (1), an area map (0), a tinderbox (10), a mess kit (1), 5 torches (5), 10 days of rations (10), and a waterskin (5).

CONTAINERS

Containers are the quintessential adventuring tool. They carry equipment toward the adventure and, at the conclusion, carry treasure away from it!

DESCRIPTIONS

Containers are described below. The carrying capacity of each container is carefully charted above, near the start of this Part.

Backpack. A rectangular leather container with shoulder straps, worn on the back.

Bandoleer. This leather strap is worn over one shoulder and crosses diagonally across the chest and back. It has small pouches or ties that can hold up to 6 tiny objects along its length. Contained objects must each weigh 1 pound or less. Bandoleers are excellent for holding small thrown weapons like darts and daggers. Any number of such weapons can be drawn from the bandoleer in a turn, counting only as a single interaction with the environment. Removing any other types of item from a bandoleer counts as normal, individual interactions with an object.

Barrel. A cylindrical container made of wooden slats or staves. The whole container is bound in wood or metal hoops. Barrels are water-tight, capable of containing liquids.

Basket. A container available in various shapes, crafted of woven wood fibers or reeds.

Bottle, Glass. A container for liquids, often with a narrow neck and a water-tight stopper.

Box. A square or rectangular container, typically made of wood.

Box, Map or Scroll. A thin, rigid, rectangular container for storing stacks of paper or parchment.

ADVENTURING GEAR (CONTAINERS)					
Item	Cost	Weight	Item	Cost	Weight
Backpack	2 gp	5 lb.	Flask or tankard	2 cp	1 lb.
Bandoleer	2 gp	2 lb.	Haversack	5 gp	7 lb.
Barrel	3 gp	70 lb.	Jug or pitcher	2 cp	4 lb.
Basket	4 sp	2 lb.	Ketch	2 gp	3 lb.
Bottle, glass	2 gp	2 lb.	Pot, iron	2 gp	10 lb.
Box	1 gp	1 lb.	Pouch	5 sp	1 lb.
Box, map or scroll	5 gp	2 lb.	Quiver	1 gp	1 lb.
Bucket	5 cp	2 lb.	Rucksack	9 gp	9 lb.
Case, crossbow bolt	1 gp	1 lb.	Sack	1 cp	1/2 lb.
Case, map or scroll	1 gp	1 lb.	Sack, large	5 cp	1 lb.
Cask or keg	2 gp	12 lb.	Satchel	1 gp	3 lb.
Chest	5 gp	25 lb.	Satchel, water resistant	5 gp	3 lb.
Compartment, hidden	5 gp	—	Vial	1 gp	—
Crate	2 gp	40 lb.	Waterskin (full)	2 sp	5 lb.

DM'S CORNER: MANAGING CONTAINERS

The number of containers someone can carry is up to the DM. The following rational limitations are only suggestions.

An adventurer cannot simultaneously employ more than 1 backpack, haversack, or rucksack, unless the additional container is carried in a hand.

Multiple satchels are possible, even multiples worn over the same shoulder. A character can carry a great deal of gear this way, even to the point of looking quite ridiculous.

Any reasonable number of pouches can be worn around the belt, on shoulder straps, or on a harness. You don't need to buy such affixture points separately; a belt is intrinsic to any type of clothing, while shoulder straps and other harness points are intrinsic to common clothes and traveler's clothes.

A character can wear two ammunition-bearing quivers, ketches, or crossbow cases at a time. Additional containers of this type cannot be readily-enough accessed to allow the smooth drawing and loading of the contained ammunition.

A character can wear two bandoleers at a time. Additional bandoleers will interfere with the character's ability to quickly access equipment from every bandoleer worn.

A horse or similar beast with a saddle can bear one set of saddlebags. A humanoid can also carry one set of saddlebags over the shoulder but this interferes with other containers carried over the chest or back; the character cannot simultaneously employ a backpack, haversack, rucksack, bandoleers, or any pouches attached higher than the belt.

A horse, donkey, or mule with a pack saddle can have attached to it 6 casks or large sacks, or 2 barrels or chests. A Small or Medium beast can pack half that amount, while a Huge beast can pack double.

All other containers must themselves be carried in a container, strapped to another container that allows such things, or carried in a free hand.

CONTAINER CAPACITIES

What a character can carry is determined by the capacity of her containers. Check the section below on container capacity for more detailed information.

CONTAINER CAPACITY

Container	Capacity
Backpack*	1 cubic foot / 30 pounds of gear
Bandoleer	6 distinct objects, each no larger than 10 inches long and weighing no more than 1 pound
Barrel	40 gallons of liquid, 5 cubic feet solid
Basket	2 cubic feet / 40 pounds of gear
Bottle	1½ pints of liquid
Box	1 cubic foot, 20 pounds of gear
Box, map or scroll	30 sheets of paper, 15 sheets of parchment, or 15 spell scrolls
Bucket	3 gallons of liquid, 1/2 cubic foot solid
Case, cross-bow bolt	20 crossbow bolts / 5 grappling or inking crossbow bolts
Case, map or scroll	10 sheets of paper, 5 of sheets parchment, or 5 spell scrolls
Cask or keg	8 gallons of liquid, 1 cubic foot solid
Chest	12 cubic feet / 300 pounds of gear
Crate	30 cubic feet / 750 pounds of gear
Flask	1 pint of liquid
Haversack*	1½ cubic feet / 45 pounds of gear
Jug or pitcher	1 gallon of liquid
Ketch	5 javelins or light spears
Pot, iron	1 gallon of liquid
Pouch	1/5 cubic foot / 6 pounds of gear / 20 sling bullets or firearm loads / 30 crossbow disks / 50 blowgun needles
Powder horn	30 charges of gunpowder
Quiver	20 arrows / 5 grappling arrows
Rucksack*	2 cubic feet / 60 pounds of gear
Sack	1 cubic foot / 30 pounds of gear
Sack, large	4 cubic feet / 90 pounds of gear
Saddlebags*	2 cubic feet / 60 pounds of gear
Satchel	1/2 cubic foot / 15 pounds of gear
Tankard	1 pint of liquid
Vial	4 ounces of liquid
Waterskin	4 pints of liquid

* You can also strap items, such as a bedroll and a coil of rope, to the outside of this container. These objects should not exceed half the weight the container could normally carry.

Bucket. A spherical wooden container, open at one end and carried with a rope handle. This container is watertight (except for the open top), suitable for transporting liquids.

Case, Crossbow Bolt. A rigid rectangular container designed to be slung on a belt and carry crossbow bolts.

Case, Map or Scroll. A cylindrical container used to contain rolled-up papers or parchment.

Cask or Keg. A smaller version of a barrel.

Chest. A secure, rectangular container, like a box but with thicker sides and durable hinges. A chest has a clasp with interlocking rings that allows a padlock to hold the lid closed.

Compartment, Hidden. Secret compartments can be built into many different objects, the heel of a boot, the side of a crate, the end of a pole, and more. A hidden compartment cannot be found without physically handling the object the compartment is a part of and succeeding at a DC 20 Intelligence (Investigation) check. A hidden compartment's carrying capacity depends entirely upon the object into which it is built. The shape varies as necessary, but the total weight contained cannot exceed one-tenth of the item's own weight. The handle of a two-handed (or versatile) weapon is a particularly common place to build a hidden compartment.

Crate. A very large box, typically used for shipping or for long-term storage.

Flask. A clay container fitted with a tight cork stopper. A flask is delicate enough to be thrown as a missile weapon, shattering on impact and splashing out its contents.

Haversack. A large, rectangular leather container with shoulder straps, worn on the back. Between its greater size and its multiple compartments, the haversack carries more gear than a backpack.

Jug or Pitcher. A container made of glass or clay, with a carrying handle and a pouring spout. Pitchers are open-topped, used for frequent pouring. Jugs have a stopper at the spout that keeps the container closed.

Ketch. This large quiver has a slit running partway down the side. It is designed to carry javelins and is typically worn at the hip. The slit allows a contained javelin to be grabbed near its center balance point, such that when it is drawn, the weapon is immediately ready for use. Any number of javelins can be drawn from the ketch in a turn, counting only as a

single interaction with the environment. This allows characters that can make multiple attacks with the Attack action to more easily throw multiple javelins.

Pot, Iron. This metal container comes with a handle for carrying it or suspending it over a fire and a lid that rests atop the pot to aid in cooking.

Pouch. A pouch is a small sack or shaped container typically made of leather and worn on a belt or a harness. Pouches come in a variety of forms and are designed for a variety of uses.

Quiver. A quiver is a cylindrical container sized for carrying arrows.

Rucksack. A large, rectangular leather container with shoulder straps, worn on the back. Between its greater size and its multiple compartments and side pouches, the rucksack carries more gear than a backpack or haversack.

Sack. Sacks are typically made of burlap or canvas, the opening equipped with a drawstring or other fastening ties to secure it closed. A good sack is often equipped with a small loop near the top to allow it to be strung on a pack saddle, hooked over a saddle horn, or carried in one hand.

Sack, Large. A larger version of the standard sack.

Satchel. A thin, rectangular bag with a long strap worn over the shoulder such that the container hangs at or just below the waste on one side of the body.

Satchel, Water Resistant. This satchel is made of various water-resistant materials and treated to keep the contents dry. It is often used by letter carriers or similar couriers when they have important cargo to protect from the elements. A water-resistant satchel keeps its contents dry in any weather. It protects the contents for up to 1 full minute of submersion before water will penetrate the container.

Tankard. A large mug, typically used for alcohol.

Vial. A small glass or clay container. Vials come in various shapes.

Waterskin. A water-proof bladder or gourd with a stopper, typically used for carrying water.

AMMUNITION

Bows require arrows, crossbows require bolts, slings require bullets, and blowguns require needles. This subsection charts the various types of ammunition available for such weapons.

DESCRIPTIONS

Ammunition is described below.

Arrow, Alchemical. *The forward end of the shaft is a blunt glass tube delicate enough to break on impact, dispersing its liquid contents onto the target.* Any liquid that is affective on contact can be placed into an alchemical arrow, including acid, alchemical solvent, alchemist's fire, defoliant, holy water, and all sorts of contact poisons. When fired from a bow, an alchemical arrow halves the weapon's normal and long range increments and changes its damage to 1d4 bludgeoning. In addition to damage, a successful ranged attack applies the contained liquid, as though it had been splashed onto the target.

Arrow, Barbed. *This piece of ammunition has wicked barbs that make it hard to remove from the target.* It applies the cruel weapon property to attacks made with it.

Arrow, Fire. *This arrowhead has a small, bulbous cage just behind the tip. The cage holds flammable,*

fibrous material soaked in an accelerant, like the material used for torches. An archer may spend a bonus action to knock this arrow and dip the point into an active fire source prior to shooting. A lit fire arrow adds 1 fire damage to the bow's attack. The arrow might also light highly-flammable materials that it touches, like thatched rooves, dry crops, and the like.

Arrow, Flight. *This arrow is crafted of materials carefully selected for their aerodynamic properties. With lighter heads and superior fletching, flight arrows are tremendously accurate missiles.* When using this ammunition, both the bow's range increments are increased by a distance equal to the weapon's normal range increment. When firing a flight arrow, apply a -1 penalty to the damage roll.

Arrow, Frog Crotch. *The head of this arrow forms a razor-sharp crescent, points facing forward, theoretically allowing the archer to cut ropes from a distance.* Targeting a rope is a difficult shot; apply disadvantage to the attack roll unless made within 10 feet.

ADVENTURING GEAR (AMMUNITION)					
Item	Cost	Weight	Item	Cost	Weight
Arrows			Crossbow Bolts		
Alchemical (10)	20 gp	1/2 lb.	Broad-tip (standard bolt) (20)	1 gp	1½ lb.
Barbed (20)	10 gp	1 lb.	Disk (30)	5 gp	1½ lb.
Fire (10)	5 gp	1/2 lb.	Notch-tip (20)	10 gp	1½ lb.
Flight (20)	2 gp	1 lb.	Grappling	2 gp	1½ lb.
Frog-crotch (10)	5 gp	1/2 lb.	Inking	1 gp	1/2 lb.
Grappling	2 gp	1½ lb.	Stabilized (20)	2 gp	1½ lb.
Screaming (10)	10 gp	1/2 lb.	Sling Bullets		
Sheaf (standard arrow) (20)	1 gp	1 lb.	Alchemical (10)	15 gp	1½ lb.
Smoke (10)	15 gp	1/2 lb.	Dimpled (20)	5 gp	1½ lb.
Blowgun Needles			Leaden (standard bullet) (20)	4 cp	1½ lb.
Hooked (50)	15 gp	1 lb.	Razor glass (20)	10 gp	1½ lb.
Steel (standard needle) (50)	1 gp	1 lb.	Stone (20)	—	1½ lb.

Arrow, Grappling. *The head of this heavy arrow has four opposite claws that form a grappling hook.* This arrow allows the user to substitute her attack roll in the place of the normal check for trying to place a grappling hook. Halve the distance of the bow's range increments when firing if the grappling arrow is trailing a silk rope. Reduce it to one-quarter if trailing a hempen rope. If used as a weapon, the grappling arrow reduces the bow's damage to 1d4 bludgeoning.

Arrow, Screaming. *The head of this arrow makes a screaming noise in flight.* The sounds this arrow emits in flight can be easily heard within 100 feet of any point along the arrow's path.

Arrow, Sheaf. This is the most common type of arrow used in combat, a sturdy shaft of reliable length, topped by a heavy broadhead or bodkin point.

Arrow, Smoke. *A thin wrap encases the shaft of this arrow behind the head.* This arrow can be lit with

an active fire source as a bonus action, causing the material to smoke vigorously. The arrow trails smoke as it flies, and creates a 5-foot cube of smoke wherever it hits. The smoke dissipates in 1d4 rounds, or until dispersed by a wind of at least 10 mph. Smoke arrows are each crafted to emit a specific color of smoke, useful for signaling.

Blowgun Needle, Hooked. *This blowgun needle has several small hooks behind the tip that make it hard to remove from the target. It applies the cruel weapon property to attacks made with it.*

Blowgun Needle, Steel. *This is a lightweight needle, about six inches in length, used as blowgun ammunition. A puff of downy feather attached to one end allows the projectile to be fired from a blowgun with a firm blast of lung power. Steel needles are often used to deliver toxins, being dipped in a vial of poison or other substance just before firing.*

Crossbow Bolt, Broad Tip. *This is the most common type of bolt used in combat, a short shaft with a razor-sharp broadhead at the tip.*

Crossbow Bolt, Disk. *These aerodynamic disks are the only ammunition usable with a disk crossbow. They cannot be used with any other weapon. A pouch can hold 30 disk crossbow bolts; disks will not fit in a crossbow bolt case.*

Crossbow Bolt, Grappling. *The head of this heavy bolt has four opposite claws that form a grappling hook. This bolt allows the user to substitute her attack roll in the place of the normal check for trying to place a grappling hook. Halve the distance of the crossbow's range increments when firing if the grappling arrow is trailing a silk rope. Reduce it to one-quarter if trailing a hempen rope. If used as a weapon, the grappling crossbow bolt reduces the crossbow's damage to 1d4 bludgeoning.*

Crossbow Bolt, Inking. *This heavy crossbow bolt bears a large, spongy head soaked in bright ink. The bolt is typically carried inside a wax coating that covers the head to preserve the ink prior to use. The wax coating on the head of this bolt can be removed as a bonus action during loading, making it ready to fire. Anything the missile hits is splattered with the bright ink. Such bolts are often used by spotters in battle to mark certain targets. By prearranged agreement, this focuses the attention of allied ranged units like archers and war wizards. A crossbow firing an inking crossbow bolt reduces its base damage to 1 bludgeoning.*

Crossbow Bolt, Notch-Tip. *The long, thin head of this piece of ammunition has a pair of notches on opposite sides, about two below the head. These weaken the shaft, allowing the tip to break off inside the target. This bolt applies the cruel weapon property to attacks made with it.*

Crossbow Bolt, Stabilized. *This bolt is crafted with a target tip and some small fletching. When using this ammunition, both the crossbow's range increments are increased by a distance equal to the weapon's normal range increment. When firing a stabilized crossbow bolt, apply a –1 penalty to the damage roll. Because of their shape, stabilized crossbow bolts cannot be loaded into a repeating crossbow magazine.*

Sling Bullet, Dimpled. *These bullets are carefully molded for symmetry and drilled with dimples around the circumference to improve flight characteristics. When using this ammunition, both the sling's range increments are increased by a distance equal to half the weapon's normal range increment.*

Sling Bullet, Leaden. *This is the most common type of sling bullet, a simple lump or sphere of molded lead.*

Sling Bullet, Razor Glass. *This piece of ammunition is designed to shatter into sharp slivers that imbed themselves in the target. It applies the cruel weapon property to attacks made with it.*

Sling Bullet, Stink Pot. *A stink pot is a clay sphere, larger than a normal sling bullet, designed to shatter on impact. Any liquid that is affective on contact can be placed into a stink pot, including acid, alchemical solvent, alchemist's fire, defoliant, holy water, and all sorts of contact poisons. When fired from a sling, a stink pot halves the weapon's normal and long range increments and changes its damage to 1d2 bludgeoning. In addition to damage, a successful ranged attack applies the contained liquid to the target, as though it had been delivered via its normal means.*

Sling Bullet, Stone. *In a pinch, a slinger can make use of appropriately-sized stones in the place of bullets. Stones cost nothing to collect but are less effective; they apply a –1 penalty to the weapon's damage roll.*

MAGICAL IMPLEMENTS

The following are items usable only by spellcasters, or are the products of spells cast.

DESCRIPTIONS

Magical implements are described below.

Arcane Focus (any). *Although arcane foci come in many varieties, rods, staves, and wands, particularly when crafted from once-living material like bone or wood, make excellent focusing tools for magical power. A sorcerer, warlock, or wizard can use these items as spellcasting foci, as described in chapter 10 of the Player's Handbook.*

Arcane Focus, Crystal. *The crystals of this arcane focus come in many shapes and colors. The most popular crystal arcane foci retain much of their natural shape and coloration.*

Arcane Focus, Etching. *Adding the appropriate runes and sigils to a weapon can turn it into an arcane focus. This is costlier than other weapon-shaped arcane foci; the techniques are easily applied to rods and staves, but other weapons, those not traditionally associated with arcane magic, are harder to convert.*

The charted cost for this arcane focus represents rituals and arcane markings applied to an existing weapon; the cost of the affected weapon is not included.

Arcane Focus, Orb. *An orb is a smooth, polished sphere made of glass, crystal, quartz or another mineral substance. It is 3 to 5 inches in diameter, small enough to rest in a Medium humanoid's palm.*

Arcane Focus, Rod. *This arcane focus is created by etching a heavy, two-foot baton with runes and sigils. A rod functions in all ways as a club in addition to being an arcane focus.*

Arcane Focus, Staff. *This arcane focus is created by etching a normal quarterstaff with runes and sigils. A staff functions in all ways as a quarterstaff in addition to being an arcane focus.*

Arcane Focus, Wand. *Wands are simple and lightweight arcane foci, making them some of the most popular. A wand is typically shorter than the forearm of the user and is convenient to store in a sleeve.*

ADVENTURING GEAR (MAGICAL IMPLEMENTS)					
Item	Cost	Weight	Item	Cost	Weight
<i>Arcane focus</i>			<i>Holy symbol</i>		
Crystal	10 gp	1 lb.	Amulet	5 gp	1 lb.
Etching	50 gp	—	Amulet, ornamental	10 gp	1 lb.
Orb	20 gp	3 lb.	Emblem	5 gp	—
Rod	10 gp	2 lb.	Flask (empty, 1 pint)	6 gp	—
Staff	5 gp	4 lb.	Ordination	100 gp	—
Wand	10 gp	1 lb.	Reliquary	5 gp	1 lb.
Component pouch	25 gp	2 lb.	Holy water (flask)	25 gp	1 lb.
<i>Druidic focus</i>			Ink, rare (1-ounce bottle)	100 gp	—
Ritual sickle	2 gp	2 lb.	<i>Potion of climbing</i>	25 gp	1/2 lb.
Sacrifice	—	—	<i>Potion of healing</i>	50 gp	1/2 lb.
Sprig of mistletoe	1 gp	—	Spellbook	50 gp	3 lb.
Totem	1 gp	4 lb.	Spellbook, travelling	30 gp	2 lb.
Totem, greater	35 gp	—	<i>Spell scroll</i> (1st-level)	50+ gp	—
Wooden staff	5 gp	4 lb.	<i>Spell scroll</i> (cantrip)	10+ gp	—
Yew wand	10 gp	1 lb.	Torch, everburning	50 gp	1 lb.

Component Pouch. *This pouch contains all the material components a spellcaster might need. The pouch does not contain costly spell components, those with specific costs indicated in their spell descriptions.*

Druidic Focus (any). A druid can use these items as spellcasting foci, as described in chapter 10 of the Player's Handbook.

Druidic Focus, Greater Totem. *This focus is prepared in the same way as a normal totem, but the treatments are applied to a much larger object, typically a living tree or a half-buried log.*

Druidic Focus, Ritual Sickle. *Representing the harvest, this tool is typically prepared in a way that leaves no obvious markings; to the untrained eye, it is no more than a farming implement. A ritual sickle*

functions in all ways as a sickle in addition to being a druidic focus.

Druidic Focus, Sacrifice. *Certain druidic traditions call for blood sacrifices. These sacrifices can be mere animals, or they can be intelligent humanoids or other creatures. Using sacrifices as magical foci is a hallmark of evil druidic traditions, not normally intended for use by player characters. Creating a sacrifice requires one hour of ritual preparation (and a creature to sacrifice). Each druid that participates in the full ritual is thereafter considered to be holding a druidic focus for a certain time, even if using both hands for other purposes. This effect lasts for 1 hour per point of the sacrificed creature's intelligence. The sacrificed creature must be restrained during the ritual and is killed at its conclusion. The ritual must take place in a natural environment like a forest or a naturally-occurring underground cavern.*

Druidic Focus, Sprig of Mistletoe. *This sprig of mistletoe is worn on a string or thong around the neck. It is the most recognizable symbol of druidic power.*

Druidic Focus, Totem. *This focus takes the form of a short pole, about three feet long, treated with ritual ointments and herbs. Some are carved with symbols of natural power, like animals. A totem is designed for one end to be planted in the ground. It is intended for repeated use; a druid must simply lay a hand on the totem to make use of it as a focus. Often, multiple druids will stand around the focus to use it at the same time.*

Druidic Focus, Wooden Staff. *This druidic focus is created using a length of wood naturally shaped as a quarterstaff. These are often made from tall saplings. A wooden staff functions in all ways as a quarterstaff in addition to being a druidic focus.*

Druidic Focus, Yew Wand. *Yew wood comes from a small collection of coniferous trees or shrubs. The wood is commonly associated with fey creatures and with magical manipulations of life, death, and rebirth. A yew wand often takes the form of a natural stick of yew, groomed and then trimmed, but uncarved.*

Holy Symbol (any). A cleric or paladin can use these items as spellcasting foci, as described in chapter 10 of the *Player's Handbook*.

Holy Symbol, Amulet. *This hanging icon typically bears a small representation of a deity, pantheon, or philosophy. A typical holy symbol is made of silver.*

Holy Symbol, Emblem. *The symbol of a deity or pantheon, engraved or inlaid on a shield. The cost of this holy symbol does not include the cost of the shield it is applied to.*

Holy Symbol, Flask. *A container for liquid with a tight stopper or cap and the symbol of a deity or pantheon emblazoned on the side. Flask holy symbols are typically made of metal, not suitable for throwing as missile weapons since they do not easily shatter.*

Holy Symbol, Ornamental Amulet. *This is a more expensive version of the amulet holy symbol. It is typically crafted with intricate details, made of more precious materials, and sometimes decorated with tiny gemstones.*

Holy Symbol, Ordination. *A rare religious ceremony is required to ordinate a weapon to serve as a holy symbol. The weapon must be crafted with the markings of the appropriate religion, or it must be a magical weapon whose appearance and history are in no way offensive to that faith. A cleric or paladin may ordain a suitable weapon by performing a special ritual. The ritual takes 6 hours to perform, uses 100 gp worth of powdered electrum or platinum, and requires the caster to expend a 2nd-level spell slot. The cost of this holy symbol does not include the cost of the weapon it is applied to.*

Holy Symbol, Reliquary. *A reliquary is a tiny box holding an item of religious significance. A common example would be the finger bone of a prophet, or a fragment of a larger holy relic.*

Holy Water. *This water has a glittery sheen, a byproduct of the ingredients used to create it. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against the target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, and the attack hits, the holy water inflicts 2d6 radiant damage. A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.*

Ink, Rare. *This ink is magically-interactive. Rare ink is used for the note-taking, diagraming, and transcription processes required to write a spell into a spellbook. Half a bottle (1/2 ounce) is needed for each level of a new spell. If the wizard is writing her already-known spells, the note-taking and diagraming*

are not needed; only one-tenth of a bottle (1/5 ounce) is required for each level of an already-known spell.

Potion of Climbing. *This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.* Drinking this potion gives you a climbing speed equal to your walking speed for 1 hour. It also gives you advantage on Strength (Athletics) checks you make to climb during that period.

Potion of Healing. *This potion's red liquid glimmers when agitated.* By drinking this potion, you regain 2d4+2 hit points.

Spellbook. *A spellbook is a heavy tome with 100 pages.* Each page is suitable for recording a spell.

Spellbook, Traveling. *This spellbook has only 25 pages. It has a metal cover that locks closed with a tiny padlock.* A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Each page of the traveling spellbook is suitable for recording a spell. The water-resistant case protects the book from full submersion in water for up to 10 minutes.

Spell Scroll (any). *A spell scroll is a single sheet or roll of parchment that bears the words of a single spell, written in a mystical cypher.* If the spell is on your class's spell list, you can use an action to read the scroll and cast the spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus.

A wizard spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a *spell scroll*, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the *spell scroll* is destroyed.

The cost of a *spell scroll* is increased by the value of any costly spell components the spell might normally require.

VARIANT: FORMULAE

With this option, crafting products from the **Alchemical Brews**, **Herbal Brews**, or **Poisons** subcategories requires more than just the appropriate tools, it also requires a formula that guides the crafter through the complex steps to produce the item. The crafter must have the formula on hand for the entire process.

Formulae are a cross between ritual directions and the notes for a science experiment. They are usually written in a book or on a loose sheet of parchment, often accompanied by complex diagrams. When not in a book, formulae are typically kept safe in protective scroll cases.

Formulae can be purchased from certain sellers, experts in their fields, or they can be found as treasure. A formula is worth 5 times the market cost of the item that it allows the holder to craft. The creation of formulae might be beyond the ability of player characters. If the DM does allow player characters to create formulae, they can be produced with costly experimentation just like a normal crafting project. The character must be proficient in the appropriate tools to attempt such a creation.

Spell Scroll (1st-Level). The contained spell has a save DC of 13 and an attack bonus of +5, should either of these be required.

Spell Scroll (Cantrip). The contained spell has a save DC of 13 and an attack bonus of +5, should either of these be required.

Torch, Everburning. *This item is simply the product of a continual flame spell. It typically takes the form of a torch, but any viable objects can be affected for the listed cost.* A cleric or wizard can create such an object by casting the *continual flame* spell, which consumes 50 gp worth of ruby dust. As a duty to their faith and as a method of proselytizing, many clerics make these items available for no more than the cost of their material components, just as they do with holy water.

ALCHEMICAL BREWS

Items on the Adventuring Gear (Alchemical Brews) chart can be crafted using alchemist's supplies.

DESCRIPTIONS

The following items have their own specific rules. Items described in this section appear magical to the *detect magic* spell but have no school of magic.

Acid. *This corrosive liquid can burn through flesh and inanimate materials alike.* As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemical Glue. This adhesive is contained in two separate chambers of a split vial. When the cap is removed, both liquids pour out and mix into a fast-drying epoxy that creates a nearly unbreakable bond between objects it glues together. One ounce of the glue can cover a 1-foot square surface. Breaking the bond requires a DC 25 Strength check.

Alchemical Silver. You can use an action to apply this glittering oil to a weapon or up to 3 pieces of ammunition. This application makes the weapon effective against monsters that have immunity or resistance to non-silver weapons. The application lasts for 1 minute, after which the oil dries out and the applied compound crumbles away as dust. On a melee weapon, the application can be used up sooner, at the third successful strike.

ADVENTURING GEAR (ALCHEMICAL BREWS)					
Item	Cost	Weight	Item	Cost	Weight
Acid (vial)	25 gp	1 lb.	Ink, dark (1-ounce bottle)	50 gp	—
Alchemical glue (vial)	20 gp	—	Ink, glowing (1-ounce bottle)	30 gp	—
Alchemical silver (vial)	10 gp	—	Instant rope (flask)	25 gp	1 lb.
Alchemical solvent (vial)	40 gp	—	Lockgrip grease (vial)	10 gp	—
Alchemist's fire (flask)	50 gp	1 lb.	Longbreath (vial)	15 gp	—
Bladefire (vial)	50 gp	—	Mirage powder (vial)	20 gp	—
Blastpatch (flask)	3 gp	1 lb.	Moonrod	1 gp	1 lb.
Blend cream (vial)	30 gp	—	Motelight (vial)	20 gp	1 lb.
Catstink (flask)		1 lb.	Oil, slow-burning (flask)	1 gp	1 lb.
Clearwater solution (vial)	4 gp	—	Salve of slipperiness (flask)	15 gp	1 lb.
Defoliant (flask)	25 gp	1 lb.	Smokestick	1 gp	—
<i>Eggshell grenade</i>			Stonebreaker acid (vial)	20 gp	—
Dust	10 gp	—	Sunrod	4 gp	1 lb.
Flash	15 gp	—	Tanglefoot bag	50 gp	1 lb.
Pepper	15 gp	—	Thermal grease (flask)	12 gp	1 lb.
Smoke	25 gp	—	Thunderstone	10 gp	—
Embalming cream (flask)	6 gp	1 lb.	Tindertwig	1 gp	—
Fireworks	5 gp	1/2 lb.	Torch, alchemical	2 gp	1 lb.
Flash powder (paper packet)	8 gp	—	Tracking dust (vial)	15 gp	—
Flash pellet	50 gp	—	Whistling box	2 gp	1 lb.
Flash rocket	40 gp	1 lb.	Vicious bleeder (vial)	35 gp	—
Ghoststrike oil (vial)	50 gp	—			

Alchemist's Fire. *This sticky, adhesive fluid ignites when exposed to air.* As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon.

On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Alchemical Solvent. This clear glue can dissolve almost any mundane adhesive. One dose of the solvent can cover a 1-foot square surface. It instantly dissolves alchemical glue, tanglefoot bags, and similar alchemical substances. At the DM's discretion, the solvent can provide bonuses to escape the sticky excretions of certain monsters; for example, it's application might give someone advantage on the attempt to escape a cave fisher's filament.

Bladefire. It takes one action to apply this gritty oil to the striking portion of a weapon. At the start of the user's following turn, the oil bursts into flame. For one minute, attacks with the weapon deal an additional 1d4 fire damage. This does no damage to a weapon that has a metal striking surface, but a nonmagical weapon with a wooden striking surface, like a club or quarterstaff, is destroyed at the end of the minute. Alternately, the oil may be applied to any Tiny object, the flames causing damage once per round on everyone who contacts it. The DM decides what effect, if any, the oil has on a non-weapon object.

Bladefire will not work when combined with other alchemical substances; only one alchemical effect can apply to the same weapon at the same time.

Blastpatch. These granular crystals can be spread on the ground in a 5-foot square patch. Any creature that moves through the area grinds crystals together causing a series of small ignitions. This creates a burst of light that is visible for quite some distance in the dark and inflicts 1 point of fire damage on the creature. Once an affected patch has triggered three times, there are insufficient crystals remaining for any effect.

Blend Cream. This creamy solution requires one action to apply to a Small or Medium creature. For the next 10 minutes, the creature has advantage on Stealth-related ability checks; the cream shifts color to blend with its surroundings.

Catstink. *This thick, foul-smelling brew is used to distract watchdogs, tracking hounds, wolves, and other canines.* A flask of catstink can be deployed as an action, covering a square area 15 feet on each side. Any canine within 30 feet of the affected area is drawn to investigate it. Controlling a hound within 30 feet of the affected area requires a Wisdom (Animal Handling) check, made with disadvantage, against a DC of 12. Each failure of the check means a minute wasted trying to control the animal before another check can be made. This substance has no effect on non-canine creatures.

Clearwater Solution. A pinch of these tiny crystals dissolves in a container of up to 10 gallons of liquid. After 1 minute, the solution removes any poison or disease that taints the liquid. This has no effect on liquids that are themselves poisons, or on creatures that have already been affected by a poison or disease. If dissolved into container holding more than 10 gallons, the substance has no effect.

Defoliant. A dose of this liquid, if splashed out of a flask, can ruin light vegetation and undergrowth (but not trees) in up to 4 patches, each about five feet square. The plants shrivel and die within 1 hour, leaving the area barren of life or cover. Alternately, as an action, you can splash a dose of the liquid onto a creature within 5 feet of you or throw it up to 20 feet, shattering the clay flask on impact. In either case, make a ranged Attack against a target creature, treating it as an improvised weapon. If the target is a plant creature, it takes 2d6 acid damage. Other creature types are unharmed.

Eggshell Grenades (all). *Eggshell grenades are delicate alchemical devices that react dramatically when introduced to fire or an enemy's face. They are a favorite tool of rogues, often used to create distractions.* As an action, you can throw an eggshell grenade up to 20 feet, shattering it on impact. This requires a ranged attack, treating the grenade as an improvised weapon.

Eggshell Grenade, Dust. This grenade, when it hits the eyes of its target, causes blindness until the end of your next turn. Because the grenade must be targeted so precisely, you have disadvantage on the attack roll.

Eggshell Grenade, Flash. This grenade, when thrown into a fire, explodes in a brilliant flash of light. Any creature within 15 feet of the fire must succeed in a DC 10 Constitution save or be blinded until the end of your next turn. There is no effect if the grenade attack misses the fire.

Eggshell Grenade, Pepper. This grenade, when it strikes the face (or near the sensory organs of a creature), bursts into a cloud of noxious, stinging chemicals. Because the grenade must be targeted so precisely, you have disadvantage on the attack roll. If you hit, the target must succeed in a DC 10 Constitution saving throw or be incapacitated. If a target fails its save the effect lasts for three rounds, but the target can attempt to end the effect early. This requires the victim to spend an action to clear the

pepper, allowing another attempt to save. A successful saving throw ends the effect immediately.

Eggshell Grenade, Smoke. This grenade, when thrown into a fire, emits a billowing, toxic cloud in a 10-foot-radius. The area is heavily obscured until the end of your next turn. Until the cloud dissipates, creatures that enter the area (or begin their turn within the area) must make a DC 10 Constitution save or suffer 1d4 poison damage from inhaling the smoke. There is no effect if the grenade attack misses the fire.

Embalming Cream. The content of this flask, when spread over the skin of a dead humanoid, prevents decay for 10 days. Time spent under the effect does not count against the time limit for spells such as *raise dead*. It takes 1 minute to apply this cream to a Medium-sized humanoid.

Fireworks. Lighting fireworks creates a series of pyrotechnic flashes and bangs that are audible up to 300 feet away. Lit fireworks persist for 2d4 rounds.

Flash Powder. This pinch of course powder burns with a bright flare if exposed to fire. A creature within 10 feet that is not purposely looking away at the time of ignition must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.

Flash Pellet. As an action, you can throw this clay sphere up to 60 feet, shattering it on impact. Any creature within 10 feet of the point of impact must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn.

Flash Rocket. One round after lighting this device, a chemical reaction propels a missile from its containing tube. The rocket shoots forward up to 100 feet, where it bursts in a brilliant flare accompanied by a bang audible within 300 feet. Rockets are typically fired into the air to create a signal visible at a great distance. Each is manufactured to flare with a specific color for this purpose. A rocket can instead be used as an improvised weapon with a range of 100 feet. If you make a ranged Attack with a rocket and hit, it deals 1d4 fire damage and may ignite flammable substances. A “repeating” version of this device fires 1 missile each round for 6 rounds, but with a range of only 30 feet.

Ghoststrike Oil. A weapon coated with this milky-white oil exudes a faint, ghostly mist for the next minute. Application requires an action, after which the weapon’s strikes are not inhibited by the incorporeal nature of undead such as ghosts, shadows,

specters, and wraiths. For the duration, the treated weapon ignores any resistance or immunity such creatures have against weapon attacks.

Ghoststrike oil will not work when combined with other alchemical substances; only one alchemical effect can apply to a weapon at the same time.

Ink, Dark. This ink dries clear and is imperceptible to creatures using normal sight. The ink is only readable by someone with darkvision. Dark ink can be created in “rare” form, the type used when transcribing spells into a spellbook, at a cost of 150 gp per one-ounce bottle. (See rare ink, above.)

Ink, Glowing. The ingredients for this special ink are usually derived from subterranean plants and fungi. Writing made with this ink glows ever so slightly, not enough to detect under light, but enough to read by in darkness. Glowing ink can be created in “rare” form, the type used when transcribing spells into a spellbook, at a cost of 130 gp per one-ounce bottle. (See rare ink, above.)

Instant Rope. It takes one action to open this flask and pour out the liquid contents. As the substance exits the flask, it dries into a long, thin rope. The substance has the same characteristics as a hempen rope. It dries out and is unusable after 30 minutes. After 1 hour it disappears, crumbling into dust.

Lockgrip Grease. It takes an action or bonus action to apply this tacky grease to one or both hands. For the next minute, the substance applies disadvantage to any attempt to disarm a person holding something with the treated hand or hands. The treated creature requires an extra action, beyond the normal effort required, to put down any object held with a treated hand during this period.

Longbreath. For the 10 minutes following consumption of this liquid, the imbiber can hold her breath for twice as long as normal. Even when out of breath, double the number of rounds the creature can survive while suffocating. (See suffocating on page 183 of the *Player’s Handbook*.)

Mirage Powder. The dust in this vial can be tossed into the air, filling a cubic area 5 feet long on each side that is adjacent to the user. For the next round, any image in the area that was created by an illusion spell or effect will glitter as the dust clings to it. Observers get advantage on any saving throw to pierce the illusion during this period.

Moonrod. This one-foot long rod has a chemical reservoir at one end, capped by a small silvery bulb.

The rod is activated by using an action to strike it against a hard surface. For eight hours thereafter, the bulb glows with a cool light. It provides bright light in a 10-foot radius and dim light for an additional 10 feet.

Motelight. This glass vial contains motes of glowing light. It is often worn on a necklace to provide light to the wearer. An uncovered motelight sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The lights are extinguished permanently if the vial is ever opened or broken.

Oil, Slow-Burning. Made by rare processes of alchemical refinement, this potent oil burns five times as long as normal oil, providing long-lasting fuel for lanterns and other devices. A target doused in slow-burning oil stays doused for 5 minutes before drying out, instead of 1. If poured on the ground and lit, the covered area burns for 10 rounds instead of 2.

Salve of Slipperiness. This pitch-black oil makes it easier for someone to escape from restraints. One dose covers enough of a Medium or Small creature to give it advantage for the next hour on any Dexterity checks to escape from manacles, grappling, or other restraints.

Smokestick. This tiny rod of alchemical substances smokes furiously when lit or thrown into a fire. It creates a 5-foot radius sphere of smoke that spreads around corners and heavily obscures the area. It lasts for 1 minute. A wind of moderate or greater speed (at least 10 miles per hour) disperses the smoke until the wind stops. Extinguishing the flaming stick ends the effect prematurely. Smokesticks can be manufactured to emit smoke of specific colors, useful for signaling.

Stonebreaker Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, a viable target takes 4d6 acid damage. Objects that are not stone, and creatures that are not earth elementals, are unaffected.

Sunrod. This one-foot long rod has a chemical reservoir at one end, capped by a small gold-hued bulb. The rod is activated by using an action to strike it against a hard surface. For eight hours thereafter, the bulb shines with a strong, warm light. It provides bright light in a 45-foot radius and dim light for an additional 45 feet.

Tanglefoot Bag. This satchel is typically thrown as an improvised missile weapon, targeting a foe up to 20 feet away as an action. It contains an alchemical substance that bursts out if the ranged attack hits, engulfing the foe with a sticky, fast-hardening foam. A Large or smaller target hit by a tanglefoot bag is restrained until freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature with its reach on a success.

Thermal Grease. It takes 1 minute to apply this grease to a Small or Medium creature. For the next 24 hours, the affected creature reduces by 1 point any damage sustained from fire or cold sources. The creature can also operate comfortably in very hot or cold natural climates.

Thunderstone. As an action, you can throw this small stone up to 20 feet. Make a ranged attack against a creature or object, treating the thunderstone as an improvised weapon. The shock of impact causes the substances in this hardened alchemical lump to react violently, generating a deafening boom. Any creature hit by the ranged attack must make a DC 12 Constitution saving throw or be deafened for 1 minute. If the saving throw fails by 5 or more, the creature is also stunned while deafened in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The sound of a thunderstone is audible to a distance of 300 feet.

Tindertwig. A hardened paste on the end of this tiny stick ignites when scraped against a rough surface. A tindertwig stays lit for 2 rounds, shedding dim light in a 5-foot radius. It is typically used for lighting things on fire. Lighting a torch, lamp, or lantern with a tindertwig requires only a bonus action.

Torch, Alchemical. An alchemical torch burns for 3 hours, providing bright light in a 30-foot radius and dim light for an additional 30 feet. If you make a melee Attack with a burning alchemical torch and hit, it deals 1d4 fire damage. An alchemical torch is not disrupted by wind or water; it functions even if submerged, though its light ranges are halved. An alchemical torch can be extinguished by covering it with dirt or similar material for 1 minute.

Tracking Dust. One dose of this dust can be spread over a zone of up to six contiguous 5-foot square patches that lasts for 1 hour. This dust luminesces at the edges of even the subtlest impressions made on any surface. Anyone starting a

tracking attempt on tracks that exist within the zone has advantage on that Wisdom (Survival) check. Alternately, in an area where tracking would be otherwise impossible, the tracker can attempt a check at DC 20, but can only follow such tracks within the established zone unless they lead to another surface where tracking is normally possible.

Whistling Box. One round after lighting the fuse on this tiny box, the chemicals within begin to expand violently, creating an ear-splitting, osculating whistle as they exit the contraption. The sound persists for 1 minute and can easily be heard up to 500 feet away.

Vicious Bleeder. It takes one action to apply this substance to the striking surface of a weapon. If the

weapon inflicts piercing or slashing damage, it gains the wounding weapon property for 1 minute.

Vicious bleeder will not work when combined with other alchemical substances; only one alchemical effect can apply to a weapon at the same time.

HERBAL BREWS

Items on the Adventuring Gear (Herbalism Kit) chart can be crafted using an herbalism kit. This usually entails some complex formulations of ingredients, but sometimes herbal brews require no more than the proper packing and storage of plant ingredients that naturally possess magical properties.

ADVENTURING GEAR (HERBAL BREWS)					
Item	Cost	Weight	Item	Cost	Weight
Alertness draught (vial)	2 gp	—	Insect repellent (gourd)	1 gp	1/2 lb.
Aniseed (vial)	8 gp	—	Insect repellent (incense)	1 sp	—
Antidote kit	150 gp	3 lb.	Meditative draught (vial)	15 gp	—
Antiparalytic (vial)	40 gp	—	Menga leaves (vial)	2 gp	—
Antipathogen (vial)	30 gp	—	Nature's draught (vial)	8 gp	—
Antitoxin (vial)	50 gp	—	Plague mask	5 gp	1 lb.
Beastbane	5 gp	1/2 lb.	<i>Potion of healing</i> (large vial)	50 gp	1/2 lb.
Candle, focusing	10 gp	—	Rations, journeybread (1 day)	5 gp	1/8 lb.
Candle, restful	2 gp	—	Regenerative elixir (flask)	15 gp	1 lb.
Clearbreath smoke (flask)	10 gp	1 lb.	Ryath root	50 gp	1/2 lb.
Clearsense powder (vial)	5 gp	—	Sinda berries (flask)	5 gp	1 lb.
Healer's kit	5 gp	3 lb.	Wildroot (vial)	25 gp	—
Herbal poultice	6 sp	1/2 lb.	Wukka nut	1 gp	1/2 lb.

DESCRIPTIONS

The following items have their own specific rules.

Alertness Draught. Often consumed before standing watch, this viscous drink promotes wakefulness and vigilance. For the next 2 hours, the drinker has advantage on Wisdom (Perception) checks and on any saving throws to resist falling sleep, even from magical effects.

Aniseed. This vial contains hundreds of tiny granules soaked with intense-smelling distillations of herbs, including aniseed. The granules can be scattered across an area to foul tracking attempts that rely on scent. A vial of aniseed can be deployed as an action, covering a square area 15 feet on each side. A creature with a heightened sense of smell must succeed on a DC 12 Constitution saving through or

lose the effective use of that sense for 10 minutes. What constitutes a heightened sense of smell is defined by the Dungeon Master; typically, it includes any creature that has the *Keen Smell* or the *Keen Hearing and Smell* feature, or that has a similar trait that affects its sense of smell, or that can track or perceive its environs through smells.

Antidote Kit. This satchel contains dozens of antidotes and curatives for poison. This kit has ten uses. As an action, you can spend one use of the kit to treat one poison affecting a subject. If more than one poison affects the target, and you have not identified or differentiated the poisons, one poison is treated at random. Roll a Wisdom (Medicine) check against the saving throw DC of the poison. Success neutralizes that poison.

Antiparalytic. A creature that drinks this vial of liquid gains advantage on saving throws against paralysis effects (including poisons that confer paralysis) for 1 hour. It confers no benefits to undead or constructs.

Antipathogen. A creature that consumes this chalky pellet gains advantage on saving throws against diseases for 8 hours. It confers no benefits to undead or constructs.

Antitoxin. A mixture of common antidotes and treated charcoal designed to counteract a wide variety of toxins. A creature that drinks this vial of liquid gains advantage on saving throws against poisons for 1 hour. It confers no benefits to undead or constructs.

Beastbane. Igniting this package of slow-burning herbs and other noxious substances creates a persistent area of foul scent that lasts for one hour. Adventurers in the wild typically ring their camps with these small fires to prevent animal or insect attacks; the fumes are particularly offensive to beasts, which must succeed on a DC 10 Constitution saving throw the first time they attempt to come within 20 feet of the burning substance. On a failed save, the beast cannot move into that radius. On a success, the beast is not affected by any beastbane for the rest of the day. A normal affected beast will be completely deterred and probably leave the area, but one with an Intelligence of 4 or higher can try to enter the affected area on each of its successive turns, re-attempting the saving throw each time until successful. A wind of moderate or greater speed (at least 10 miles per hour) negates the effect until the wind stops. Extinguishing the flaming package ends the effect until it is relit.

Candle, Focusing. A creature that meditates in the presence of this candle for no less than 5 minutes gains a +1 bonus to Intelligence checks so long as she remains in the presence of the burning candle. A candle burns for 1 hour.

Candle, Restful. This candle aids healing during a short rest. Everyone resting within 20 feet of the lit candle who rolls hit dice for healing can treat any rolled 1s as 2s instead. A candle burns for 1 hour, the entire length of the short rest.

Clearbreath Smoke. Inhaling the gray mist from this flask deadens the user's sense of smell. For the next hour, this provides advantage on saving throws to resist smell-based effects, like a troglodyte's stench.

Clearsense Powder. When inhaled as an action, this powder gives the subject an immediate saving

throw against any effect that inflicts blindness or deafness if that effect allows saving throws to end it. This is in addition to any periodic saving throws the effect already allows.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Herbal Poultice. This packet of medicinal herbs is applied directly to a wound. It can be used as if it was a single charge of a healer's kit. Alternately, it can be applied to assist longer recover; during a short rest, an affected character heals 1 extra hit point per hit die when spending hit dice for healing. A poultice works for one application; it cannot be reused.

Insect Repellent (Gourd or Incense). This herbal concoction comes in two forms, an odorless salve applied to the skin or a block of incense burned as a fumigant. Either type repels normal insects for its stated duration but has no effect on giant insects or swarms of insects.

The salve comes with 20 applications and protects a single Medium or Small size creature for 24 hours. It is waterproof and will not wash off short of thorough scrubbing. The block of incense burns for 8 hours when lit and affects a 20-foot radius for the duration.

Meditative Draught. The imbiber has advantage on concentration checks for 1 hour following the consumption of this oily liquid.

Menga Leaves. The dried leaves of this bush can be ground, dissolved in liquid, heated, and ingested. A creature that ingests a dose of menga leaves in this fashion regains 1 hit point. A creature that ingests more than 5 doses in a 24-hour period gains no additional benefit and must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 hour. The unconscious creature awakens if it takes at least 5 points of damage on one turn.

Nature's Draught. Consuming this musky brew affects the imbiber's sweat glands, causing her scent to be less offensive to animals, even calming. For 8 hours after drinking nature's draught, the imbiber has advantage on Wisdom (Animal Handling) checks.

Plague Mask. This mask covers the nose and mouth with a filtering layer of medicinal herbs. These provide a pleasant aroma to mask the miasmatic stench of plague. A plague mask also covers the eyes with a set of clear glass lenses. A plague mask gives

advantage to all saving throws to resist diseases that are airborne or that enter the body through the mouth, nose, or eyes. It has no effect on diseases contracted through injuries or by contact with the skin.

Potion of Healing. *This potion's red liquid glimmers when agitated.* By drinking this potion, you regain 2d4+2 hit points.

Rations, Journeybread. *These rations rely on the nutritional value of rare herbs to provide exceptional levels of sustenance relative to their weight.* Despite their weight, each of these rations is the equivalent of 1 pound of food. Journeybread is suitable to the digestive needs of all creatures, carnivores and herbivores alike.

Regenerative Elixir. This elixir gives the drinker 1 temporary hit point. Any time the drinker must make a death save within the coming 24 hours, the save is made with advantage.

Ryath Root. Ingesting a Ryath root provides a creature with 2d4 temporary hit points. A creature that consumes more than one ryath root in a 24-hour period must succeed on a DC 13 Constitution saving throw or suffer the poisoned condition for 1 hour.

Sinda Berries. *Liquid concoctions of these dark brown berries have a bitter aftertaste.* Consuming one dose gives the creature advantage on saving throws against poison and disease for the next 24 hours.

Fresh sinda berries, plucked from the bush less than 24 hours prior, have the same effect without any preparation or treatment if at least 10 of the berries are consumed.

Wildroot. This liquid must be introduced to the subject's bloodstream, poured on an open wound or injected with a sharp device or weapon of some sort. Once administered, the creature is alleviated of the poisoned condition.

Wukka Nut. This fist-sized nut rattles when shaken. Shaking the nut as an action or bonus action causes the shell to shed bright light in a 10-foot radius and dim light for an additional 10 feet. This magical light fades after 1 minute but the nut can be shaken again to reactivate it. If the shell of a wukka nut is ever cracked, the magical properties are lost.

Fresh wukka nuts have the same effect without any preparation or treatment if plucked from a wukka tree no more than 48 hours prior.

POISONS

Poisons are powerful substances that affect the physiology of living creatures. When combined with weapons, poisons can turn even a light cut into a deadly wound. When delivered clandestinely, poisons can kill effectively while allowing the killer to remain separate (in time and distance) from the act.

There are over a hundred poisons described in this section. They come from three sources. About half are translations of poisons from the *Arms and Equipment Guide* published for the 3rd Edition of **Dungeons & Dragons**. For these translations, a new variation to the poisoned condition is described here in a sidebar. A small portion of these poisons are taken directly from the sample poisons in the *Dungeon Master's Guide* and the *Player's Handbook*. The remainder of the poisons, those appearing on the second chart, are monster-derived. They come from creatures in the *Monster Manual* and in the other 5e materials published up to this point. These monster poisons are translated into rules useable for character interactions, provided for when players use a poisoner's kit to collect toxin from defeated monsters.

NEW CONDITION: POISONED (LESSER)

Normally, a poisoned creature has disadvantage on attack rolls and ability checks regardless of the abilities those rolls are based on. In contrast, this lesser poisoned condition affects fewer abilities, usually only one. Crafted poisons frequently apply this condition.

The lesser poisoned condition is noted by listing an ability after the condition parenthetically. For example, a creature affected with the "poisoned (Strength)" condition has disadvantage on attack rolls and ability checks, but only the ones that utilize Strength. Likewise, a creature affected by the "poisoned (Intelligence, Charisma)" condition would have disadvantage on attack rolls and ability checks based on Intelligence and Charisma.

Lesser poisoned conditions are in all other ways equivalent to the standard poisoned condition and can be removed in the same way.

ACQUIRING POISON

In game terms, poisons represent a potent value-added factor that can eclipse the damage of normal weapons and unbalance the effectiveness of attacks in your game. As such, poisons should be treated carefully. DMs should not minimize the balancing factors that apply to acquiring poisons: the high material cost, the lengthy production time, the danger of harvesting from monsters, and the near-universal illegality of using, purchasing, or possessing poisons.

Crafting. Characters can craft the poisons presented on the first poison chart (“Crafted Toxins”) but not the second (“Creature Toxins”) chart. Crafted toxins are created with a poisoner’s kit using various alchemical and herbal ingredients. The DM may decide that certain poisons cannot be crafted with common ingredients, that the crafter must seek out (or randomly encounter) various ingredients in the wild.

Harvesting. Creature toxins are the poisons or curative byproducts derived from monsters, substances that can only be acquired by harvesting with a poisoner’s kit. A character can harvest poison from any creature that creates its own venom or toxin. The creature must be dead or somehow incapacitated at the time. A living creature can only be harvested from once per day. A dead creature must have died within the last day to still have viable poison within it. Curative byproducts derived from creatures can only be harvested from dead creatures.

Harvesting requires a DC 20 Intelligence (Nature) or Intelligence (poisoner’s kit) check. Failure means the creature had no usable poison remaining or the dose collected was spoiled in the attempt and is has no effect. If the check fails by 5 or more, the harvesting character has accidentally subjected herself to the creature’s poison, taking damage or requiring saving throws as normal. A successful check yields a single dose.

Purchasing. The charts below give prices for single doses of poisons. Purchasing can be easier and faster than creating or harvesting, but dealing in poisons is risky. The DM is the arbiter of what poisons are available, if any, and at what variation to the standard costs. Poisons can be as difficult to acquire as magic items; the DM may impose the restricting guidelines for finding buyers described in Part 1: Wealth. Attempting to purchase such illicit substances risks running afoul the local authorities.

USING POISON

Poisons come in four types.

Contact. A creature that touches contact poison with exposed skin suffers its effects. Contact poison is also affective if consumed or injected.

As an action, contact poison can be poured or brushed onto a single small object like a doorknob, a bed pillow, or the inside of a gauntlet. Once applied, the contact poison remains viable for 3 hours. Anyone touching the affected object at the point of application is subjected to the poison.

Inhaled (or Contact Gas). These are powders or gases that take effect when they are inhaled or they otherwise encounter living creatures. Inhaled poisons do not affect creatures that do not breathe.

An inhaled (or contact gas) poison is typically contained in a glass vial. As an action, you can throw the vial up to 20 feet, shattering it on impact and filling a 5-foot cube. Make a ranged attack against a creature, object, or point of origin, treating the vial as an improvised weapon. On a hit, a 5-foot cube of space around the target is filled with gas. On a miss, the DM determines where the vial lands and whether it shatters to release its contents.

Normally, the small cloud of gas or particles persists in the affected area for 1d4+1 rounds before it dissipates. A wind of moderate or greater speed (at least 10 miles per hour) disperses the poison immediately.

Ingested. A creature swallowing an ingested poison, or consuming food or drink laced with an ingested poison, suffers its effects.

As an action, an ingested poison can be added to a single serving of food or an individual drink container. Once applied, the food or drink remains poisoned for 24 hours before the poison degrades and is useless.

In some circumstances, the DM might decide that a victim only gets a partial dose, perhaps because an entire dish of food or a whole punchbowl was poisoned rather than a single serving. In this case, the DM should allow advantage on any related saving throws and inflict only half damage from the poison.

Injury. A creature whose skin is penetrated by the blade or point of a weapon coated with injury poison is exposed to its effects.

Applying a dose of injury poison to a weapon (or up to three pieces of ammunition) takes an action.

Thereafter, if the weapon delivering the poison causes piercing or slashing damage, the poison is inflicted as well. Once applied to the weapon, the poison begins to lose potency, drying out after one minute.

DM'S CORNER: POISONED BLADES

There is some debate about the rule for coating weapons with injury poison found on page 153 of the *Player's Handbook*. The debate centers on an ambiguity as to whether each strike of the poisoned weapon inflicts poison until the 1-minute duration concludes, or just the first strike within that period.

A straightforward reading indicates that the toxin is supposed to remain effective for every strike throughout that period. There are two reasons for this conclusion. First, nothing in the text says that a successful strike de-poisons the weapon; the application "retains potency" until its duration is up. Second, a single dose can be applied to 3 pieces of ammunition. If every arrow hits, that would triple the benefit for archers if a single dose was only good for a single hit with a melee weapon. There is very little support for the notion that the poison only works for the first successful attack.

As an alternative, a happy medium, the DM might allow that a weapon coated remains toxic for up to 1 minute, or until after the 3rd hit with the weapon, whichever comes first. That puts more balance into the mechanics and puts melee weapons and ammunition on par with one another.

DESCRIPTIONS

Each dose comes in a vial, some of them glass vials intended for throwing. Individual doses in vials have no appreciable weight.

Adlevine Extract (Ingested). A creature subjected to this poison must make a DC 11 Constitution saving throw or be poisoned (Wisdom) for 8 hours. While poisoned this way, the creature gains 2 points of Constitution, to a maximum rating of 20. A creature can repeat the saving throw at the end of each hour, ending the effect early on itself on a success.

Alforna (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Strength) for 1 minute. A creature can repeat the saving throw at the end of each

of its turns, ending the effect early on itself on a success.

Anemis (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Strength) for 10 minutes. At the start of each of its turns, while the condition persists, the victim suffers 1 poison damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Asabi Mist (Inhaled). A creature that enters or starts its turn within the affected 5-foot area must succeed on a DC 12 Constitution saving throw or be poisoned for 10 minutes. The creature can attempt another saving throw at the end of each minute, ending the effect on itself with a success.

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Assassin Vine (Injury). A creature injected with this poison suffers 21 (6d6) poison damage.

Banelar Essence (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. A creature that fails its saving throw by 5 or more is also unconscious while poisoned this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Basic Poison (Injected). A creature injected with this poison must make a DC 10 Constitution saving throw or take 2 (1d4) poison damage.

Basilisk Oil. This substance is a curative creature component. The gullet fluids of a basilisk, properly collected and preserved, provides a natural reversal for petrification. The gullet of a single adult basilisk contains 1d4+1 doses, but a separate check is required to harvest each dose without spoiling it. A single dose, applied to a petrified creature of Large or smaller size, allows it to make another saving throw to resist (in this case, reverse) the petrification. Multiple doses can allow multiple additional saving throws. It takes one minute to fully apply a dose of the oil to a single creature. Revivification with basilisk oil is impossible if a vital part of the creature, such as its head, has been detached.

ADVENTURING GEAR (POISON, CRAFTED TOXINS)					
Item	Cost	DC/Dice	Item	Cost	DC/Dice
Adlevine extract	100 gp	11/—	Lockjaw	120 gp	12/—
Alforna	75 gp	10/—	Malice	250 gp	15/—
Anemis	750 gp	13/—	Malyss root paste	500 gp	13/—
Asabi mist	1,000 gp	12/—	Mesmer paste	300 gp	12/—
Assassin's blood	150 gp	10/1d12	Midnight tears	1,500 gp	17/9d6
Banelar essence	300 gp	11/—	Nitharit	650 gp	13/—
Basic poison	100 gp	10/1d4	Oil of taggit	400 gp	13/—
Black lotus extract	4,500 gp	12/—	Pale tincture	250 gp	16/1d6
Bloodroot	100 gp	12/—	Raeliss smoke	2,000 gp	15/—
Blue whinnis	450 gp	9/—	Redek vine extract	1,500 gp	13/—
Brain dust	1,300 gp	12/—	Retch	250 gp	15/—
Burnt other fumes	500 gp	13/3d6	Rill leaf	120 gp	14/—
Cretel leaf residue	50 gp	14/—	Roshon vapor	1,750 gp	11/—
Crippling vine	300 gp	13/—	Sassone leaf residue	300 gp	9/—
Culum powder	200 gp	12/—	Scorcher fumes	800 gp	11/—
Dancing monkey fruit	5 gp	14/—	Shadow essence	250 gp	11/—
Dark reaver powder	400 gp	13/1d8	Shreef oil	100 gp	12/—
Deathblade	1,800 gp	20/—	Sleeping weed	500 gp	13/—
Dragon bile	1,500 gp	17/—	Striped toadstool	180 gp	11/—
Drider poison	150 gp	—/1d8	Svirfneblin poison	150 gp	12/—
Drow poison	200 gp	13/—	Terinav root	750 gp	13/—
Essence of ether	300 gp	15/—	Thever fumes	3,000 gp	14/—
Faralin	150 gp	14/—	Thever paste	1,500 gp	12/—
Gray whinnis	3,000 gp	20/—	Torpor	600 gp	15/—
Greenblood oil	100 gp	11/—	Truth serum	150 gp	11/—
Haluroot	25 gp	9/—	Ungol dust	1,000 gp	12/—
Horror weed extract	600 gp	12/1d4	Vapid leaf extract	250 gp	13/—
Id moss	125 gp	11/—	Verminous antidote	15 gp	—
Insanity smoke	750 gp	12/1d8	Wraith sheen	250 gp	14/—
Lich dust	250 gp	11/—	Zabou	10 gp	10/—

Black Lotus Extract (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 3 minutes. While the condition persists, the victim suffers disadvantage on saving throws based on Wisdom. At the start of each of its turns, while the condition persists, the victim suffers 5 (2d4) poison damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Bloodroot (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving

throw or be poisoned (Wisdom) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Blue Whinnis (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or be poisoned for 1 minute. A creature poisoned this way has the unconscious condition while the poisoned condition persists. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

ADVENTURING GEAR (POISON, CREATURE TOXINS)					
Item	Cost	DC/Dice	Item	Cost	DC/Dice
Assassin vine	800 gp	—/6d6	Purple wormling poison	250 gp	13/3d6
Basilisk oil	400 gp	—	Purple worm poison	2,000 gp	19/12d6
Bone devil's sting	600 gp	14/—	Quasit crud	150 gp	10/2d4
Bone naga venom	300 gp	—/3d6	Sea spawn quills	175 gp	12/1d6
Carrion crawler mucus	200 gp	13/—	Shoosuva poison	350 gp	14/—
Catoblepas musk	250 gp	16/—	Spirit naga venom	1,200 gp	—/7d8
Choldrith poison	300 gp	—/3d6	Sprite spit	250 gp	10/—
Chuul saliva	400 gp	13/—	Stench kow breath	200 gp	12/—
Couatl venom	600 gp	13/—	Thri-kreen venom	350 gp	11/—
Death dog saliva	300 gp	12/1d10	Tlincalli sting	650 gp	14/4d6
Dretch wretch	250 gp	11/—	Tressym tongue	350 gp	—/—
Erinyes poison	400 gp	14/3d8	Tri-Flower	300 gp	11/—
Ettercap venom	150 gp	11/—	Troglodyte stench	200 gp	12/—
Flumph stench	150 gp	—/—	Unicorn horn	850 gp	—/—
Fungal spore	300 gp	15/3d6	Vegepygmy chief spores	400 gp	12/2d8
Gnoll spittle	200 gp	12/2d6	<i>Verminous Venom</i>		
<i>Green dragon breath</i>			Flying snake	200 gp	—/3d4
Adult	2,250 gp	18/16d6	Giant centipede	175 gp	11/3d6
Ancient	3,100 gp	22/22d6	Giant scorpion	250 gp	12/4d10
Young	1,250 gp	14/12d6	Giant spider	175 gp	11/2d8
Wyrmling	750 gp	11/6d6	Giant wasp	175 gp	11/3d6
Grell venom	350 gp	11/—	Giant wolf spider	150 gp	11/2d6
Grung sweat	200 gp	12/—	Phase spider	225 gp	11/4d8
Guardian naga venom	2,100 gp	—/10d8	Poisonous snake	150 gp	10/2d4
Homunculus saliva	250 gp	10/—	Scorpion	100 gp	9/1d8
Imp sting	200 gp	11/3d6	Serpent	200 gp	11/3d6
Iron golem fumes	1,600 gp	19/10d8	Spider	75 gp	9/1d4
Kamadan's snakes	600 gp	12/6d6	Vrock spores	550 gp	14/1d10
Medusa venom	450 gp	—/4d6	Wyvern poison	1,200 gp	15/7d6
<i>Myconid spore</i>			Yahcha beetle	1 gp	—
Hallucinogenic	250 gp	12/—	Yochlol mist	250 gp	14/—
Euphoric	350 gp	12/—	<i>Yuan-ti venom</i>		
Neogi venom	400 gp	12/4d6	Abomination	300 gp	—/3d6
Neogi venom, hatchling	150 gp	10/2d6	Anathema	450 gp	—/4d6
Pit fiend venom	4,100 gp	21/6d6	Common	200 gp	—/2d6
Pseudodragon sting	300 gp	11/—			

Bone Devil's Sting (Injury). A creature injected with this poison takes 17 (5d6) poison damage and must make a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bone Naga Venom (Injury). A creature injected with this poison 10 (3d6) poison damage.

Brain Dust (Inhaled). A creature that enters or starts its turn within the affected 5-foot area must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 1 minute. While poisoned this way, the creature also suffers “confusion.” The

creature can attempt another saving throw at the beginning of each of its turns after the first. If successful on a follow-up saving throw, the creature can act normally that turn. Otherwise, roll a d20. On a 1-2, the creature loses its action for the turn and uses all its movement to move in a random direction. (To determine the direction, roll a d8 and assign a direction to each die face.) On a 3-14, the creature doesn't move or take actions that turn. On a 15-20, the creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing during that turn.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Carrion Crawler Mucus (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Catoblepas Musk (Inhaled). A creature that enters or starts its turn in, or within 10 feet of, the affected 5-foot area must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this stench and the stench of any catoblepas for 1 hour.

Choldrith Poison (Injury). A creature injected with this poison takes 10 (3d6) poison damage.

Chuul Saliva (Contact). A creature that touches this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Couatl Venom (Injury). A creature injected with this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Cretel Leaf Residue (Ingested). A creature subjected to this poison must make a DC 14

Constitution saving throw or be poisoned (Wisdom) for 1 hour. While poisoned this way, the creature gains 2 points of Constitution, to a maximum rating of 20. A creature can repeat the saving throw at the end of each minute, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion.

Crippling Vine (Contact). A creature subjected to this poison must make a DC 13 Constitution saving throw or be poisoned (Strength) for 1 hour. A creature that failed the initial saving throw can repeat it at the end of each 10-minute period, ending the effect early on itself on a success.

Culum Powder (Ingested). A creature subjected to this poison must make a DC 12 Constitution saving throw or be poisoned (Dexterity) for 8 hours. A creature can repeat the saving throw at the end of each hour, ending the effect early on itself on a success. For each failed saving throw, including the initial saving throw, the victim suffers 1 poison damage.

Dancing Monkey Fruit (Ingested). A humanoid creature subjected to this poison must make a DC 14 Constitution saving throw or begin a comic dance that lasts for 1 minute. Humanoids that cannot be poisoned are immune to this magical effect.

The dancer must use all its movement to dance without leaving its space and has disadvantage on attack rolls and Dexterity saving throws, and other creatures have advantage on attack rolls against it. Each time it takes damage, the dancing humanoid can repeat the saving throw, ending the dancing effect on itself on a success.

Once the dancing effect ends, the humanoid suffers the poisoned condition for 1 hour.

Dark Reaver Powder (Ingested). A creature subjected to this poison must make a DC 13 Constitution saving throw or suffer 4 (1d8) poison damage and be poisoned (Constitution, Strength) for 1 minute. A creature can repeat the saving throw at the end of each minute, ending the effect early on itself on a success. For each failed saving throw, including the initial saving throw, the victim suffers 4 (1d8) poison damage.

Deathblade (Injury). A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or be poisoned (Constitution) for 1 minute. While this condition persists, the creature cannot benefit from magical healing. A creature can repeat the saving throw at the end of each of its turns, ending the

effect early on itself on a success. This substance can be perceived as magical (no school) using a *detect magic* spell or similar effect.

Death Dog Saliva (Contact). A creature that touches this substance must succeed on a DC 12 Constitution saving throw against disease (not poison) or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The creature dies if the disease reduces its hit point maximum to 0.

Dragon Bile. (Contact). A creature subjected to this poison must succeed on a DC 17 Constitution saving throw or be poisoned (Strength) for 3 hours. While the condition persists, the victim suffers disadvantage on saving throws based on Strength.

Dretch Wretch (Inhaled). This gas spreads around corners. It lightly obscures the impacted 5-foot square and all other squares within 10 feet of it. A creature that enters or starts its turn within the obscured zone must succeed on a DC 11 Constitution saving throw or be poisoned until the start of the next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Drider Poison (Injury). A creature injected with this poison takes 4 (1d8) poison damage. The secrets of crafting this poison are well-known to driders. If using the optional Formulae rules, acquiring the formula requires interacting with driders.

Drow Poison (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. The secrets of crafting this poison are well-known to drow. If using the optional Formulae rules, acquiring the formula requires interacting with drow.

Erinyes Poison (Injury). A creature injected with this poison takes 14 (3d8) poison damage and must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes

up if it takes damage or if another creature takes an action to shake it awake.

Ettercap Venom (Injury). A creature injected with this poison takes 4 (1d8) poison damage and must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Faralin (Ingested). A creature subjected to this poison must make a DC 14 Constitution saving throw or be poisoned (Dexterity, Constitution) for 30 minutes. While poisoned this way, the creature gains 2 points of Strength, to a maximum rating of 20. A creature can repeat the saving throw at the end of each minute, ending the effect early on itself on a success.

Flumph Stench (Inhaled). This poison does not fill an area. Instead, a creature hit by the glass vial is coated with a terrible, sticky substance. The affected creature is automatically poisoned for the duration. Any creature that begins its turn within 5 feet of the target is likewise automatically poisoned until it moves away. The substance remains active for 1d4 hours. A creature can remove this stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Fungal Spore (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. Creatures within or entering the affected area must make a DC 15 Constitution saving throw or take 11 (3d6) poison damage and become infected with a disease. Creatures immune to poison are immune to this disease.

As a secondary effect, spores invade an affected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Gnoll Spittle (Injury). This rare poison can only be harvested from a gnoll that is one of Yeenoghu's chosen priests. A creature injected with this poison must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Gray Whinnis (Injury). A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute. A creature that fails its saving throw by 5 or more is also paralyzed while the poisoned condition persists. The

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Greenblood Oil (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute.

Green Dragon Breath, Adult (Contact Gas). This can be harvested from an adult green dragon or a Gargantuan size green half-dragon. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw. The creature takes 56 (16d6) poison damage on a failed save or half as much damage on a successful save.

Green Dragon Breath, Ancient (Contact Gas). This can be harvested from an ancient green dragon. A creature subjected to this poison must succeed on a DC 22 Constitution saving throw. The creature takes 77 (22d6) poison damage on a failed save or half as much damage on a successful save.

Green Dragon Breath, Young (Contact Gas). This can be harvested from a young green dragon or a Huge size green half-dragon. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw. The creature takes 42 (12d6) poison damage on a failed save or half as much damage on a successful save.

Green Dragon Breath, Wyrmling (Contact Gas). This can be harvested from a wyrmling green dragon or a Medium size (or smaller) green half-dragon. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw. The creature takes 21 (6d6) poison damage on a failed save or half as much damage on a successful save.

Grell Venom (Injury). A creature injected with this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. It can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Grung Sweat (Contact). A creature that touches this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Guardian Naga Venom (Injury). A creature injected with this poison (45) 10d8 poison damage.

Haluroot (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or be poisoned (Wisdom) for 1 minute.

Homunculus Saliva (Injury). A creature injected with this poison must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 1d10 minutes and is unconscious while poisoned this way.

Horror Weed Extract (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 24 hours. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success. Each failed saving throw inflicts 2 (1d4) psychic damage that cannot be healed until the poisoned condition is removed. This substance can be perceived as magical (no school) using a *detect magic* spell or similar effect.

Id Moss (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Intelligence) for 24 hours. While the condition persists, the victim suffers disadvantage on saving throws based on Intelligence. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Imp Sting (Injury). A creature injected with this poison must succeed on a DC 11 Constitution saving throw, taking 11 (3d6) poison damage on a failed save, or half as much damage on a successful save.

Insanity Smoke (Inhaled). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 1 hour. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success. Each failed saving throw inflicts 4 (1d8) psychic damage that cannot be healed until the poisoned condition is removed. This substance can be perceived as magical (no school) using a *detect magic* spell or similar effect.

Iron Golem Fumes (Contact Gas). A creature subjected to this poison must succeed on a DC 19 Constitution saving throw. The creature takes 45 (10d8) poison damage on a failed save or half as much damage on a successful save.

Kamadan's Snakes (Injury). A creature injected with this poison must succeed on a DC 12 Constitution saving throw. the creature takes 21 (6d6) poison damage on a failed save or half as much damage on a successful save.

Lich Dust (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Strength) for 24 hours. While

the condition persists, the victim suffers from a flaking skin condition; the victim has disadvantage on Charisma (Persuasion) checks made against humanoids that can see the victim's flaking "lich-like" skin. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Lockjaw (Ingested). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 12 hours. A creature that fails its saving throw by 5 or more is also unable to speak or use verbal spell components while the poisoned condition persists. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Malys Root Paste (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Dexterity) for 12 hours. While the condition persists, the victim suffers disadvantage on saving throws based on Dexterity. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Medusa Venom (Injected). A creature injected with this poison takes 14 (4d6) poison damage.

Mesmer Paste (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Intelligence) for 12 hours. If the saving throw fails by 5 or more, the creature is also "dazzled" while the poisoned condition persists; the creature has disadvantage on all sight-related attack rolls and Wisdom (Perception) checks. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Midnight Tears (Ingested). A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Myconid Spore, Hallucinogenic (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. A creature subjected to this poison must succeed on a

DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Myconid Spore, Euphoric (Inhaled). This rare poison must be harvested from a myconid sovereign that embraces Zuggtymoy. This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. Creatures in that area or entering it must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion.

Neogi Venom (Injury). A creature injected with this poison takes 14 (4d6) poison damage and must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Neogi Venom, Hatchling (Injury). A creature injected with this poison takes 7 (2d6) poison damage and must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nitharit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 12 hours. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Pit Fiend Venom (Injury). A creature injected with this poison must succeed on a DC 21 Constitution

saving throw or become poisoned. While poisoned this way, the target can't regain hit points and it takes 6d6 poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pseudodragon Sting (Injury). A creature injected with this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Purple Wormling Poison (Injury). A creature subjected to this poison must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Purple Worm Poison (Injury). A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Quasit Crud (Injury). A creature injected with this poison must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raeliss Smoke (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned (Charisma) for 1 hour. While the poisoned condition persists, the victim also loses 2 points of Charisma, to a minimum rating of 3, and has disadvantage on Charisma saving throws. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success.

Redek Vine Extract (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Dexterity) for 10 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If the creature fails 3 consecutive saving throws, no more attempts are allowed; the poison persists for the full duration.

Retch (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned (Constitution) for 24 hours. If the initial saving throw fails by 5 or more points, the

creature is also "nauseated" while the poison persists; the victim is unable to use reactions during that time. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success. Each failed saving throw inflicts 1 poison damage that cannot be healed while the poisoned condition persists.

Rill Leaf (Injury). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned (Charisma) for 1 hour.

Roshon Vapor (Inhaled). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Dexterity) for 1 hour. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success. If the initial saving throw fails by 5 or more, the creature also loses 2 points of Dexterity; the loss is permanent until reversed by a *greater restoration* spell or a successful recuperation check performed in downtime.

Sassone Leaf Residue (Contact). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or be poisoned (Charisma, Intelligence, Wisdom) for 10 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. Each failed saving throw, including the initial saving throw, inflicts 6 (1d12) poison damage.

Scorcher Fumes (Inhaled). A creature that enters or starts its turn within the affected 5-foot area must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the creature is also blinded. If the initial saving throw fails by 5 or more, the blindness becomes permanent, until cured by magic. If the initial saving throw is failed by 4 or less, the creature can attempt another saving throw at the end of each of its turns, ending the effect on itself with a success.

Sea Spawn Quills (Injury). A creature injected with this poison suffers 3 (1d6) poison damage and must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shadow Essence (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Strength) for 2 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a

success. If the creature fails 3 consecutive saving throws, no more attempts are allowed; the poison persists for the full duration.

Shoosuva Poison (Injury). A creature injected with this poison must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Shreef Oil (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Dexterity, Strength) for 10 minutes.

Sleeping Weed (Contact). A creature subjected to this poison must make a DC 13 Constitution saving throw or be poisoned (Dexterity) for 5 minutes. While poisoned this way, the subject is *slowed*; its speed is halved, it takes a 2-point penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after 2 successful saving throws.

Spirit Naga Venom (Injury). A creature injected with this poison 31 (7d8) poison damage.

Sprite Spit (Injury). A creature injected with this poison must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Stench Kow Breath (Inhaled). This gas spreads around corners, affecting a 5-foot square. A creature that enters or starts its turn within the zone must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to this scent and the scent of all stench kows for 1 hour.

Striped Toadstool (Ingested). A creature subjected to this poison must make a DC 11 Constitution saving throw or be poisoned

(Intelligence, Wisdom) for 1 hour. While poisoned this way, the creature has trouble focusing its vision and distinguishing hallucinations from reality; it treats everything farther than 20 feet away as lightly obscured. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success.

Svirfneblin Poison (Injury). A creature injected with this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success. The secrets of crafting this poison are well-known to svirfneblin. If using the optional Formulae rules, acquiring the formula requires interacting with svirfneblin.

Terinav Root (Contact). Once applied, this contact poison remains effective for 1 month before becoming inert. A creature subject to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Dexterity) for 10 minutes. While poisoned this way, the creature's movement speeds are reduced by 10 feet. The creature can repeat the saving throw at the end of each of each minute, ending the effect on itself with a success.

Thever Fumes (Inhaled). A creature that enters or starts its turn within the affected 5-foot area must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the creature is also blinded. If the initial saving throw fails by 5 or more, the blindness becomes permanent, until cured by magic. If the initial saving throw is failed by less, the creature can attempt another saving throw at the end of each of its turns, ending the effect on itself with a success.

Thever Paste (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 10 minutes. While poisoned this way, the creature is also blinded. If the initial saving throw fails by 5 or more, the blindness becomes permanent, until cured by magic. If the initial saving throw is failed by less, the creature can attempt another saving throw at the end of each of its turns, ending the effect on itself with a success.

Thri-Kreen Venom (Injury). A creature injected with this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned this way. The poisoned target can

repeat the saving throw on each of its turns, ending the effect on itself on a success.

Tlincalli Sting (Injury). A creature injected with this poison suffers 14 (4d6) poison damage and must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

Tressym Tongue. This substance is a curative creature component. A single tongue can be harvested from a dead tressym. Placing the whole tongue on a creature indicates whether the creature is currently poisoned or has the natural ability to produce its own venom. When placed in contact with a substance (or a container holding a single substance) the tongue can determine whether the substance is poisoned or poisonous. The tressym tongue discolors from pink to dark grey to indicate poison, after which it becomes useless. If no poison is indicated, the tongue can be preserved and reused.

Tri-Flower (Contact Gas). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be for one hour. While poisoned this way, the target is unconscious. At the end of each minute, the poisoned target can repeat the saving throw, ending the effect on itself on a success.

Troglodyte Stench (Inhaled). This poison does not fill an area. Instead, a creature hit by the glass vial is coated with a terrible, sticky substance. At the start of its turn, the affected creature, and any creature that begins its turn within 5 feet of the affected creature must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to this stench and the stench of all troglodytes for 1 hour. The substance remains active for 1d4 hours. A creature can remove this stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

Unicorn Horn. This substance is a curative creature component. A single horn can be harvested from a dead unicorn and ground into 1d4+1 doses of this powerful curative substance. This harvesting succeeds automatically without an ability check. The consumption of powdered unicorn horn, or its direct application to a wound, heals 2d8+2 hit points and removes all diseases and neutralizes all poisons afflicting the target. When mixed with food, drink, or other consumables, a dose neutralizes any poisons or diseases tainting that substances.

Ungol Dust (Inhaled). A creature that enters or starts its turn in the affected 5-foot area must succeed on a DC 12 Constitution saving throw or be poisoned (Charisma) for 1 minute. If the saving throw fails by 5 or more, the subject loses 2 points of Charisma for 24 hours. This latter effect is not cumulative across multiple attempted saving throws or with other applications of this poison.

Vapid Leaf Extract (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Intelligence) for 10 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion if it currently has fewer than 3 levels of exhaustion.

Vegepygmy Chief Spores (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 15-foot cube. A non-plant creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Verminous Antidote. A creature that drinks this vial of liquid gains advantage on saving throws against poisons for 1 hour, so long as the source is a verminous beast (some kind of spider, snake, scorpion, or the like). This confers no benefits to undead or constructs.

Verminous Venom, Flying Snake (Injury). A creature subjected to this poison suffers 7 (3d4) poison damage.

Verminous Venom, Giant Centipede (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a

successful one. If the poisoned damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Scorpion (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Giant Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Wasp (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Wolf Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Phase Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Poisonous Snake (Injury). A creature subjected to this poison must succeed on a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Scorpion (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw, taking 4 (1d8) poison

damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Serpent (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Spider (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Vrock Spores (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 15-foot cube. The toxin spreads around corners. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, the target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Wraith Sheen (Contact). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned (Constitution, Dexterity, Strength) for 1 hour.

Wyvern Poison (Injury). A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Yahcha Beetle. This substance is a curative creature component. The flesh of this fist-sized beetle, when eaten, allows the consuming creature to immediately attempt a new saving throw, with advantage, against the disease known as “mad monkey fever.”

Yochlol Mist (Contact Gas). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned this way, the target is incapacitated.

Yuan-ti Venom, Abomination (Injury). A creature injected with this poison suffers 10 (3d6) poison damage.

Yuan-ti Venom, Anathema (Injury). A creature injected with this poison suffers 14 (4d6) poison damage.

Yuan-ti Venom, Common (Injury). A creature injected with this poison suffers 7 (2d6) poison damage.

Zabou (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 10-foot cube. Creatures within or entering the affected area must make a DC 10 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, a creature's skin itches. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TOOLS

Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool.

Tool checks are not tied to a specific ability; the DM can, for example, call for a Dexterity (woodcarver's tools) check to carve a fine detail or a Strength (woodcarver's tools) check to make something out of a particularly hard wood.

TOOLS			TOOLS		
Item	Cost	Weight	Item	Cost	Weight
<i>Artisan's tools</i>			<i>Musical instruments</i>		
Alchemist's supplies	50 gp	8 lb.	Bagpipes	30 gp	6 lb.
Brewer's supplies	20 gp	9 lb.	Birdpipes	10 gp	2 lb.
Calligrapher's supplies	10 gp	5 lb.	Drum	6 gp	3 lb.
Carpenter's tools	8 gp	6 lb.	Dulcimer	25 gp	10 lb.
Cartographer's tools	15 gp	6 lb.	Flute	2 gp	1 lb.
Cobbler's tools	5 gp	5 lb.	Glaur	9 gp	2 lb.
Cook's utensils	1 gp	8 lb.	Hand drum	3 gp	1 lb.
Glassblower's tools	30 gp	5 lb.	Harp	20 gp	3 lb.
Jeweler's tools	25 gp	2 lb.	Horn	3 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.	Lute	35 gp	2 lb.
Mason's tools	10 gp	8 lb.	Lyre	30 gp	2 lb.
Painter's supplies	10 gp	5 lb.	Longhorn	20 gp	15 lb.
Potter's tools	10 gp	3 lb.	Pan flute	12 gp	2 lb.
Smith's tools	20 gp	8 lb.	Shawm	2 gp	1 lb.
Tattoo artist's tools	15 gp	2 lb.	Songhorn	2 gp	1 lb.
Tinker's tools	50 gp	10 lb.	Tantan	5 sp	1/2 lb.
Weaver's tools	1 gp	5 lb.	Thelarr	35 gp	2 lb.
Woodcarver's tools	1 gp	5 lb.	Tocken	10 gp	5 lb.
<i>Gaming set</i>			Viol	30 gp	1 lb.
Dart-and-board set	3 gp	2 lb.	Wargong	12 gp	7 lb.
Dice set	1 sp	—	Yarting	30 gp	1½ lb.
Dragonchess set	1 gp	1/2 lb.	Zulkoon	50 gp	25 lb.
Hnefatafl set	2 gp	1/2 lb.	<i>Miscellaneous Tools</i>		
Kubb set	5 gp	2 lb.	Disguise kit	25 gp	3 lb.
Nine men's morris set	1 sp	—	Forgery kit	15 gp	5 lb.
Prophet's gambit (Tarokka) set	1 gp	—	Fortune teller's kit	6 gp	4 lb.
Three-dragon ante set	1 gp	—	Herbalism kit	5 gp	3 lb.
Trictrac set	2 gp	1/2 lb.	Navigator's tools	25 gp	2 lb.
Playing card set	5 sp	—	Poisoner's kit	50 gp	2 lb.
Ring-toss set	1 gp	—	Thieves' tools	25 gp	1 lb.

VARIANT: MASTERWORK TOOLS

Any artisan's tools or miscellaneous tools can be purchased as a masterwork version for an additional cost of 150 gp.

The only function of masterwork tools is to negate disadvantage imposed by the complexity of a subject, project, or product, if it could be offset by higher-precision tools or by a wider-than-normal array of supplies. This effect applies at the DM's discretion; not every situation that imposes disadvantage can be offset by masterwork tools.

For example, as part of a forgery attempt, a character is trying to imitate a precise shade of special ink used in military documents. The purpose of this rare ink is to deter just this sort of forgery attempt. Normally the DM would impose disadvantage, but she decides that the wider array of inks available in the character's masterwork forger's kit is sufficient to offset the penalty.

VARIANT: SHODDY TOOLS

Any type of tools can be acquired in a low-quality form at a reduced price. These are usually poorly crafted second-hand items, ill cared for or with missing components. Shoddy tools cost one-fifth the standard market value and apply disadvantage to any attack or check made to use them or made in any way connected with their use.

For example, the cost of a shoddy lyre is only 6 gp. The item is probably cracked so that its sound is never quite right. A user applies disadvantage to any Charisma (Performance) checks made to play the shoddy lyre. If a bard were to use the shoddy lyre as a spellcasting focus, any checks the bard makes (such as spell attacks) would also have disadvantage.

ARTISAN'S TOOLS

Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools of your craft. Each type requires a different proficiency.

During downtime periods, artisan's tools also let you craft items for yourself or others, or earn a living.

VARIANT: UPTIME AND CRAFTING

Downtime is an important part of the Fifth Edition of **Dungeons & Dragons**. But many campaigns never

make use of downtime, preventing players from accessing a wealth of character options and opportunities. This variant system allows players to access the crafting function of downtime, even while adventuring. (This section is taken from the broader uptime actions variant rule found in Wraith Wright's *The Comprehensive Treasure Manual*.)

Uptime activities are performed while out on adventures instead on days between adventures. While resting, traveling, and during other unused portions of the day, the character is examining, shaping, planning, or otherwise devoting herself to what would normally be a downtime activity. Each long rest assigned to a project produces the equivalent of half a day of downtime activity.

Long rests are counted rather than actual days for two reasons. Long rests are an ideal time to note progress on an uptime activity; players are already resolving bookkeeping issues at that point in time, altering hit points, noting recovered spell slots, etc. Long rests also represent times when the characters are safely away from the action, able to contemplate things other than fighting or exploring. If the party can't take a long rest on a specific day, it is probably because the characters are very busy or distracted with other things.

If the game passes over long periods, perhaps skipping over several days of travel without any incidents, count these days as half days too, even if no official "long rests" are made. If the days pass with no travel or significant activity at all, count them as full days.

Crafting. Crafting is particularly suited to uptime activity. To craft during uptime, a character must have the appropriate artisan's tools and must purchase ahead of time all the appropriate materials. Even before it is complete, the item being created has the same weight as a complete version. For crafting purposes, a half a day of crafting allows the completion of 2½ gp worth of effort toward the market value of the product. (See the *Player's Handbook*, page 187, for more details about crafting.)

For example, a dwarven fighter wants to craft a glaive during her upcoming adventure. She buys the raw materials needed with 10 gp (half the market value of a glaive). These materials already weigh 6 pounds (the full weight of a glaive). In addition, she must carry her smith's tools with her, requiring another 8 pounds in her pack. Because the market value of a glaive is 20

gp, and each uptime day of crafting contributes 2½ gp toward that total, the glaive requires 8 long rests before the project is complete.

DESCRIPTIONS

Artisan's tools are described below. Unless otherwise noted, artisan's tools come in a satchel.

Alchemist's Supplies. A collection of crucibles and glass vials, mortar and pestle, an alcohol-burning lamp, and other supplies. An alchemist's kit comes in a box with velvet-lined cut-outs designed to hold the delicate instruments safely in place.

Brewer's Supplies. Measuring bowls, scales, hops bags made of muslin, spices, hoses, a funnel, and other equipment suitable for brewing alcoholic beverages. Depending on the type of beverage crafted, kegs, casks, pitchers or other liquid storage devices may also be required for practicing this trade.

Calligrapher's Supplies. A set of fine pens, colorful inks, and fancy sheets of parchment. Also included are sealing waxes of various colors and qualities and an array of wax stamps. These supplies frequently include a specialized subset of tools used with more durable mediums, like the long-handled wood-burning styluses or fine paintbrushes used for sign-making.

Carpenter's Tools. Mallets, nails, measuring cords, cutting templates or triangles, and a medium-length saw. Carpenter's tools are used to shape wood on a large scale, crafting furniture, buildings, large agricultural tools, and the like.

Cartographer's Tools. This satchel contains templates of maps and large, blank parchments suitable for map-making. It includes special inks and writing tools, particularly tools for drawing objects to scale relative to one another. Cartographer's tools also include collapsible surveying rods, the measuring tools used to calculate overland distances and geographic features.

Cobbler's Tools. These tools come in a box, the lid of which is reversible and supports a cobbler's last. The tools include a mallet and nails, sturdy sewing needles and thread, rolls of soft leather, stamped pieces of hard leather, molding implements, and other devices that aid in the construction and repair of footwear.

Cook's Utensils. Pans, knives, bottles of assorted seasonings, a journal of recipes, and tools used to produce food.

Glassblower's Tools. This kit contains crimps and clamps, a pouring block, shears, and a blowpipe, used to manipulate glass with a kiln. It also contains rods of glass in various colors.

Jeweler's Tools. This kit contains chisels, brushes, polish, and other tools used to prepare or enhance gemstones, plus small-scale metalworking tools used to shape precious metals into jewelry of various kinds. A small jeweler's loupe is included for examining jewelry and gemstones.

Leatherworker's Tools. This kit contains cutting and edging tools, grommet setters and punches, a mallet, needles and awls, and other miscellaneous tools used to craft leather into clothing and accessories.

Mason's Tools. This satchel contains the tools used to craft masonry. In addition to the trowels and joint molders, used to apply mortar, the kit includes telescoping pole braces and measuring blocks used to measure and precisely align stone and brickwork of various kinds.

Painter's Supplies. Small pots of paints in various colors, alchemical mixtures for paint thinning, and an array of paintbrushes. This set of tools typically includes brushes sized for the sort of work the painter intends, from artistic to functional. These include the small, intricate brushes used to put paint on canvas, or the larger type of brushes suitable to painting buildings.

Potter's Tools. These tools are used to craft and repair pottery. They include molds, knives, sponges, and styluses for decorating pottery, alchemical glues for repairing shattered pottery pieces, and the dyes and glazes for finishing or resurfacing them.

Smith's Tools. Hammers, dollies, and tongs of various kinds used to shape metal, as well as the crimps used for creating rivets or repairing links of chain.

Tattoo Artist's Tools. This set of tools includes a variety of needles and inks as well as ointments and various treatments used to create tattoos on the skin of animals and humanoids.

Tinker's Tools. Various tools for used for crafting intricate machines. These look like smith's tools or thieves' tools, but in a tiny scale. The hammers, chisels, picks, and other implements are typically

suitable for application to small projects like clockwork devices.

Weaver's Tools. A collapsible loom and shuttle used for weaving, plus various dies and tools used to treat and store wool and other types of thread. Weaver's tools can be used to create and repair certain types of clothes.

Woodcarver's Tools. A set of chisels, files, carving knives, small lathes, and other instruments for making fine impressions on wooden pieces.

GAMING SETS

If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Some gaming sets, like dice and cards, belong to a great many games. Others are designed for use with a single, specific game in mind. But even these single-game sets have myriad modifications and regional variations. Particularly where betting is involved, new uses for old gaming sets are sure to develop. All this means is that nine men's morris is not played here like it is over in that neighboring duchy. It pays to ask the rules first, before you lay your wagers!

Sometimes very complex games catch on in a community, introducing factors from multiple game types. DMs are encouraged to introduce a single game (perhaps with its own game rules) that is incredibly popular, something that all the locals are playing. This adds one more facet to a memorable game world.

Wizards of the Coast has previously published card games including Three-Dragon Ante, Rock-Paper-Wizard, and Prophet's Gambit (using the Tarokka deck). These make wonderful props for a DM looking to have a signature game in her campaign.

VARIANT: PLAYING GAMES

This variant rule introduces complexity into the playing of games, using gaming sets or otherwise. Before a game is played, the DM must make several determinations.

Gaming Set. The first factor is the gaming set involved, if any. This is important because it is unlikely that a character is proficient in more than one gaming set. And often, a character lacks the charisma to convince his new drinking buddies to switch from their favorite game to something new. The use of a

proficiency bonus is often the difference between winning and losing.

Number of Rounds. The next factor is the number of rounds to be played (the number of ability checks to be rolled). The number should be an odd one, typically 3 or 5 rounds, but some games are played on a single roll of the dice. The overall winner is the player who wins most rounds, with ties broken in favor of the one who had the highest total result across all rounds. Players and bystanders can bet on the winners of each game, but they can (and often do) place bets applicable to each round.

Type of Game. Generally, there are three kinds of games: games of intellect, games of physicality, and games of chance.

Games of intellect call for Intelligence (gaming set) checks each round. These games are the type enjoyed by intellectuals and scholars. Typical examples are card games, board games, and other contests of strategy.

Games of physicality call for checks of Dexterity (gaming set), Strength (gaming set) or, rarely, Constitution (gaming set). Games of this nature are popular in warrior-dominated cultures. Games of physicality include such examples as dart-throwing, log-lifting, and drinking games.

Games of chance are truly random. The DM determines the percentage chance for successful rounds and the player rolls percentile dice to see the outcome. While all games include some random probability, games of chance have no element of skill to them. (Proficiency bonuses do not factor in.) Coin flips, dice throws, and high-card draws are all examples of games of chance.

Bluffing. Many games are made more enjoyable by the ability to bluff. If a game allows such dynamics, at the outset, each player first rolls a Charisma (Deception) check and a Wisdom (Insight). These results determine the potential for bluffing. Once during the entire game, each player can reroll her gaming ability check for a round, but only if the highest check for that round comes from someone the player can bluff. A character can only bluff someone if her Charisma (Deception) check at the start of the game was higher than that person's Wisdom (Insight) check.

Cheating. Most games have room for cheating; a game that seems cheat-proof just hasn't yet run afoul of the right con artist. Cheating is mechanically like

bluffing but very different morally. It is a choice made at the outset of each round. The cheater gets advantage on the appropriate gaming set check, but might get caught. After the round is played, the cheater must attempt a Charisma (Deception) check or a Dexterity (Sleight of Hand) check, whichever the DM determines is appropriate to conceal the type of cheating used. This is opposed by the other players' individual Wisdom (Insight) or Wisdom (Perception) checks, respectively. Those who roll higher than the cheater's check notice the foul play.

VARIANT: FIXING THE GAME

For an additional expense, most gaming sets can be crafted to produce biased results. Cards can be manufactured with subtle, hidden indicators on their backs, indicating the identify of each. Dice can be constructed with varied densities to produce biased results. A dart set could be built in such a way that one set of colored darts flies much truer than the other set of colored darts.

Whatever the method, using a "fixed" game set allows a cheater to claim advantage on any check to avoid other players noticing the cheating. A fixed game set costs an additional 50 gp to acquire. Card marking and similar alterations can be accomplished for a much cheaper price (or without cost), but these alterations are not good enough to grant advantage to the user's checks to avoid detection.

This is a good rule to use in combination with the variant Playing Games, described above.

DESCRIPTIONS

Game sets are described below.

Dice Set. *These polyhedral objects are most commonly found in cube form, carved from wood or bone. The various faces are marked with numbers or other symbols. Many games are played with dice, too many to count.*

Dragonchess Set. *This game consists of three checkered boards, arranged in three layers, with a variety of carved playing pieces that move between squares and boards. [This game was invented by Gary Gygax and featured in *Dragon Magazine* in 1985.]*

Hnefatafl Set. *A strategy game played on a checkered or latticed board between two unevenly-matched armies of carved figures.*

Kubb Set. *Kubb is an outdoor game of skill where players try to toss wooden batons to knock over a series of blocks.*

Nine Men's Morris Set. *This simple strategy game is played with two colors of chits on a small latticed board.*

Playing Card Set. *These squares of very thick paper are each painted with a letter, symbol, or numerical marker on one side. The back sides of all the cards are identical, whether blank or patterned. Many games are played with cards, including games of chance.*

Prophet's Gambit (Tarokka) Set. *This card game is played with a Tarokka deck. [Wizards of the Coast publishes the Tarokka deck, which includes a pamphlet for playing the game.]*

Three-Dragon Ante Set. *This card game is played with a Three-Dragon Ante deck. [Wizards of the Coast publishes the Three-Dragon Ante deck, which includes rules for playing the game.]*

Trictrac Set. *Each of two players must advance their own set of 15 chits across various positions on a board using a combination of luck (dice rolls) and strategy.*

MUSICAL INSTRUMENTS

If you have proficiency with a given musical instrument, you can add your proficiency bonus to ability checks to play the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

DESCRIPTIONS

Musical instruments are described below.

Bagpipes. *A wind instrument constituting multiple reed pipes fed by squeezing an air bag. The air reservoir is replenished periodically by the musician blowing into it through another pipe.*

Birdpipes. *Sometimes called pan pipes, satyr pipes, or the shalm, this set of parallel pipes is a musical instrument popular with creatures that are close to nature.*

Drum. *A cylindrical instrument with a flat hide stretched taught over each end. The hide produces a hollow resonance when struck.*

Dulcimer. *A dulcimer is a flat, trapezoidal soundboard across which strings of descending*

lengths are strung. The strings can be plucked or can be struck with a tiny hammer.

Flute. This tubular reedless wind instrument produces sound when air is blown across the hole at one end. The other end of the tube has a series of holes that can be covered or left uncovered by the fingers to produce different notes.

Glaur. This short, curved horn resembles a cornucopia. If played using its set of valves, the instrument produces a brassy sound like a trumpet. Some versions, called gloons, don't have valves and produce a more mournful sound.

Hand Drum. A double-headed skin drum fitted with handles along its side.

Harp. A harp has many parallel strings attached within a frame. The frame has an angled soundboard that facilitates shorter strings as it tapers, varying the notes produced when the instrument is strummed.

Horn. A horn is typically a brassy pipe with a conical opening at one end and a mouthpiece at the other. Horns produce loud, far-reaching notes and so are used for signaling as well musical purposes.

Lute. This plucked stringed instrument has a long neck and a deep, round back. The hollow portion of the body has a circular opening under the part of the strings that get strummed.

Lyre. A lyre resembles a harp, but is smaller. Its strings are plucked with a pick.

Longhorn. A flute of very sophisticated make, found only in large cities or areas with skilled artisans.

Pan Flute. This instrument consists of multiple closed-pipe flutes of ascending length, attached in a row.

Shawm. A double-reed instrument like an oboe or a bassoon. Some versions use attached bellows.

Songhorn. A simple type of flute, like a recorder, usually carved from wood.

Tantan. An instrument like a tambourine affixed to a tight drum.

Theherr. A simple and wind instrument cut from a reed, sometimes called a whistecane.

Tocken. This resonating instrument is comprised of carved oval bells hung parallel on a frame and played by light strikes with a small mallet or with the open hand.

Viol. A small, six-stringed instrument held vertically and played with a bow.

Wargong. War gongs are like traditional gongs, but usually made from the shield of an enemy.

Yarting. This tightly-strung instrument resembles a shallow-bodied lute.

Zulkoon. This complex pump organ has a dramatic, sinister sound.

MISCELLANEOUS TOOLS

Miscellaneous tools differ from artisan's tools in that they tend to create no product and they are usually not suitable for generating a stable income.

Each type of tool allows a proficient user to add her proficiency bonus to uses of that tool. Where a tool's use might be ambiguous, some clarity is provided in the descriptions below.

DESCRIPTIONS

Miscellaneous tools are described below.

Disguise Kit. A box containing cosmetics, hair dyes, and adhesive-mounted facial prosthetics used to create a variety of disguises. If proficient, your bonus applies to ability checks to disguise yourself or others.

Forgery Kit. A forgery kit is a satchel that has many of the same components as calligrapher's supplies, including a variety of pens and inks. It also boasts a variety of styluses used to impersonate signet marks in wax seals.

Fortune Teller's Kit. This kit comes in a box. It includes a crystal ball, fortune telling cards, and other tools of the trade. If proficient, your bonus applies to ability checks to tell fortunes convincingly. A fortune teller's kit can be used to generate an income like artisan's tools, provided they are used in a large enough area and in a society suitably tolerant of fortune tellers.

Herbalism Kit. This kit comes in a satchel. It includes various tools for safely harvesting plants as well as the tools and additives needed to make potions, salves, and similar curative products. Proficiency allows you to add your bonus to checks to identify herbs and to apply them. Herbalism kits are used to craft several curative products, including antitoxin and potions of healing.

Navigator's Tools. This satchel holds sounding lines, a sand glass, an astrolabe or telescoping back staff, a ring dial, or similar instruments needed for navigation. It also contains a number of relevant sea charts. Proficiency with these tools allows you to chart

a ship's course and follow navigation charts. It also allows you to add your proficiency bonus to any ability check you make to avoid getting lost at sea. It can also be used in some limited cases of overland navigation.

Poisoner's Kit. *A poisoner's kit blends some of the components of alchemist's supplies and an herbalism kit, the tools needed to create poisons using alchemical and herbal techniques. It also includes tools for collecting poisons from live (or recently slain) monster specimens.* This kit gives the ability to add your proficiency bonus both to your uses of poison (poisoning food, weapons, etc.) and to your checks to collect or craft poisons.

Thieves' Tools. *A complex set of picks and tools used to disable locks and traps, rolled into a leather satchel. These tools resemble a highly specialized segment of tinker's tools and can be disguised as such.* If proficient, your bonus applies to ability checks to disarm traps or open locks.

MOUNTS AND VEHICLES

The items in this group are split into three types: mounts, tack and harness, and vehicles.

MOUNTS

This section describes animals commonly rated as mundane mounts. Non-mount animals are categorized as trade goods and can be found in Part 1: Wealth. Other creatures, those with monster types other than "beast," are deemed too rare for common sale. If the DM wishes to make such monsters marketable, an option for that is provided in Part 4: Exotic Lists.

The following beasts are creatures commonly trained to serve as mounts, though anything that requires an exotic saddle is found in limited regions.

VARIANT: LITTLE MOUNTS

Normally, a mount must be at least one size category larger than its rider. But in a pinch, a character can, with some difficulty, ride an animal that is of its own size category. For example, a full-grown human can ride a pony, but with some drawbacks.

A mount with a rider of its own size drops its speed by 20 feet and has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution. This penalty is not cumulative with the penalty for being heavily encumbered if your campaign uses that variant encumbrance rule.

MOUNTS							Carrying Capacity
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	
Aurochs	100 gp	2	Un.	2	Large exotic	50 ft.	600 lb.
Axe beak	35 gp	2	Un.	1/1	Large exotic	50 ft.	420 lb.
Camel	50 gp	2	Un.	1/8	Large exotic	50 ft.	480 lb.
Dolphin	20 gp	6	Un.	1/8	Medium exotic	(60 ft.)	210 lb.
Donkey or mule	8 gp	2	Un.	1/8	Equine	40 ft.	420 lb.
Elephant	200 gp	3	Un.	4	Huge exotic	40 ft.	1,320 lb.
Giant seahorse	300 gp	2	Un.	1/2	Large exotic	(40 ft.)	360 lb.
<i>Horse</i>							
Draft	50 gp	2	Un.	1/4	Equine	40 ft.	540 lb.
Riding	75 gp	2	Un.	1/4	Equine	60 ft.	480 lb.
Fragile	15 gp	2	Un.	1/8	Equine	40 ft.	420 lb.
Warhorse	400 gp	2	Un.	1/2	Equine	60 ft.	540 lb.
Giant lizard	200 gp	2	Un.	1/4	Large exotic	30 ft.	450 lb.
+ hold breath	+100 gp	—	—	—	—	—	—
+ spider climb	+200 gp	—	—	—	—	—	—
Mastiff	25 gp	3	Un.	1/8	Canine	40 ft.	195 lb.
Pony	30 gp	2	Un.	1/8	Equine	40 ft.	225 lb.

RIDER TRAINED

All creatures listed on the Mounts chart are trained for use as mounts. (Untrained versions are priced in Part 1 as trade goods.) An untrained creature will buck or otherwise try to dislodge a rider unless it is controlled by magic. Untrained creatures cannot be controlled as mounts by Wisdom (Handle Animal) checks.

Rider-trained mounts require no Wisdom (Animal Handling) checks to ride, except when the rider wishes to perform a risky maneuver like jumping a fence. At the DM's discretion, any domesticated animal might perform an appropriate simple trick, like fetching, with a successful Wisdom (Handle Animal) check.

COMBAT TRAINED

For an additional expense, mounts can be acquired with special training to make them useful in combat.

A mount that does not have combat training is difficult to control in battle. Each round, the rider must make a Wisdom (Handle Animal) check with a DC of 10, or a DC of 15 if the mount is injured. If the check fails, or if the animal is otherwise left to its own decisions, it does what its nature dictates. Most animals flee combat, moving away from the loud noises and source of pain as quickly as possible. An uninjured riding horse might stay near a fallen rider if it is not directly threatened. A mastiff will probably defend a downed rider, often aggressively. A giant lizard might snap up a fallen corpse to consume later as it flees the battle. These decisions are left to the DM.

Combat-trained mounts do not require checks to control in battle. If the rider falls, the mount will defend the rider until the mount is calmed with a Wisdom (Handle Animal) check. Combat-trained mounts gain 1 hit die, a bonus of +2 to Strength and Dexterity, a bonus of +1 to Constitution and Wisdom, and a special overbearing feature:

Slam. If the mount moves at least 20 feet straight toward a creature and then hits it with one of its natural attacks on the same turn, the target must succeed on a Strength saving throw or also be knocked prone. The DC is 10 + the mount's Strength modifier. If the creature is knocked prone, the mount can make another natural attack against it as a bonus action. The mount cannot use this feature on targets of its own size or larger.

Combat training requires a creature to have been trained as it was raised; most animals of certain ages are too set in their ways or are too wary of new things, such that the effort and expense needed for training are not justified. Combat-trained animals cost an *additional* amount equal to 5 times the listed value of the animal.

On the list above, the warhorse is already combat-trained at normal cost. A warhorse cannot benefit from additional combat training; it already has the combat training benefits included in its "stat block."

EXCEPTIONAL SPECIMEN

Exceptional specimens are particularly hearty creatures. Not only have they been bred for their extraordinary characteristics, they are also the finest specimens of the resulting stock. These costly creatures are sought out by those in need of durable mounts that can better weather the tougher challenges routinely faced by higher-level adventurers.

Exceptional mounts gain 2 hit dice, a +1 bonus to Intelligence (to a maximum of 4), and a +2 bonus to Charisma and Wisdom. This feature is compatible with the combat trained feature, above, granting cumulative bonuses.

Exceptional specimens cost an *additional* amount equal to 4 times the listed value of the animal. Exceptional specimens are not often found for sale in common markets. To find such creatures, adventurers usually look to horse breeding experts, markets near large cities, or the stables of the local nobility.

DESCRIPTIONS

One mount, the fragile horse, is described below. Other creatures use the descriptions and statistics given in Appendices A of the *Monster Manual* and *Volo's Guide to Monsters*.

Fragile Horse. Fragile horses are mounts of poor quality. Often, they are older, somewhat swaybacked creatures. But for starting characters in need of mounts for their adventure, they might be the only affordable option. A fragile horse has a delicate constitution, as indicated in the stat block below.

TACK AND HARNESS

This equipment is used for managing trained and untrained animals.

Fragile Horse

Large beast, unaligned

Armor Class 9

Hit Points 11 (2d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	11 (+0)	2 (-4)	10 (-0)	5 (-3)

Senses passive Perception 10

Challenge 1/8 (25 xp)

Unreliable. Apply disadvantage to any Wisdom (Handle Animal) checks made to control this mount in battle or to get it to perform tricks or difficult maneuvers.

Unstable. Add 1 exhaustion level for each hour of a forced march, in addition to any exhaustion gained for failing the Constitution check.

ACTIONS

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

DESCRIPTIONS

Tack and harness items are described below.

Barding (all). Barding is armor designed for mounts or other animals. It typically covers the head, neck, and body, leaving the legs free of impediment (and protection). Any type of armor shown on the Armor table in Part 2: Armaments can be purchased or crafted as barding. The cost and weight are shown as multiples of the equivalent armor made for humanoids.

Canine barding typically fits all canines of the same size, and equine barding typically fits all equines of the same size. But exotic barding is made for animals of a specific type as well as a specific size.

For example, despite being the same size, a Large dragon's exotic barding cannot be transferred to a giant seahorse.

Bit and Bridle. Most mounts require some sort of head harness, something attached to a lead that is held by the rider. In the case of traditionally-trained mounts, a bit and bridle allow the rider to direct the animal and keep it under control. Animals of various kinds require different sizes, shapes, and secondary functions built into these devices for optimal control of

the mount. For short-necked creatures, like dogs, this typically includes a collar.

Canine bridles typically fit canines of any size, and equine bridles typically fit equines any size. But exotic bridles are made for animals of a specific type as well as a specific size. For example, despite being the same size, a Large dragon's exotic bridle cannot be transferred to a giant seahorse.

Blinkers. Blinkers are made for equine creatures: horses, ponies, donkeys, and mules. They are usual attached to the animal's bridle and cover most or all of each eye with a cup-shaped device. Blinkers can control an animal's field of vision, restricting the animal to seeing only what is in front of it. This avoids distractions and, at the DM's discretion, can prevent the handler from having to make Wisdom (Handle Animal) checks under some circumstances. A creature wearing vision-restricting blinkers has disadvantage on Wisdom (Perception) checks that rely on vision. A creature wearing blinkers that fully cover the eyes automatically fails such checks.

Blinkers, Exotic. Exotic blinkers are each made for a specific type of animal. Some animals have multiple sets of eyes or otherwise require unusually-constructed blinkers. Some exotic blinkers have additional functionality. For example, exotic blinkers might fully cover a creature's eyes until the rider pulls a special cord to reveal them. This facilitates using gaze weapons at the rider's command, weapons like the basilisk's petrification or the catoblepas' death ray. A creature wearing vision-restricting blinkers has disadvantage on Wisdom (Perception) checks that rely on vision. A creature wearing blinkers that fully cover the eyes automatically fails such checks.

Body Harness (any). These sets of secure straps serve multiple functions. Typically, they allow an animal to draw vehicles such as carts or wagons, attaching the worn harness to one or two of the vehicle's forward-pointing shafts. The straps are placed in such a way as to distribute the force evenly across the most accommodating surface of the animal's body. A body harness can also be re-configured to help lift or carry an animal. In this case, straps are shifted to more supportive positions on the animal's body, suitable to raise or lower it, perhaps via block and tackle. Travelers navigating rough terrain may find such tools necessary to bring their mounts across steep hills, cliffs, or similar obstacles.

Cage (any). A cage is large enough for an animal of the listed size to stand within it, turn around fully, and lie down. (A winged creature does not have space

to fully spread its wings.) A cage's size rating must fit a contained creature's size exactly—too small a cage

TACK AND HARNESS					
Item	Cost	Weight	Item	Cost	Weight
<i>Barding</i>			Hobble	2 gp	2 lb.
Canine (Large)	x3	x2	Hobble, exotic	5 gp	4 lb.
Canine (Medium)	x2	x1	<i>Howdah</i>		
Equine (Large)	x4	x2	Exotic (Gargantuan)	190 gp	455 lb.
Equine (Medium)	x3	x1	Exotic (Huge)	65 gp	235 lb.
Exotic (Gargantuan)	x10	x8	Exotic (Large)	35 gp	125 lb.
Exotic (Huge)	x7	x4	<i>Muzzle</i>		
Exotic (Large)	x5	x2	Gargantuan or Huge	8 gp	4 lb.
Exotic (Medium)	x4	x1	Large or Medium	2 gp	1 lb.
<i>Bit and bridle</i>			Small or Tiny	1 gp	1/2 lb.
Canine (Large)	3 gp	1 lb.	Saddlebags	4 gp	8 lb.
Canine (Medium)	2 gp	1/2 lb.	<i>Saddle, canine (Large or Medium)</i>		
Equine (Large)	2 gp	1 lb.	Military	12 gp	25 lb.
Equine (Medium)	2 gp	1/2 lb.	Pack	3 gp	10 lb.
Exotic (Gargantuan)	18 gp	8 lb.	Riding	6 gp	20 lb.
Exotic (Huge)	10 gp	4 lb.	<i>Saddle, equine (Large or Medium)</i>		
Exotic (Large)	6 gp	2 lb.	Military	20 gp	30 lb.
Exotic (Medium)	5 gp	1 lb.	Pack	5 gp	15 lb.
Blinkers	1 gp	1 lb.	Riding	10 gp	25 lb.
Blinkers, exotic	4 gp	1½ lb.	<i>Saddle, exotic (Gargantuan)</i>		
<i>Body harness</i>			Military	225 gp	70 lb.
Gargantuan	80 gp	55 lb.	Pack	60 gp	55 lb.
Huge	30 gp	35 lb.	Riding	120 gp	65 lb.
Large	15 gp	17 lb.	Strap	210 gp	70 lb.
Medium	8 gp	8 lb.	<i>Saddle, exotic (Huge)</i>		
Small	3 gp	3 lb.	Military	105 gp	50 lb.
Tiny	1 gp	1 lb.	Pack	30 gp	35 lb.
<i>Cage</i>			Riding	60 gp	45 lb.
Gargantuan	950 gp	3,800 lb.	Strap	120 gp	50 lb.
Huge	300 gp	675 lb.	<i>Saddle, exotic (Large)</i>		
Large	120 gp	300 lb.	Military	52 gp	40 lb.
Medium	40 gp	75 lb.	Pack	15 gp	25 lb.
Small	15 gp	60 lb.	Riding	30 gp	35 lb.
Tiny	5 gp	25 lb.	Strap	60 gp	40 lb.
Falconry kit	3 gp	2 lb.	<i>Saddle, exotic (Medium)</i>		
<i>Feed</i>			Military	26 gp	35 lb.
Grain (oats)	1 sp	4 lb.	Pack	8 gp	20 lb.
Herbaceous (hay)	2 cp	4 lb.	Riding	15 gp	30 lb.
Meat (scraps)	1 sp	1 lb.	Strap	30 gp	35 lb.

prevents the creature from fitting into it while too large a cage might allow the creature to escape through the spacing in the bars. Cages are made of iron, with Armor Class 19. These resilient objects usually have hit points/damage threshold as follows: Tiny (5/1), Small (10/2), Medium (18/4), Large (27/6), Huge (39/8), and Gargantuan (54/12). Because they are constructed to resist intentional breakage by their contained creatures, cages are typically immune to damage from natural attacks. Additional information on the health of objects can be found at page 246 of the *Dungeon Master's Guide*.

Falconry Kit. *This kit comes in a satchel that contains all the tack needed to manage birds of prey. It includes a thick glove for the animal to perch on, a hood that blindfolds the creature, a 50-foot lightweight cord leash, and additional equipment needed to care for, train, and hunt with a bird of prey.*

Feed (any). *The type of food needed for different animals varies significantly. Omnivores can typically eat any kind of feed, as well as rations. Herbivores, particularly equines, can survive on grass, hay, and other herbaceous plants. Higher valued feed, like oats, is simply a luxury and is unhealthy for such animals to eat all the time. Dogs and other carnivores require meat for most of their diet. As feed, this typically takes the form of dried meat scraps or meat ground up with absorbent grains. Such feed lasts for only a week before it becomes spoiled and worthless.*

Most creatures can forage or hunt for themselves, given enough time and left to their own devices. Feed is only needed when animals are kept caged or stabled, worked or ridden longer than eight hours in a day, or otherwise prevented from finding their own food for significant portions of the day. Tiny creatures need only 1/4 pound of food per day for sustenance. Small and Medium creatures need 1 pound. Large creatures need 4 pounds, Huge creatures need 16 pounds, and Gargantuan creatures need 64 pounds of food per day. The DM is the final arbiter of each animal's needs for quantity and type of food.

Hobble. *A hobble is a set of manacles for an animal, particularly suited for equines like horses. Equines will typically graze in a small area while hobbled and can be left alone for hours. Other animals, like dogs, are less docile and will chew through the restraint; such creatures are typically leashed or picketed when left unattended. Some hobbles are built weakly enough that a truly panicked*

creature can break the binding, running away at full speed if attacked by a predator or otherwise seriously threatened. Hobbles are also used as training tools for animals that will serve as mounts and laborers. Applying or removing a hobble takes an action. A hobble reduces an animal's speed to 5 and discourages it from traveling far.

Hobble, Exotic. *This complex hobble can be used on docile animals of any size, creatures with multiple legs, or creatures with alternative movement modes like flight. It otherwise operates as a normal hobble.*

Howdah (any). *A howdah is a partially-enclosed platform mounted on an animal. It surrounds one or more riders, offering protection from attackers or from the elements. Most howdahs include a roof.*

One Medium- or Small-sized rider can fit in the howdah of a Large creature. Most Large creatures are not quite big enough for a howdah, but camels are a notable exception. Four Medium- or Small-sized riders can fit in the howdah of a Huge creature. Sixteen Medium- or Small-sized riders can fit in the howdah of a Gargantuan creature. Riders in howdahs have half cover from the attacks of creatures on the ground if those creatures are smaller than the mount.

Muzzle (any). *Muzzles are each made for animals of a specific type and size. A muzzle prevents the wearer from biting or eating. It also makes dangerous-looking animals appear to be safer, meaning bystanders are often less intimidated and more accepting of their presence. A muzzle takes one action to apply or remove. At the DM's discretion, this can prevent the handler from having to make Wisdom (Handle Animal) checks under some circumstances.*

Saddle, Canine (any). *Saddles for dogs are lightweight and built to accommodate the greater range of motion that dogs have over equine mounts. Such saddles are also suitable for wolves of Large or Medium size and similar creatures. A military version gives the rider advantage on any check to remain mounted. A pack version has no accommodation for a rider; it simply provides a frame to which baggage can be tied.*

Saddle, Equine (any). *An equine saddle fits horses and ponies as well as donkeys and mules. It also fits similar equine creatures such as unicorns. Equine saddles are not suited for equines with additional limbs or wings like a pegasus. (Such a creature requires an exotic saddle instead.) A military version gives the rider advantage on any check or*

saving throw to remain mounted. A pack version has no accommodation for a rider; it simply provides a frame to which baggage can be tied.

Saddle, Exotic (any). *Creatures not in the shape equines (horses, mules, etc.) or canines (dogs, wolves, etc.), require exotic saddles to use as mounts or beasts of burden.* Exotic saddles are each made for animals of a specific type and size. For example, despite being the same size, a Large dragon’s riding saddle cannot be used on a giant seahorse. A military version of an exotic saddle gives the rider advantage on any check or saving throw to remain mounted when the animal is not in climbing, flying, or moving underwater. A pack version of an exotic saddle has no accommodation for a rider; it simply provides a frame to which baggage can be tied.

Creatures capable of burrowing cannot do so without automatically dismounting their riders, regardless of saddle type. Creatures capable of other three-dimensional movement (climbing, flying, or underwater travel) require strap saddles to keep riders secure. Strap saddles require the rider to use two actions to strap in after mounting. Thereafter, the rider cannot be dismounted short of very exceptional circumstances (like the mount burrowing). Using a strap saddle without strapping in is treated as using a riding saddle. The Dungeon Master may impose riding checks every round to stay mounted in cases of climbing, flying, pouncing, and (particularly)

underwater travel while not strapping in or while using another type of saddle.

VEHICLES

Vehicles improve characters’ speed of travel and their ability to transport cargo and equipment.

DRAWN VEHICLES

If you have proficiency with “vehicle (land),” you can add your proficiency bonus to any check you make to control drawn vehicles in difficult circumstances. The normal operation of drawn vehicles does not require ability checks.

Horsepower. Animals pulling a drawn vehicle can move weight up to five times their combined carrying capacity. Each vehicle on the chart notes parenthetically the minimum and maximum number of animals that can be harnessed to the vehicle. If more than one creature is harnessed, the animals must be harnessed in pairs. A single “lead” animal can be harnessed ahead of any pairs, its purpose to serve as a guide for the paired animals. (A lead animal does not contribute to the vehicle’s total carrying capacity.)

Other Beasts of Burden. Yaks, water buffalo, and similar cattle are often used as beasts of burden to draw vehicles, particularly in rural regions. These creatures use the cow (ox) “stat block” from *Volo’s Guide to Monsters*.

VEHICLES (DRAWN)					
Item	Cost	Weight	Item	Cost	Weight
Carriage (1-4)	100 gp	600 lb.	Sled (1-2)	20 gp	300 lb.
Carriage, grand (4-8)	400 gp	950 lb.	Sled, dog (1-16)	35 gp	50 lb.
Cart (1)	15 gp	200 lb.	Sleigh (1-8)	30 gp	250 lb.
Cart, dog (1)	9 gp	60 lb.	Trap (1)	55 gp	65 lb.
Chariot, heavy (2-6)	350 gp	180 lb.	Wagon (1-4)	35 gp	400 lb.
Chariot, light (1-4)	250 gp	100 lb.	Wagon, covered (1-4)	60 gp	550 lb.

WATERBORNE VEHICLES

If you have proficiency with “vehicle (water),” you can add your proficiency bonus to any check you make to control waterborne vehicles in difficult circumstances. The normal operation of waterborne vehicles does not require ability checks, but anything other than a rowboat or keelboat also requires a crew of trained sailors to manage.

Crew. A ship needs skilled hirelings (crew) to operate. Up to half the crew (round down) can be unskilled, learning as they go. If more than half are unskilled, reduce the vehicle’s speed by half. Only skilled crew can operate siege weapons mounted on a ship.

Passengers. This number assumes Small and Medium passengers sharing tight quarters. If the ship

is outfitted with private cabins, the ship can accommodate only one-fifth of this number.

Damage Threshold. The ship has immunity to all damage unless it takes an amount equal to or greater than its damage threshold, in which case it takes damage as normal. Anything less is merely superficial, not reducing the ship's hit points.

Repairs. Repairing requires skilled hirelings or crew. For every 5 workers, 1 hit point of damage can be repaired each day at a 10 gp cost in materials. (The labor of any non-crew members must be paid separately.) Ships not berthed at proper facilities for such work can only be repaired at a maximum rate of 1 hit point per day.

VEHICLES (WATERBORNE)					Cargo			Damage
Item	Cost	Speed	Crew	Passengers	(tons)	AC	HP	Threshold
Canoe	50 gp	2 mph	1	6	—	11	50	—
Galley, palatial	350,000 gp	3 mph	120	300	30	15	800	20
Galley, ironclad	50,000 gp	3 mph	90	—	120	19	550	20
Galley, war	30,000 gp	4 mph	80	—	150	15	500	20
Keelboat, barge	3,000 gp	1 mph	1	6	1/2	15	100	10
Keelboat, cabined	4,500 gp	1 mph	1	10	1	15	110	10
Longship, karvi	6,000 gp	3 mph	16	60	15	15	120	15
Longship, snekkja	10,000 gp	3 mph	40	150	20	15	300	15
Longship, skeid	25,000 gp	3½ mph	60	180	35	15	450	15
Raft	5 sp	1/2 mph	1	3	—	11	10	—
Rowboat	50 gp	1½ mph	1	3	—	11	50	—
Sailing ship, caravel	10,000 gp	3 mph	20	20	100	15	300	15
Sailing ship, cog	8,000 gp	2 mph	15	15	60	15	220	15
Sailing ship, hulk	55,000 gp	1½ mph	55	300	350	15	900	20
Warship, carrack	25,000 gp	2½ mph	60	60	200	15	500	20
Warship, xebec	17,000 gp	3½ mph	30	30	100	15	300	15

DESCRIPTIONS

Vehicles are described below.

Canoe. A lightweight passenger boat, sometimes carved from a single tree trunk. While fast and agile, a canoe's hull is too narrow to be stable on the open sea in any conditions worse than calm waters.

Carriage. An animal-drawn, wheeled conveyance designed for passenger use rather than utility. A carriage, or "coach," is typically drawn by two or four horses, but can be pulled by a single beast. A driver usually sits on a front-mounted exterior bench. A carriage comfortably seats four passengers.

Carriage, Grand. A larger version of a carriage, built with expensive materials and crafting designed to show wealth and status. A grand coach is typically drawn by four, six, or eight horses. A driver or two typically rides on a front-mounted bench and a set of hand- and foot-holds allow a pair of attendants or soldiers to ride on the back. A grand carriage comfortably seats six passengers.

Chariot, Heavy. A heavy conveyance is drawn by two or four animals, usually horses. Up to three riders stand on a rolling platform, it's short front and side walls sheltering them from the waist down.

Chariot, Light. This light conveyance is drawn by a single animal, usually a horse. A single rider stands on the rolling platform, sheltered from the waist down by the chariot's front and side walls.

Galley (any). This long, slender warship is propelled mainly by rowing but it has masts and can travel under sail.

Galley, Palatial. This grand galley is designed for pleasure cruising. Rather than the tools of war, it contains a host of amenities suitable for

Galley, Ironclad. An ironclad galley is a slower-moving war galley that has sheets of metal to protect the hull from attacks. Despite the name, these armored sheets are made of copper alloys or other metals that can survive exposure to the sea, rather than iron.

Galley, War. A war galley has a ram and several mounting points for siege engines.

Keelboat, Barge. A keelboat is a flat-bottomed vessel designed for river work in shallow water. The boat can be propelled by oars but is more often poled. Keelboats typically carry cargo but they are often used as ferries for short crossings.

Keelboat, Cabined. This large keelboat has a single-room cabin in its center. The cabin can provide shelter to the crew or to passengers.

Longship (any). This vessel is a long, low ship used for trade and commerce as well as warfare. The ship is propelled by a single, large sail or by oars. When used as a warship, the warriors typically mount their shields along the gunnels of both sides of the vessel to provide additional protection and to intimidate foes. The tall prows and aft ends of longships were often carved as the heads of dragons or other ferocious beasts.

Longship, Karvi. This small, broad longship is typically used within sight of the shore. Its shallow draft makes it ideal for fishing and other types of in-shore work.

Longship, Snekkja. The longship is large enough for significant military operations, yet still small enough that the crew can haul it out of the water, dragging it onto a beach. This means makes snekkja ideal for raiding, landing in places without ports and disgorging large numbers of warriors.

Longship, Skeid. The skeid is the largest version of the longship, too large for the crew to haul out of the water. Such vessels are used for long-range exploration and large-scale warfare.

Raft. Rafts are flat planes of floating material, square or rectangular in shape. They are typically crafted of logs using primitive construction methods. A raft can be built with a short mast to allow propulsion by sail. Otherwise, rafts are rowed with oars or poled for propulsion.

Rowboat. A small wooden boat fitted with four oars. Rowboats are used for fishing or utility work, in-shore travel, or as ship's boats for larger watercraft.

Sailing Ship, Caravel. A caravel is a small, highly maneuverable ship. It is ideal for in-shore work or

fishing, but is also safe and capable travelling away from shore.

Sailing Ship, Cog. Cogs are round, single-masted sailing ships. Primitive in design, cogs are still used for their reliability and ease of construction.

Sailing Ship, Hulk. This massive, slow sailing ship can carry a staggering amount of cargo. Hulks have many uses based on their huge size, including being used as floating prisons during wartime.

Sled. A flat, narrow conveyance with a smooth bottom or borne on a pair of smooth runners. Sleds are designed to be drug across low-friction surfaces like snow. Sleds typically have no side or top and are used to carry cargo.

Sled, Dog. This lightweight sled is designed for a pilot and no more than a single passenger. Its long, slender frame is typically drawn by a dozen sled dogs. Dog sleds usually have a single lead dog ahead of a series of paired sled dogs.

Sleigh. A sleigh is a sort of a sled, designed to carry passengers like a carriage. It usually has pronounced runners.

Trap. A trap is a two-wheeled passenger cart designed to carry one or two passengers. A trap's large wheels, light construction, and high position make it ideal for speed.

Wagon. A wagon is a, open-topped, four-wheeled vehicle typically drawn by two or four animals. It has an excellent cargo capacity and is employed in several utility roles.

Wagon, Covered. The covered version of a wagon has walls and a roof. It is sometimes furnished amenities sufficient for use as a residence. Primitive covered wagons simply stretch a canvas cover over a set of raised bars, forming walls and a roof over what would otherwise be a large open-topped wagon.

Warship, Carrack. An evolution of the cog, this wide, stable warship is very versatile. It is both durable in battle and can carry a large amount of cargo.

Warship, Xebec. This small warship is an evolution of the war galley, more dependent on sails than oars, with larger masts and more complex sails.

PART 4: TRINKETS

A trinket is a character-building device, something that sparks the imagination and helps bring a character to life by enriching its history.

USING THIS CHART

The chart below presents 300 trinkets, over half of which are completely new. While trinkets are included from the *Player's Handbook* and *Curse of Strahd*, some modifications were made.

Notably, some of the “joke” items, like Michael Jackson’s sequined glove were removed or altered. These particularly carried the baggage of popular culture which can inhibit the player from using the trinket for its inspirational value.

Also removed were references to specific races or monsters; some DMs run games that don’t have dragons or elves. A player that rolls a trinket that depicts a creature (or is a part of a creature) should decide exactly what race or monster is implicated based on those available in the campaign world.

ALTERNATE USES

The DM can use the trinket chart to help stock a room in a dungeon or spice up the loot in a creature’s pockets. Anywhere that might have “stuff” could be served by a roll on the chart, from the king’s bedside table to the rubbish heap behind the castle.

SELECTIVE USES

To facilitate trinket selection for campaigns set in non-standard game worlds, the chart is arranged to allow some control over trinket results.

NORMAL CAMPAIGN

Normal campaigns provide the widest array of possible trinkets. Most players will simply roll 3d100.

HIGH FANTASY

Where clockwork devices or magic items are common, and fantastical doodads are the order of the day, roll 2d100 + 100. The “tinker” trinkets and magical effects are placed in the top 100 options.

PRIMITIVE FANTASY

Where technology and formal magic are rare, perhaps a barbarian or goblinoid society, roll 2d100 for your trinket. The first 100 trinkets particularly are the type that won’t offend such a campaign setting.

VARIANT: PLAYER’S CHOICE OF RANGE

Even in normal campaign worlds, the DM may opt to let players choose the range for their trinket rolls:

- For a “primitive fantasy” trinket, roll 1d100.
- For a “standard” trinket, roll 1d100 + 100.
- For a “high fantasy” trinket, roll 1d100 + 200.

ALTERNATIVES

As an alternative to these limited dice rolls, the DM may allow players to alter trinkets to conform with the campaign requirements. For example, a result of a silver spoon that feels warm to the touch could, in a game world where magic effects are rare, become just a silver spoon with no other effect. In a game world where metal is rare, the spoon could be made of bone.

DM’s Corner. A truly effective trinket challenges a player to build a story for it that enhances her character background. If you let players alter their trinkets too much (or choose trinkets instead of rolling for them), you risk your players narrowing the trinket to fit into the character’s existing story rather than expanding the story to encompass the trinket. A trinket that conforms to the player’s narrow, preexisting notion of her character isn’t doing its job.

NEW TRINKETS

If you’ve already played in quite a few campaigns in the Fifth Edition, you’ve probably seen many of the normal trinkets already, in the possession of your own character or other players’ characters.

If you want to ensure that rolls produce new trinkets, round down your roll result if the number is odd. (The even-numbered trinkets tend to be the new ones.)

TRINKETS (PART 1) PRIMITIVE FANTASY

Roll	Trinket	Roll	Trinket
001	A mummified hand	028	The feathery crest taken from a helmet
002	A clay tablet identifying a personal debt to a local noble	029	A lizard's bony talon hanging from a plain leather necklace
003	A dead beetle the size of plum	030	A tiny box containing bright fishing lures
004	A ceramic bead necklace	031	A set of bone pipes
005	A small box filled with different-sized buttons	032	A woolen winter blanket that once belonged to a close friend
006	A set of gaming tokens with the faces scratched off	033	A mosaic tile with a multicolored, glazed surface
007	A pair of knucklebones, each shows a skull symbol on the face that should show "6"	034	A dried or pressed flower of a unique variety; the type is unknown in your area
008	A scarlet crest from a military helmet	035	A vest with one hundred tiny pockets
009	A rope necklace from which dangles four mummified fingers	036	A necklace strung with small sharp teeth, about the size of a cat's
010	A pair of infant's sandals	037	A vial of what looks like blood
011	A glass eye	038	A tiny, white-leaved vine planted in a glass vial
012	A belt with a hidden interior pouch that is sewn shut	039	An empty glass vial that smells of perfume when opened
013	A large tooth from an unknown beast	040	A diagram of the plantings in a complex garden
014	A one-pound carved marble monster	041	A scrap of cloth from an old banner
015	A bright green feather	042	A tiny wooden harp
016	A petrified insect	043	A petrified mouse
017	A pyramid of sticky black incense that smells very bad	044	Six glass coins with square holes in their centers
018	A vial of lubricating oil that smells like honey	045	An executioner's hood
019	A tiny chest that opens from the top or from the bottom	046	A miniature lizard carved from flint; its body can be struck with steel to create sparks
020	A perfectly round, perfectly smooth stone	047	A glass vial filled with nail clippings
021	A 1-inch cube, each side painted a different color	048	A tiny box of delicious spices that can't be identified
022	A pouch of tiny stone idols	049	A pouch made of flesh, with a sinew drawstring
023	A small packet filled with pink dust	050	The dried-up poison gland of a poisonous beast
024	A short scepter, the sigil of a former townmaster's authority	051	A black pirate flag adorned with a skull-and-crossbones from a "dragon" or another beast
025	The shell of an egg painted with scenes of misery in disturbing detail	052	An iron coin that can be shown to prove membership in a secret organization
026	An intricate ebony coat button	053	Pallid gloves crafted with ivory fingernails
027	A pair of old socks	054	Seven small, multicolored glass marbles

TRINKETS (PART 2) PRIMITIVE FANTASY

Roll	Trinket	Roll	Trinket
055	A switch or other implement that was used to discipline you as a child	078	A map tattooed on an old piece of human skin, rolled tightly and stored in a scroll tube
056	A decorative ceramic plate	079	A small wooden statuette of a smug child
057	An old little doll made from a dark, dense wood and missing a hand and a foot	080	A letter in child's script, promising revenge on a foster parent and signed in blood
058	A leather case (pouch) holding 20 intricately-carved leaden sling bullets	081	A glass jar containing a weird bit of flesh floating in pickling fluid
059	Dice made from the knuckles of a notorious charlatan	082	An eyepatch that seems to be designed for wearing over the middle of the forehead
060	A set of high-quality steel sewing needles	083	A single caltrop made from bone
061	A mummified bird claw	084	A comb carved from seashell
062	A woven sun hat that doubles as a basket	085	An old divination card bearing your likeness
063	An urn containing the ashes of a hero or a politician (or a hero politician)	086	A quiver with a cap that, when closed, keeps the contents dry even while submerged
064	The shattered pieces of a small jade statue	087	An alabaster mask
065	A dead insect or unidentifiable winged creature inside a clear glass bottle	088	A wooden practice sword with the carved autograph of a famous gladiator
066	A 10-foot string, incrementally-knotted for use as a measuring tool	089	A small cloth doll with sewn-on features, skewered with needles
067	A military patch or other rank insignia from a lost legionnaire	090	A sharpened hovel with twenty-six notches carved along the handle.
068	A note of thanks from an unknown person	091	A tiny cage with no door
069	An ancient arrow or crossbow bolt of delicate design	092	A flute on which every note played sounds the same
070	A journal recording every lie that the original owner ever spoke, from small white lies to grand fabrications	093	A bag containing forty-seven humanoid teeth, one of which is rotten, the rest of which seem to have been removed while healthy
071	A knife that belonged to a relative	094	The first half of the best novel you've ever read
072	A receipt itemizing a wealthy noble's dowry	095	An old chess piece made from glass
073	A fan that, when unfolded, shows a sleeping dog	096	Two heavy iron boot inserts designed to protect against caltrops
074	A one-pound iron trade bar. On the back is carved "The king's ransom."	097	Two wooden toy soldiers, one with a missing head
075	A candle that can't be lit	098	A doll built for a shaman's ritualistic purposes
076	A wood carving knife with an intricately carved wooden handle	099	A whistle made from gold-colored wood or bone
077	A multicolored disk made of stone, clay, or a similar material	100	A sturdy, ten-foot chain made of copper rather than iron

TRINKETS (PART 3) STANDARD CAMPAIGN

Roll	Trinket	Roll	Trinket
101	A gold coin minted in an unknown land	128	An old leather-bound ledger from a brothel
102	A book of pleasant memories written by someone who was suffering memory loss	129	An ornate scabbard that fits no blade you have found so far
103	An empty wine bottle of a very rare and expensive vintage	130	A merchant's scale designed to give bias to one side, about five percent
104	A religious icon with a hidden compartment	131	Nails from the coffin of a murderer
105	A brass orb etched with strange runes	132	A horseshoe bent into an odd shape
106	The signet of a banished noble	133	A ring of keys for forgotten locks
107	A blank book that refuse to hold ink, chalk, graphite, or any other substance or marking	134	A sealed envelope marked as containing the last will and testament of a fallen soldier
108	A metal drinking flask, beautifully engraved	135	A flag from a ship lost at sea
109	A silver spoon with an M engraved on the handle	136	A taxidermized cat with a collar and tag that says "familiar"
110	A tiny, gruesome box containing dozens of fingernails taken from humanoids	137	A book that tells the story of a legendary hero's rise and fall, with the last chapter missing
111	A diary written in a language you don't know	138	A bracelet-sized chain, its links made of many different non-precious metals
112	2 electrum coins minted by a usurper before her demise, illegal to use as currency	139	A small, worn book of children's nursery rhymes
113	The deed for a parcel of land in a realm unknown to you	140	An exceptional-quality horse bridle, its leather components tooled with intricate designs
114	A book-sized case displaying 22 pinned butterflies of exotic origin	141	An empty silver snuffbox bearing an inscription on the surface that says "dreams"
115	A tiny silver icon of a raven	142	An old bridal veil
116	A set of intricate schematics for large, elegant siege weapons	143	Half of a floorplan for a temple, castle, or some other structure
117	A silver badge in the shape of a five-pointed star	144	A hound's collar with a metal tag; only you can read the inscription
118	A bloody canvas pouch, the type of which is carried only by the royal dispatch service	145	A bronze pentacle with an etching of a rat's head in its center
119	An old key	146	The baron's missing signet ring
120	A book of lore containing entirely wrong information	147	A wolf's head wrought in silver that is also a whistle
121	A hilt from a broken sword	148	A lady's decorated parasol
122	A receipt for purchase of a child-size coffin	149	A key to the family crypt
123	A silver skull the size of a coin	150	The unopened letter from your dying father
124	A flamboyant hat that is not in fashion	151	An unfinished painting on rolled canvas
125	A four-leaf clover pressed inside a book discussing manners and etiquette	152	A pouch made of intricate lace folds out into a beautiful shawl
126	A gold tooth	153	A fancy monogrammed ink pen made of electrum
127	A receipt of deposit to a foreign city	154	A cameo with the profile's face scratched away

TRINKETS (PART 4) STANDARD CAMPAIGN

Roll	Trinket	Roll	Trinket
155	A small box of old ink pens, their tips worn to useless nubbins	178	A tiny silver bell without a clapper. The bell has a tiny loop, allowing it to be strung on a string.
156	A necklace formed of the interlinked holy symbols of a dozen deities	179	Half a copper icon of clasped hands; the <i>right</i> hand was given to a childhood friend
157	An unfinished weapon pommel crafted for a royal heir prior to the child's untimely death	180	Half a copper icon of clasped hands; the <i>left</i> hand was given to a childhood friend
158	An indecipherable treasure map	181	A note from a secret admirer
159	A glass cylinder, open at each end. When placed over a candle, the flicker of distorted light casts shadows of moving creatures	182	A purple handkerchief embroidered with the name of a powerful archmage or otherworldly being
160	A rabbit's foot	183	A silver ring with empty gem settings
161	An invitation to a party where a murder happened	184	A tiny sketch portrait of an ugly person or creature
162	A cameo carved in the likeness of a hideous person	185	A weightless decoy purse that appears to bulge with coins but cannot be opened
163	A string of multicolored ceramic beads	186	A diary with seven missing pages
164	A winter coat stolen from a dying soldier	187	A scroll bearing an earnest marriage proposal
165	A felt scarf with fine, lightweight chainmail sewn in, covering one side	188	An iron holy symbol devoted to an unknown god
166	A set of silverware used by a king for his last meal	189	A wooden block with an ornately carved face designed to serve as an ink stamp
167	A set of bronze scissors shaped like two feathered wings crossing themselves	190	A brooch of ornate design made from an unknown, bluish metal
168	A gold monocle frame without the lens	191	A well-worn loincloth
169	An ornate saw with no teeth on the blade	192	A wig from someone executed by beheading
170	A crystal knob from a door	193	A taxidermized bird
171	The laces from a corset or similar type of clothing	194	A picture you drew as a child of your imaginary friend
172	A fragment of a beautiful song, written as musical notes on two pieces of parchment	195	A list of innocuous ingredients with notes on how to make a poison from them
173	A dead sibling's military medals	196	Clothes stolen from a scarecrow
174	A teacup from a child's tea set, stained with blood	197	A small door plaque engraved with a family name
175	A set of glass spheres designed to cause fishing line to float on a watery surface	198	A spinning top carved with four faces: happy, sad, wrathful, and dead
176	A hand mirror backed with a bronze depiction of a monster	199	A pair of boots made with unbelievably good quality, the envy of any noble
177	A mold for pouring 1-pound silver trade bars	200	The necklace of a sibling who died on the day you were born

TRINKETS (PART 5) HIGH FANTASY

Roll	Trinket	Roll	Trinket
201	A jar of pickled tongues	225	A one-of-a-kind crystal goblet
202	An ivory bell with a silver interior lining	226	A bottle of invisible ink readable only at sunset
203	An urn with the ashes of a dead relative	227	An ivory ring that makes you invisible to sheep
204	A set of six brass buttons taken from an unknown piece of clothing	228	A pocket watch that runs backward for an hour every midnight
205	A lepidopterist's box filled with dead moths with skull-like patterns on their wings	229	An iron coin that makes you feel slightly happy when you squeeze it tightly
206	A black wooden pipe that creates puffs of smoke that look like skulls	230	A wineskin that refills when interred with a dead person for a night
207	The prosthetic hook or wooden hand of a notorious pirate or outlaw	231	A complex hour glass that counts down various times: 1 minute, 1 hour, 8 hours, and 1 day
208	A gemstone that looks like a lump of coal when examined by anyone but you	232	A spyglass that always shows the world suffering a terrible storm
209	A silver-haired wig	233	A history book written in a long-lost language
210	A compass that points to the user's nearest blood relative	234	A lantern with a black candle that never runs out and that burns with green flame
211	A 1-pound egg with a bright red shell	235	A golden walnut
212	A magnifying glass that only magnifies dirt; everything else is blurry	236	A little black book that records your dreams, and yours alone, when you sleep
213	A nightcap that, when worn, gives you pleasant dreams	237	A bouquet of funerary flowers that always looks and smells fresh
214	A flask that refills with a pint of oil every sunrise. The oil burns with a terrible stench.	238	Porcelain doll's head that always seems to be looking at you
215	A 1-ounce block of an unknown material	239	A ring that gives the wearer fresh breath
216	An anatomical diagram of the inside of a monster with detailed notes	240	A broken pendent of a fantastic beast that's always cold to the touch
217	A giant glass eye	241	A 2-inch gold wire coiled around a finger bone
218	A piece of crystal that glows in moonlight	242	A tiny spool of black thread that never runs out
219	A ceramic lamp that once held a djinni	243	A 1-ounce bottle of gold-colored ink
220	A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)	244	A pocket-sized picture of a landscape that depicts tomorrow's weather. It reads correctly only half of the time.
221	A pouch of black sand that radiates warmth	245	A pouch containing fancy scented soap bars
222	A glass jar containing lard with a label that reads, "Griffon Grease"	246	A tiny clockwork figurine of a dancer that's missing a gear and doesn't work
223	An inkwell that makes one a little nauseous when staring at it	247	An itchy bedroll that keeps the user warm while sleeping, even in the coldest weather
224	A lock that opens when blood is dripped in its keyhole	248	A small locked box that hums a lovely melody at night but you always forget it in the morning
249	A tiny brass cube, always cold as ice, useful for chilling drinks	275	An immortal candle, one that can be used repeatedly but never burns down
250	A small mirror that shows a much older version of the viewer	276	A birdcage into which small birds fly but once inside never eat or leave

TRINKETS (PART 6) HIGH FANTASY

Roll	Trinket	Roll	Trinket
251	A jar containing a tiny frog that, if removed, reappears in the jar within a week.	277	A hooded lantern with an internal sparker that can light its oil without an outside fire source
252	A vial of black liquid labeled “unholy water”	278	An unusually heavy hangman’s noose
253	A tiny glass jar with an unidentifiable brown lump of dried material stuck to the bottom. The label reads “demon heart.”	279	A 10-foot string that can be strung across empty air; the string will hover as placed until pulled down by even a slight weight
254	A vial of perfume, the scent of which only certain creatures can detect	280	A small idol of a nightmarish creature that gives you unsettling dreams when you sleep near it
255	A silver teardrop earring made from a real teardrop	281	A satchel that preserves contained food, keeping it fresh for up to three weeks
256	A needle that never bends	282	An enormous scale, perhaps from a giant lizard
257	An ink pen with an internal ink well that never runs out. The pen is engraved with a name in an unknown language.	283	A tiny wooden sphere that, when dropped on the ground, wakes every sleeping creature within 20 feet
258	A ledger that changes each time it is read	284	A glass orb filled with moving smoke
259	A wooden box that holds a living worm with a head on each end of its body	285	A bronze laurel that gleams even in the weakest light
260	A bit of folded cloth that, when unfolded, turns into a stylish cap	286	A tiny tinker-built music box that plays a song you dimly remember from your childhood
261	A glove with a prosthetic finger replacement that closes when the other fingers close	287	A packet of purple dust that that instantly dries small objects it is sprinkled over
262	A sheet of parchment upon which is drawn a complex mechanical contraption	288	A shard of obsidian that always feels warm to the touch
263	A tiny padlock that opens when the right sequence of numbered dials is displayed	289	A chain of with links made of different non-precious metals and alloys
264	A brass ring that never tarnishes	290	A small, weightless stone block
265	A child apprentice’s spellbook containing incomplete notes about cantrips	291	An invitation to a séance for an unknown future date; only the dead may attend
266	An electrum top that, when dipped in ink, draws beautiful patterns as it spins	292	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
267	A cog or gear from an intricate machine	293	A hand puppet with articulating facial features
268	A pipe that blows bubbles	294	A mechanical canary inside a tinker’s lamp
269	A clockwork bumblebee that buzzes and flops about when wound and released	295	A jar of spices that make consumers of affected food feel nauseous two hours later
270	A walking cane with an iron ferule that strikes sparks on stone	296	A tiny mechanical crab or spider that moves about when it’s not being observed
271	Several scales from a suit of armor that look iridescent, like mother of pearl	297	A pair of spectacles once owned by a woman who was killed by a lightning strike
272	A tin of exceptionally-bright boot polish	298	A glove that hums softly while worn outdoors
273	A jack-in-the-box that weeps salty tears when it opens	299	A ring that feels warm while potions are active on the wearer
274	A music box that plays by itself whenever someone holding it dances	300	A glass orb filled with water, in which swims a clockwork goldfish

PART 5: EXOTIC LISTS

This part includes several “exotic” lists of equipment, lists that a DM can specifically adopt to flavor her campaign.

INCLUDING EXOTIC LISTS

If a DM wants to include one or more exotic lists, refer to these suggested guidelines for implementation.

RESTRICTED ACCESS!

These items are not native to traditional Eurocentric medieval fantasy settings. *As such, this part is not intended for general use without the DM's explicit permission!*

A DM should only allow access to one or more of these exotic equipment lists if they fit her campaign's unique style or if her campaign is particularly cosmopolitan, with a broad mix of cultures and technologies.

IMPLEMENTING EXOTIC LISTS

Generally, there are two distinct ways to blend exotic equipment lists into a campaign. But nothing in these examples is intended to discourage a DM from forbidding everything initially and later adding small bits of various exotic lists, piecemeal and at various points far into the campaign. The concept of exotic lists was created to make it easier on DMs when announcing to their players which items they approve of in their games, not to create the impression that any given list should be adopted whole-cloth.

OPTION ONE: A TOUCH OF FLAVOR

The first suggested way to implement exotic lists is the limited approach; the DM decides she wants to include a small amount of non-traditional flavor in her campaign in the form of one or two of these exotic lists.

For example, the DM sets her campaign in a medieval “European-esque” land. She decides that firearms are not a normal part of her campaign world,

but that dwarves in the northern mountains have invented gunpowder and use firearms as part of their tools of warfare. The DM decides to include the firearms exotic list in her campaign. She might also set some other parameters to enforce the rarity and expense of these items, not wanting them to fall into the players' hands right away.

OPTION TWO: A COSMOPOLITAN REALM

The second suggested way to implement exotic lists is the simplest; the DM simply decides that all exotic equipment is fair game, even if some of it is foreign to the place where the campaign begins.

This is appropriate in campaigns where travel has become safe and inexpensive, and much of the world has been explored by civilized societies. Markets are filled with the goods of faraway lands, and exotic peoples mix on the streets of even small cities. Allowing all (or most) of the exotic lists is especially appropriate to campaigns where magical travel is prominent; perhaps the characters are based out of a huge city that lies in the center of the multiverse, with doors leading to each of the various planes.

ACCESSING EXOTIC LISTS

Once the DM decides she wants one or more exotic lists in her campaign, the next question to answer is how the equipment will get into players' hands. This section describes how the DM can include exotic equipment while still limiting characters' access to it.

CHARACTER CREATION

The default assumption is that players can purchase equipment from any exotic lists designated by the DM. In this case, players who choose the class-and-background method to generate starting gear can make use of the variant Item Swaps rule described above.

However, the DM might want to say that starting characters don't have access to exotic gear. This is particularly appropriate if the DM drops in an exotic equipment list after the campaign is underway. Perhaps the characters encounter an advanced enclave of rock gnomes that has developed fantastical flying

machines; now the players have new options to acquire that they didn't have starting out.

VARIANT:

EXOTIC WEAPON PROFICIENCY

With this optional rule in play, characters may not normally apply their proficiency bonuses to attacks with weapons from the exotic equipment lists. Although these weapons are categorized as “simple” and “martial,” their foreign nature makes them awkward and unfamiliar. This optional rule is only appropriate where the DM wants players to encounter various exotic weapons but does not want them to adopt such weapons wholesale.

To gain proficiency with exotic weapons, a character must do one of two things. First, acquiring the weapon master feat allows a character to become proficient with four weapons. These four may include simple and martial weapons from any designated exotic equipment lists, so long as the character has possession of (can practice with) each such weapon.

The second way to gain proficiency with exotic weapons is to learn from a trainer. (See the downtime activity rules in the *Player's Handbook*, page 187.) Training an exotic weapon takes 100 days of downtime. The character must already be proficient with all weapons of that category (simple or martial) or the exotic weapon must appear on the appropriate line of the Class Proficiencies table at the end of Part 2: Armaments.

For example, a wizard wishes to become proficient with the teppoyumi. This weapon appears on the wizard line of the Class Proficiencies chart; but for this special rule, the wizard would already be proficient with it. This means the wizard can become proficient using this system.

A character cannot use training to become proficient with an exotic weapon that is not in a category she has full access to (simple or martial) or does not appear on the Class Proficiencies table. This system is not intended allow proficiency additions that are beyond the normal reach of each class.

PROFICIENCY

By default, characters proficient with armor of various categories are automatically proficient with exotic armor of the same categories. At the DM's discretion, this might not also be true of proficiency with exotic weapons. The DM might choose this approach for settings where the new weapons are available but remain culturally foreign.

In this case, consider using the new rule variant for exotic weapon proficiency described in the sidebar.

COSTS

Another way the DM can control access to exotic equipment is to alter the prices. The listed costs assume that the gear is relatively accessible at market. For increased rarity (decreased availability) simply increase the prices to double, triple, or higher their stated values.

EXOTIC LISTS

The following exotic lists each seek to encompass an entire conceptual facet that can be easily incorporated into an existing game.

AGE OF SAIL

This list brings tall sailing ships of various size, suitable for advanced maritime campaigns. Such ships historically bore a variety of cannons, so this list pairs well with the (advanced) Firearms exotic list.

HISTORICAL NAMING

Naming conventions for ships are used quite loosely in this section. The chart below is intended to show a progression of ships, from largest to smallest. Vague categories are applied, with regimented distinctions between them, but historically these terms referred to many variations and sizes of ship, some of them interchangeably. Because of the variability in ship design within each class, do not rely on this list as a source for historically accurate ship descriptions.

WATERBORNE VEHICLES

If you have proficiency with “vehicle (water),” you can add your proficiency bonus to any check you make to control waterborne vehicles in difficult circumstances. The normal operation of waterborne

vehicles does not require ability checks, but piloting anything other than a launch also requires a crew of trained sailors to manage. Ships sailing beyond sight of the land also require that the driver or a crew member can read charts and make use of navigator's tools.

The parenthetical number following the name of each vehicle indicates the ship's capacity for carrying

siege equipment. If the campaign setting does not include the development of gunpowder, these indicate the number of ballistae the ship can mount. If gunpowder exists in the campaign, the number indicates cannon mounts. Most of these weapons are mounted in broadside position, half on each side of the ship. The remainder (depending on the size of the vessel) can be mounted at the prow or stern.

VEHICLES (WATERBORNE)					Cargo			Damage
Item	Cost	Speed	Crew	Passengers	(tons)	AC	HP	Threshold
<i>Ship of the line</i>								
1st rate man o' war (95)	320,000 gp	12 mph	400	200	150	15	850	20
2nd rate man o' war (80)	200,000 gp	12 mph	300	150	135	15	750	20
3rd rate man o' war (65)	125,000 gp	13 mph	200	100	120	15	650	20
<i>Warship</i>								
4th rate frigate (50)	65,000 gp	13 mph	150	75	80	15	500	15
5th rate frigate (35)	35,000 gp	13 mph	120	60	65	15	400	15
6th rate frigate (20)	28,000 gp	13 mph	90	45	50	15	300	15
<i>Unrated ship</i>								
Sloop (16)	30,000 gp	14 mph	30	65	75	15	120	12
Brig (14)	12,000 gp	13 mph	40	40	100	15	200	15
Lugger (1)	850 gp	10 mph	3	20	1/2	15	110	10
Launch (0)	180 gp	3 mph	11	1	1/2	12	85	—

DESCRIPTIONS

Age of sail vessel descriptions are provided below.

Ship of the Line (any). Men o' war are large, multi-deck ships capable of carrying hundreds of people. They are built to project national power upon the high seas. All ships of the line are built to sling a staggering weight of cannon shot, slugging it out with other ships of the line during fleet actions.

Unrated Ship (any). Unrated ships do not have the military designates that determine the roles of navy vessels.

Unrated Ship, Brig. A brig is a fast, square-sailed ship. It requires a relatively large crew to operate.

Unrated Ship, Launch. A launch is a swift boat with ten oars. Larger ships carry launches to ferry passengers and equipment between the ship and the shore. Launches also serve as life boats.

Unrated Ship, Lugger. A small sailing ship, sometimes carried aboard larger ships and deployed for scouting or actions in shallow waters.

Unrated Ship, Sloop. A very fast, versatile ship, typically long and low on the water.

Warship (any). These frigates are built for war with multiple decks. They are still small enough to be moved by oars, but large enough to take place in major engagements. In fleet actions, frigates serve the role of support ships.

DOUBLE WEAPONS

Double weapons appeared in previous editions but are not standard to the Fifth Edition. These historically-dubious implements are presented here to lend an air of high-fantasy or bizarre novelty to your game world.

DOUBLE WEAPON CHART

A double weapon has two ends, a primary and a secondary. If the ends do not have the same damage characteristics and weapon properties, they are shown on the chart with two lines, the first line detailing the primary end.

Some double weapons are the very same weapons found on other equipment lists. If your game uses the

Double Weapons exotic list, use these weapon rules when characters wield them as double weapons.

Italicized weapons on this list also belong to the Adventures in the Orient native list. The DM might

decide that these double weapons are not available in your campaign (or that only these double weapons are available).

MARTIAL MELEE WEAPONS (DOUBLE WEAPONS)				
Name	Cost	Damage	Weight	Properties
<i>Chijiriki</i>	18 gp	1d6 piercing	3 lb.	Reach
	—	1d6 bludgeoning	—	Disarming, reach
Dire flail	20 gp	1d6 bludgeoning	4 lb.	Tripping
Double axe	20 gp	1d8 slashing	7 lb.	—
Double hammer	30 gp	1d8 bludgeoning	4 lb.	—
Double scimitar	50 gp	1d6 slashing	5 lb.	Finesse
Double spear	4 gp	1d6 piercing	5 lb.	Thrown (20/60)
<i>Getsugasan (monk's spade)</i>	25 gp	1d8 piercing	6 lb.	Heavy, reach
	—	1d8 slashing	—	Heavy, reach
Gyrspike	30 gp	1d8 slashing	5 lb.	—
	—	1d4 bludgeoning	—	Tripping
Gythka	25 gp	1d8 slashing	4 lb.	—
Hooked hammer	20 gp	1d8 bludgeoning	6 lb.	—
	—	1d4 piercing	—	Tripping
<i>Kusarigama</i>	6 gp	1d4 bludgeoning	4 lb.	Disarming, reach, special
	—	1d4 piercing	—	Tripping
<i>Kyoketsushoge</i>	5 gp	1d4 bludgeoning	4 lb.	Reach, special, tripping
	—	1d4 slashing	—	Disarming
<i>Lajatang</i>	25 gp	1d8 slashing	4 lb.	—
<i>Meteor hammer</i>	21 gp	1d8 bludgeoning	12 lb.	Heavy, reach, tripping
Quarterstaff (<i>bo</i>)	2 sp	1d6 bludgeoning	4 lb.	<i>This is a simple weapon</i>
Spear, weighted	7 gp	1d6 piercing	4 lb.	Thrown (15/45)
	—	1d6 bludgeoning	—	Thrown (15/45)
Spiked chain	45 gp	1d6 piercing	4 lb.	Disarming, heavy, reach, tripping
<i>Swallow (dire falcata)</i>	36 gp	1d6+1 slashing	8 lb.	Heavy, high-critical
Two-bladed sword	30 gp	1d8 slashing	5 lb.	—
Urgrosh	20 gp	1d8 slashing	6 lb.	Deadly, heavy
	—	1d6 piercing	—	Heavy

DOUBLE WEAPON FIGHTING

All double weapons have the two-weapon property in addition to those on the chart. When you take the Attack action and attack with the primary end of a double weapon, you can use a bonus action to attack with the secondary end. Unless you have the Two-Weapon Fighting class feature, you don't add your ability modifier to the damage of attacks that use the secondary end, unless it is negative.

A character that can make multiple melee attacks with the Attack action, such as with the Extra Attack or Horde Breaker class features, can choose which end of the weapon to make each additional attack with, so long as the first attack is made with the primary end.

A double weapon is treated as two distinct weapons for the purposes of magical enchantment or being targeted by weapon-affecting spells.

DESCRIPTIONS

Double weapon descriptions are provided below.

Dire Flail. A second chain-and-flail head extends from the butt of this flail.

Double Axe. A battle axe with a second head at the butt of the haft.

Double Hammer. A warhammer with an elongated handle and a hammer head at each end.

Double Scimitar. A long-handled scimitar with a second blade at the end. The second blade curves the opposite direction as the primary blade.

Double Spear. A spear with a spearhead at each end.

Gyrspike. A long-handled sword with a short chain and spiked ball attached to the handle.

Hooked Hammer. This long-handled war pick has a hammer head at the opposite end of the handle.

Swallow. Similar in configuration to a double scimitar, the swallow uses two opposite falcata blades.

Two-Bladed Sword. This weapon looks like two longswords adjoined at the hilts, their blades pointed opposite directions. Most versions have a long handle between the two blades.

Urgrosh. This heavy waraxe has a sharp spear point at the butt of the handle.

EXTRA POLEARMS

The polearm is the mark of a true soldier. While swords are equally common in war, they are also commonly worn by adventurers, nobles at court, and even fortunate free citizens. The polearm, however, is only trained by military organizations; its function is not suited to casual use. If you see someone carrying a polearm, you will instantly know that the wielder is someone with professional military experience.

MARTIAL MELEE WEAPONS (EXTRA POLEARMS)				
Name	Cost	Damage	Weight	Properties
Ahlspeiss	6 gp	1d8 piercing	15 lb.	Breach, heavy, reach, two-handed
Bardiche	15 gp	1d8+1 slashing	6 lb.	Heavy, reach, two-handed
Bill	25 gp	1d8 piercing	5 lb.	Alternate (S), heavy, reach, tripping, two-handed
Boar spear	10 gp	1d8 piercing	5 lb.	Defensive, heavy, reach, two-handed
Brandistock	12 gp	1d6+1 piercing	5 lb.	Disarming, reach, two-handed
Demi lune	15 gp	1d6+1 piercing	6 lb.	Alternate (S), deadly, reach, two-handed
Earspoon	15 gp	1d8 piercing	6 lb.	Defensive, heavy, high-critical, reach, two-handed
Fauchard	10 gp	2d4 piercing	9 lb.	Alternate (S), reach, two-handed
Guisarme	12 gp	1d8 slashing	5 lb.	Heavy, high-critical, reach, tripping, two-handed
Longspear	4 gp	1d10 piercing	9 lb.	Heavy, reach, thrown (10/30), two-handed
Lucern hammer	25 gp	1d8 bludgeoning	7 lb.	Alternate (P), heavy, high-critical, reach, two-handed
Mancatcher	20 gp	1d6+1 piercing	7 lb.	Deadly, heavy, reach, special, two-handed
Military fork	15 gp	1d6+2 piercing	6 lb.	Disarming, heavy, reach, two-handed
Ox tongue	20 gp	1d8+1 piercing	8 lb.	Heavy, reach, two-handed
Partisan	32 gp	1d10 piercing	16 lb.	Fine, heavy, reach, two-handed
Poleaxe	15 gp	1d8 slashing	10 lb.	Alternate (P), deadly, heavy, high-critical, reach, two-handed
Renseur	10 gp	1d8 piercing	11 lb.	Defensive, deadly, Heavy, reach, two-handed
Sovnya	15 gp	1d8 slashing	9 lb.	Alternate (P), deadly, heavy, reach, two-handed
Spetum	18 gp	1d8 piercing	7 lb.	Defensive, disarming, heavy, reach, two-handed
Spontoon	40 gp	1d8 piercing	6 lb.	Defensive, fine, heavy, reach, two-handed
Voulge	20 gp	1d10 slashing	6 lb.	Alternate (P), heavy, reach, two-handed
War scythe	15 gp	1d8 slashing	10 lb.	Deadly, heavy, high-critical, reach, two-handed

EARLY POLEARM TRADITIONS

One of the quirky hallmarks of the early **Dungeons & Dragons** game was a collection of exotic-sounding polearms. That was at a time when the Internet did not exist, so only hardcore historians (including wargamers) could figure out the look and function of such weapons.

While this doubtlessly titillated Gary Gygax and his contemporaries, these hyper-technical polearm distinctions were a considerable source of confusion. The styles of the early edition polearms were hard to differentiate. Some were simply hybrids of two different polearms and most were eventually done away with. The Fifth Edition *Player's Handbook*, for example, includes only three standard polearms. This exotic list was included to expand character options and to satisfy a nostalgia for the early editions of the game.

HYBRID POLEARMS

The guisarme is a useful, common polearm with a sharp hook and a spear point. It has many variants in history, including the bill-guisarme, the glaive-guisarme, the guisarme-voulge, the fauchard-guisarme, and more. However, only the guisarme appears on the chart above. Where are the hybrid versions so popular in the early editions of **Dungeons & Dragons**? This section addresses hybrid polearms.

To make a hybrid polearm, choose two polearms, designate one of them as the base weapon, and connect their names with a hyphen. Any polearm on this list is fair game except the longspear and mancatcher. The glaive, halberd, and pike also qualify but other polearms do not.

Add to the base weapon all the weapon properties of the second polearm, ignoring any duplicates. If the second polearm inflicts a different type of damage than the base weapon, add an instance of the alternate weapon property so that it can inflict that type too.

The hybrid polearm weighs 1 pound more than what the heavier of the two polearms normally weighs.

For the hybrid's cost, add the two weapons' costs together. If the second polearm added any (non-duplicate) properties to the first, add another 100 gp to the cost.

Hybrid polearms cannot be made masterwork.

DESCRIPTIONS

The extra polearm descriptions are provided below.

Ahlspiess. *A polearm with a very long and thin point designed to penetrate armor.*

Bardiche. *A short polearm with a wide axe head at the end.*

Bill. *A short, round-ended blade tops this polearm, ending in a slight hook. Bills are commonly combined with other polearm designs to create hybrid weapons.*

Boar Spear. *This hunting spear has a perpendicular cross-bar at least one foot below the point. The design is thought to prevent an impaled target from approaching the wielder by moving up the shaft.*

Brandistock. *A polearm with a small axe head opposite a short spike. The top is spiked with a long sword's blade.*

Demi Lune. *A polearm topped with a sharpened "half-moon" crescent, its points aimed upward.*

Earspoon. *A long-shafted polearm with a socketed spear head. Two lug-wings behind the head prevent over-insertion of the weapon to keep it from being caught or bound inside a target's body.*

Fauchard. *A polearm with a long blade at the top. The blade curves slightly forward over its cutting edge.*

Guisarme. *The short blade at the end of this polearm curves dramatically over, forming a hook.*

Longspear. *A spear whose long haft is light enough for throwing.*

Lucern Hammer. *A polearm with a small hammer and spike combination at the head. The thin spike is designed for piercing armor.*

Mancatcher. *A mancatcher is a long-hafted weapon with a flexible crescent at the end. The interior of the crescent is hooked, designed capture an opponent's neck and hold fast to it. A mancatcher can be used to attempt a binding attack. This attack has disadvantage. If the binding attack is successful, the attacker has gripped the opponent's neck (or similar limb) and the opponent is restrained.*

A bound creature that has a free hand can use its action to make a Strength check to free itself from the weapon. The DC is 10 or the damage inflicted by the mancatcher attack, whichever higher. A creature with two free hands has advantage on this check.

Alternately, the opponent can attempt to pull away, dragging the weapon with it. Unless you voluntarily let go of the other end, this is an opposed check of Strength (Athletics). If the creature is two or more sizes larger than you, this check succeeds automatically.

A mancatcher is not built to be easily escaped and the wielder cannot voluntarily end the binding attack. The wielder can do nothing else with the mancatcher while a foe is caught in it. Nor can she use either of her hands, unless she lets go of the weapon.

Military Fork. *This weapon resembles a pitchfork with sturdy tines set closer together.*

Ox Tongue. *A polearm topped by a long, double-edged blade.*

Partisan. *A polearm topped by a short, wide, double-edged blade that extends from a forward-hooked crossguard.*

Poleaxe. *A blunt-topped polearm with a perpendicular axe head opposite a spike or hammer head.*

Ren seur. *A polearm topped with a long, narrow blade. The blade is flanked by two smaller, angled forward-facing blades or hooks.*

Sovnya. *A polearm with a slashing blade that curves slightly, terminating in a sharp point.*

Spetum. *An elongated spear with backward-facing angled blades, designed to wound as the weapon is drawn back toward the wielder.*

Spontoon. *A short-bladed polearm with a small, straight crosspiece.*

Voulge. *A polearm with a broad axe-like head that elongates into a spike at the top.*

War Scythe. *This long-hafted weapon has a heavy blade at the end. The slightly-curved shape is designed for chopping. The weapon's name comes from the resemblance of its blade to a harvesting implement.*

FANTASY FLIGHT

The Fantasy Flight exotic list makes magical air travel possible.

The typical form of an airship is a literal ship, one of the only common structures that can survive the forces of gravity pulling it from various directions as the vehicle maneuvers. But these vehicles can take other forms, such as hanging gondolas. Two other factors are important for the DM to decide.

The first question to address is lift. One common perception of a fantasy airship is of a naval vessel suspended from a balloon, or “lift rig.” The balloon contains a lighter-than-air gas, naturally or magically procured. Alternately, the balloon is rigidized by magic, allowing it to sustain a lighter-than-air vacuum within. Other possible lift methods include magical levitation, artifacts that harness and direct the innate power of elementals, or wings that generate lift at high speeds using complex physics.

The second question is propulsion. Once aloft, what propels the vehicle horizontally? Do gnomish contraptions spin large propellers that slice through the air? Do sails fill with wind or catch ethereal currents from other planes? Or does the same magic that lifts the vehicle also propel it?

The answers to these questions have a significant impact on the flavor of the game world. (It is not necessary for the DM to answer both questions the same way for every air-travelling race or region in the campaign.)

AIRBORNE VEHICLES

The new proficiency “vehicle (air)” covers the use of airborne vehicles.

VEHICLES (FLIGHT MACHINES)					Cargo			Damage
Item	Cost	Speed	Crew	Passengers	(tons)	AC	HP	Threshold
Airship	20,000 gp	8 mph	10	20	1	13	300	—
Airship, greater	250,000 gp	7 mph	45	100	15	15	550	10
Flying platform	175,000 gp	1 mph	10	350	150	15	600	10
Glider	210 gp	3 mph	1	—	—	13	20	—
Ornithopter	9,500 gp	8 mph	1	—	—	13	50	—
Ornithopter, twin	12,500 gp	7 mph	1	1	—	13	65	—

If you have proficiency with vehicle (air), you can add your proficiency bonus to any check you make to control airborne vehicles in difficult circumstances. The normal operation of airborne vehicles does not require ability checks, but an airship or flying platform also requires a crew of trained areal “sailors” to manage it. Depending on the nature of the lift and propulsions systems used, the driver or a crew member might also need magical training to direct the magics involved or to control the creature(s) bound to the vehicle.

DESCRIPTIONS

Fantasy flight vehicles are described below.

Airship. *This vehicle is the size of a sailing ship. The appearance will vary by culture and by the type of magic or technology used to power the craft. Because aeronautical travel often develops under the influence of marine traditions and with nautical influences, the shapes and features of airships tend to resemble sea vessels.*

Airship, Greater. *A larger version of an airship, this vehicle typically represents refinements in the magical or scientific techniques of air travel. Alternately, a greater airship is simply built for a function that requires greater size.*

Flying Platform. *A flying platform uses the same technology of magical forces that hold airships aloft, but it uses dozens of instances of that method. Sometimes called a “flying island,” a flying platform typically stays airborne for extensive periods, providing a base of operations for other flying ships.*

Glider. *A glider is an unpowered vehicle that relies upon air currents to stay aloft. Once in flight, a glider can only gain altitude by circling an area with updrafts or by being towed higher by another flight machine.*

Ornithopter. *An ornithopter is a single-person version of an airship. Sometimes airships (and flying platforms) carry scores of ornithopters, launching them at enemy airships or ground targets to engage before the mothership gets within range. An ornithopter typically mounts a small siege weapon like a ballista.*

Ornithopter, Twin. *This ornithopter is slightly larger and sturdier than the normal version, with the capacity to carry both a driver and one other crewmember; a copilot, navigator, or gunner.*

FIREARMS

This exotic list has two stages of firearm development: early firearms and advanced firearms. This product declines to include and expand the modern and futuristic firearms from the *Dungeon Master’s Guide* (page 268).

The intention in dividing this exotic list is to give the DM the option to include only part of the firearms list. A campaign with a classic medieval (pre-Renaissance) level of technology should not allow players to have access to the advanced firearms. If the campaign uses advanced firearms, everything in the basic firearms stage is available too, although perhaps less common.

Crafting. Crafting firearms requires tinker’s tools. Crafting firearm loads requires jeweler’s tools or a gun repair kit. Crafting gunpowder requires alchemist’s supplies.

EARLY FIREARMS

Early firearms suit a medieval campaign. They are unstable and unwieldy but powerful and frightening on the battlefield. These weapons are not particularly powerful compared to other medieval weaponry, but they are notable for their ability to penetrate armor.

Early Firearm Use. Early firearms must be lit for each shot. This requires the user to have a ready source of flame and apply it to the touchhole. Usually a fusilier carries a coil of slow match with one end burning. In a pinch, the user might apply thin sticks, their ends having been set in a low fire to become embers. Alternately, if the user can cast the *druidcraft*, *produce flame*, or *pyrotechnics* cantrip, she can do so to fire the weapon as part of the same attack.

Early firearms use a fine powder and large, open touchholes, making the weapons unreliable in humid environments and worthless in the rain.

Early Firearm Costs. These prices assume that, while available, firearms are still exotic. This early stage of their development means that manufacturing techniques are unrefined and dangerous, and costs reflect these conditions.

The DM can adjust these prices if firearms have been available for a significant amount of time and are produced in quantities, even though the technology has not progressed beyond this stage. To do so, simply divide the listed costs by 5. This puts them on par with the prices found in the advanced firearms stage.

VARIANT: MIXED PROFICIENCY

Firearms are martial weapons due in part to their rarity. But historically speaking, even a lay person could make efficient use of a firearm up close. This optional rule applies variety in homage to the forces that drove early firearms development—their ease of training and operation.

A character proficient in all simple weapons adds her proficiency bonus to firearms used within normal range. Characters not trained in all simple weapons (druids, sorcerers, and wizards) are so unfamiliar with

such concepts and weaponry as to not benefit from this variant rule.

With this option, long range shooting remains the province of characters trained with martial weapons; consistency at longer ranges requires knowledge of bullet physics, trained attention to environmental conditions, and extensive practice.

Because it is an analogue to pistols, characters proficient with the hand crossbow (bards and rogues) can add their proficiency bonuses to attacks made in both range increments of a firearm that has the handgun weapon property.

MARTIAL RANGED WEAPONS (EARLY FIREARMS)				
Name	Cost	Damage	Weight	Properties
Arquebus	250 gp	1d10 piercing	12 lb.	Charging (40/120), fouling, loading, two-handed
Fire lance	150 gp	1d8 piercing	7 lb.	Charging (30/90), loading, special, two-handed
Hand culverin	150 gp	1d10 piercing	8 lb.	Charging (30/90), loading, two-handed
Handgonne	125 gp	1d8 piercing	3 lb.	Charging (20/60), fouling, handgun, loading

ADVENTURING GEAR (EARLY FIREARMS)					
Item	Cost	Weight	Item	Cost	Weight
Bomb	150 gp	1 lb.	Fuse (10 feet)	10 gp	—
<i>Firearm loads</i>			Gunpowder (30 charges)	30 gp	1 lb.
Ball (10)	3 gp	2 lb.	Powder horn (empty)	5 gp	1 lb.
Fire dart (10)	2 gp	2 lb.	Powder keg (with 240 charges)	250 gp	20 lb.
Shot (10)	3 gp	2 lb.	Slow match (2 feet)	1 gp	—

ADVANCED FIREARMS

These firearms fit a post-medieval campaign, set in a world or a region where tinkering and alchemy have combined to produce reliable explosive weaponry.

Advanced Firearm Use. Advanced firearms use flint sparkers and similar contraptions to ignite the powder. They no longer need sources of flame for their use. This, combined with advances in gunpowder composition, make the weapons more portable and not significantly affected by rain.

Advanced Firearm Costs. These prices assume a reasonable availability of firearms and associated equipment. They allow firearms to appear in the hands of player characters with reasonably frequency.

If firearms are available but exotic, only crafted in faraway places and imported at great expense, multiply all prices by 5. (The prices in the *Dungeon Master's Guide* assume such rarity; they appear at 5 times the costs given in this product.)

Advanced Firearm Types. Advanced firearms are divided into three types based on barrel construction. Several example weapons are presented for each firearm type, from very small to very large.

Open bore weapons have smooth barrel interiors. These are the most commonly used firearms. An open bore weapon is reliable using both ball and shot loads.

The interiors of rifled bore barrels have helical grooves to impart spin to ball ammunition. Controlled spin prevents tumbling, which improves the missile's flight characteristics. The precision of a rifled barrel combines well with the range and accuracy of ball ammunition.

Wide bore barrels are easy to load and use, and forgiving of poorly-measured weights of shot or powder. Such firearms are not subject to the fouling property but have reduced overall ranges. A wide bore firearm works well with shot ammunition, allowing the pellets to spread at a very close range.

MARTIAL RANGED WEAPONS (ADVANCED FIREARMS)				
Name	Cost	Damage	Weight	Properties
<i>Open bore</i>				
Pocket pistol	25 gp	1d8 piercing	2 lb.	Charging (20/60), fouling, handgun, light, loading
Pistol	50 gp	1d10 piercing	3 lb.	Charging (30/90), fouling, handgun, light, loading
Musketoon	75 gp	1d10 piercing	7 lb.	Charging (40/120), fouling, loading, two-handed
Nock gun	300 gp	3d10 piercing	15 lb.	Charging (30/90), fouling, heavy, loading, two-handed
Musket	100 gp	1d12 piercing	10 lb.	Charging (40/120), fouling, heavy, loading, two-handed
Long gun	150 gp	1d12 piercing	12 lb.	Charging (50/150), fouling, heavy, loading, two-handed
<i>Rifled bore</i>				
Serpent	75 gp	1d10 piercing	3 lb.	Charging (40/120), fouling, handgun, light, loading
Carbine	100 gp	1d10 piercing	7 lb.	Charging (50/150), fouling, loading, two-handed
Rifle	150 gp	1d12 piercing	10 lb.	Charging (50/150), fouling, heavy, loading, two-handed
Asp	200 gp	1d12 piercing	12 lb.	Charging (65/190), fouling, heavy, loading, two-handed
<i>Wide bore</i>				
Dragon	50 gp	1d10 piercing	3 lb.	Charging (15/45), handgun, light, loading
Blunderbuss	75 gp	1d10 piercing	7 lb.	Charging (20/60), loading, two-handed
Coach gun	150 gp	2d10 piercing	11 lb.	Charging (15/45), loading, two-handed
Fowling piece	100 gp	1d12 piercing	10 lb.	Charging (20/60), heavy, loading, two-handed
Hydra	150 gp	1d12 piercing	12 lb.	Charging (25/75), heavy, loading, two-handed

SIEGE EQUIPMENT (ADVANCED FIREARMS)								
Item	Cost	Shot	Attack	Range	Damage	AC	HP	Size
<i>Field gun</i>								
Demi-cannon	2,000 gp	12 lb.	+ 6	350/1,400	5d10 bludgeoning	19	60	Large
Howitzer	3,000 gp	18 lb.	+ 6	500/2,000	7d10 bludgeoning	19	50	Large
Mortar	6,000 gp	42 lb.	+ 5	800/3,200	12d10 bludgeoning	19	125	Huge
Ordinance rifle	1,250 gp	6 lb.	+ 7	75/300	3d10 bludgeoning	17	25	Medium
<i>Ship's gun</i>								
Carronade	6,500 gp	32 lb.	+ 5	300/1,200	10d10 bludgeoning	19	75	Large
Cannon	3,500 gp	24 lb.	+ 6	600/2,400	8d10 bludgeoning	19	75	Large
Culverin	600 gp	4 lb.	+ 6	50/200	2d10 bludgeoning	15	15	Small
Long nine	3,000 gp	9 lb.	+ 7	750/3,000	4d10 bludgeoning	19	50	Large

ADVENTURING GEAR (ADVANCED FIREARMS)					
Item	Cost	Weight	Item	Cost	Weight
Bayonet	3 gp	1 lb.	Gunpowder (30 charges)	6 gp	1 lb.
Bomb	30 gp	1 lb.	Petard	50 gp	4 lb.
<i>Firearm loads</i>			Powder horn (empty)	1 gp	1 lb.
Ball (10)	6 sp	2 lb.	Powder keg (with 240 charges)	50 gp	20 lb.
Ball, cartridge (10)	1 gp	2 lb.	<i>Weapon attachments</i>		
Shot (10)	6 sp	2 lb.	Aiming lenses	100 gp	+1 lb.
Shot, cartridge (10)	1 gp	2 lb.	Second barrel	50 gp	+2 lb.
Fuse (10 feet)	2 sp	—	Second barrel, hand gun	25 gp	+1 lb.

TOOLS (ADVANCED FIREARMS)		
Item	Cost	Weight
<i>Artisan's tools</i>		
Gun repair kit	10 gp	2 lb.

VARIANT:

FIREARMS EXPERT (NEW FEAT)

Having practiced extensively with firearms of various sorts, you gain the following benefits:

- ❖ You are proficient with all firearms and with gun repair kits.
- ❖ Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms, even those without the handgun weapon property.
- ❖ If your firearm has multiple barrels, you can reload two barrels with standard loads and powder using a single action. Alternately, you can reload two barrels of an advanced firearm with pre-made cartridges using a single bonus action.
- ❖ When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a loaded firearm you are holding in your other hand if it has the hand gun weapon property.

SIEGE GUNS

Siege guns are divided into two types. Field guns typically move with an army, pulled by teams of horses. Ship's guns are less mobile, mounted on a ship or a fortification. The distinction is mostly traditional, as weapons from either type, with some mounting modifications, can be used in either capacity.

A siege gun requires 250 rounds of labor to prepare and fire. The work can be split among as many as 5 gunners, allowing the gun to fire at a rate of once every 5 minutes (50 rounds). This contemplates unseasoned crew members performing the operation; professional, trained gun crews (skilled hirelings) each provide double the labor output. This means a siege

gun fully crewed by trained gunners will fire, at fastest, once every 2½ minutes (25 rounds).

A siege gun previously prepared for use can be fired by a lone gunner using a single action.

The ammunition required to fire a siege gun costs 2 gp per pound of the shot's weight, which includes the cost of gunpowder.

Like all siege equipment, siege guns are immune to poison and psychic damage.

DESCRIPTIONS

Firearms and their accessories are described below.

Arquebus. *An early firearm, the first sort to be mass produced for military use. This long-range gun has a wooden stock. The stock often has a hook to brace the weapon over a castle's battlements or a fixture to mount it on top of a bracing staff.*

Asp. *An extra-long, rifled-bore firearm used for accurate shooting over great distances.*

Bayonet. *This narrow metal spike is designed for attachment to the end of a two-handed advanced firearm. It can be affixed or removed as an action. The attached bayonet is an improvised two-handed weapon that inflicts 1d6 piercing damage in melee. The wielder may add her proficiency bonus to attacks if she is proficient with spears. Used on its own, the unattached bayonet makes a convincing but awkward dagger. In this form, the improvised weapon inflicts 1d4 piercing damage and can benefit from proficiency as though it were a dagger.*

Blunderbuss. *This short, wide-bore weapon is a favorite of firearms users. The weapon's size makes it convenient and easy to use in close proximity.*

Bomb. *A bomb is a mass of gunpowder, packed into a hard shell pierced by a fuse. As an action, a character can light a bomb and throw it to a point up to 60 feet away. Each creature within 5 feet of that point takes 3d6 fire damage (or half with a DC 12 Dexterity saving throw).*

Carbine. *A carbine is a lightweight version of a rifle. It has a shorter barrel for ease of use and portability.*

Coach Gun. *This wide bore weapon has three barrels that fire simultaneously. Reduce the weapon's damage to 1d10 if fired with only one or two barrels loaded.*

Dragon. *A wide-bore handgun often used for peppering close enemies. Dragons are common*

firearms for horse soldiers, giving rise to the name “dragoon.”

Field Gun (any). Field guns are siege weapons mounted on mobile platforms, typically supported by two large wheels and a wooden “tail” section. They are typically towed by a team of two or four horses.

Field Gun, Demi-Cannon. The most common field piece, this mid-level weapon fires a reliable load using a relatively low quantity of gunpowder.

Field Gun, Howitzer. Larger than a demi-cannon, this field gun throws a heavy ball.

Field Gun, Mortar. Unlike other field guns, a mortar is mounted on a heavy frame, much like a ship’s gun. Tiny carriage wheels allow the weapon to be oriented. A mortar is typically transported via wagon. A mortar can use indirect fire, shooting over obstacles like hills and castle walls. Indirect fire prevents the use of many types of cover.

Field Gun, Ordinance Rifle. This lightweight weapon can be pulled by a single horse. It is highly accurate, with exceptional range, though less powerful than other field guns.

Firearm Load, Ball. Ball loads are simple lead spheres covered in small dimples and sized to the approximate caliber of the weapon they are meant for. Ball loads apply the breach (2) property to weapons they are fired from. Advanced firearms from the rifled barrel category instead receive breach (3). Using ball ammunition also increases both the weapon’s range increments by a distance equal to the weapon’s normal range increment. Loads not in cartridge form include the weight of paper or cloth wadding strips.

Firearm Load, Cartridge (Ball or Shot). Firearm ammunition can be purchased in simple load form or in cartridge form. Cartridges are paper packets containing both powder and bullets, which are easier to carry and faster to load. Recharging a firearm barrel using a pre-made cartridge requires only a bonus action.

Firearm Load, Fire Dart. Sometimes called a “musket arrow,” this short sturdy dart is propelled by gunpowder from a fire lance.

Firearm Load, Shot. Shot loads each represent a collection of tiny, round pellets that spread out as they leave the muzzle. Shot loads apply the blast property to weapons they are fired from. Loads not in cartridge form include the weight of paper or cloth wadding strips.

Fire Lance. The fire lance is an early firearm. It consists of a heavy tube, closed at one end. The tube comes attached to a short, light stave for improved aim and handling. The lance can instead be attached to any long-hafted weapon like a quarterstaff or polearm.

Fowling Piece. This wide-boar long arm is commonly used for hunting fowl.

Fuse. Fuse is a type of heavy string treated with a gunpowder concoction. When lit, it burns at a slow, reliable pace (about 1 foot per minute). Fuse can be tied onto the existing fuses of bombs, petards, and similar explosives to lengthen their burn times. Or it can be used for simple arson, to ignite other flammable objects after a set time.

Gunpowder. Gunpowder is formed into bombs or is used to propel bullets out of firearms. It is sold in water-resistant containers, typically powder horns or small wooden kegs.

Setting fire to a charge or two of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Setting fire to a tightly-packed weight of gunpowder causes an explosion. Lighting a pound of gunpowder, as contained in a powder horn, inflicts 3d6 fire damage on nearby creatures. Setting fire to eight pounds of gunpowder, as within a powder keg, inflicts 7d6 fire damage. Packed gunpowder explosions have a 10-foot radius. Affected creatures can attempt a DC 12 Dexterity saving throw for half damage.

Gunpowder is destroyed when introduced to water; the saltpeter content dissolves so that drying the powder will not restore it. Gunpowder stored in a powder horn or powder keg is sufficiently sealed as to avoid being damaged for about ten minutes of submersion. Submerging a loaded firearm fouls the weapon, even if it does not have the fouling weapon property.

Gun Repair Kit. This set of artisan’s tools has tampions, ball pullers, and special cloths and solutions used to clean firearms. It also includes molds and trim cutters for making lead balls, as well as the templates, shears, and crimps needed to form paper cartridges. If a proficient character spends fifteen minutes using a gun repair kit to “maintain” a firearm during a short or long rest, the firearm ignores the next fouling result it suffers when a natural 1 is rolled for an attack.

Hand Culverin. An early firearm consisting of a short tube mounted at the end of a metal rod or against a long, wooden handle.

Handgonne. A shorter version of the hand culver, sized for use with one hand.

Hydra. The long barrel of wide-bore weapon flares outward at its end. A hydra is most commonly used for delivering a cloud of shot ammunition at distant targets.

Long Gun. A long-barrel version of the common musket, this weapon is suitable for hunting as well as warfare.

Musket. The standard-issue weapon of firearm-wielding militaries, this open bore long arm is very reliable in battle.

Musketoan. A shorter version of the musket, used for hunting or household defense.

Nock Gun. A nock gun is a long arm with five smooth-bore barrels arranged in a cluster, all of which fire simultaneously. The weapon is very expensive and time-consuming to use at full effect. Reduce the weapon's damage to 2d10 piercing if fired with only three or four barrels loaded, or 1d10 piercing if fired with only one or two barrels loaded.

Petard. This steel plate has a flat bomb on one side of it and a pair of folding legs attached to the other. A petard takes one action to unfold and lean against a door or wall, and a second action to ignite. The included fuse can be lit to burn for any period up to 1 minute. Upon detonation, the petard inflicts 7d6 damage on any creature or object in contact with it. A typical door has 18 hit points. If the door suffers damage equal to or exceeding its hit points, the door is blown to flinders. In the case of a wall, a 5-foot square section is blown open. A petard ignores the damage threshold of a normal wall or door.

Pistol. A standard sized handgun of simple, open-bore construction.

Pocket Pistol. This small pistol is easily concealed. It can be carried in a pocket with little chance to be noticed. Apply disadvantage to Wisdom (Perception) checks to find or notice the weapon if carried in a hidden fashion.

Rifle. An expensive, medium to long-range firearm with a rifled bore.

Powder Horn. A hollow horn, typically from a cow or similar beast, used to carry gunpowder. The stopper in the larger end can be opened to fill the powder horn, while the stopper in the narrow end is

used to dispense contained gunpowder. A powder horn is typically carried by a long strap worn over the shoulder, keeping it handy for quick use. A horn (with gunpowder) is required to charge a firearm, unless using cartridges. A powder horn can hold powder sufficient for 30 shots. Powder stored in a horn is better-protected than powder in cartridge form; it will stay dry even if the horn is completely submerged.

Powder Keg. A small cask of gunpowder. This is the typical method by which large amounts of gunpowder are stored and transported.

Serpent. Longer than a standard rifle, this long arm is made for incredible accuracy at the longest ranges.

Ship's Gun (any). Ship's guns are siege weapons mounted on squat, heavy frames, typically equipped with small, sturdy carriage wheels suitable for absorbing recoil.

Ship's Gun, Carronade. This massive gun is designed to fire a murderous weight of shot over a short distance. At its longest range, the barrel requires a significant upward tilt and the shot flies in a pronounced arc. A carronade can use indirect fire at targets within its long range increment, shooting over intervening obstacles like other ships. Indirect fire prevents the use of many types of cover.

Ship's Gun, Cannon. This heavy weapon is typical of cannon craftsmanship.

Ship's Gun, Culverin. This small ship's gun has no mounting frame. It is attached to a swiveling pintle that rests in any number of prepared positions along the gunwales or on platforms among the masts. A single strong crew member can lift the weapon out of its position and carry it to a new one.

Ship's Gun, Long Nine. This gun is longer and fires a lighter load than weapons of similar weight. The additional range makes long nines well-suited for chase work, mounted at the fore or aft of a ship.

Slow Match. A coil of cord dipped in saltpeter and dried so that it burns at a steady rate. Long, slow-burning match cords allow gunners to operate away from a source of fire. A slow match burns at a rate of 1 foot per hour. Careful gunners light both ends of the match, in case one end is blown out by the flash of gunpowder in the pan.

Weapon Attachment, Aiming Lenses. A set of lenses mounted on the top of the weapon, aids with accuracy. These lenses are usually enclosed in a tube. By spending a bonus action to sight through the lenses,

the user's next attack with the weapon does not suffer the normal disadvantage from attacking a target in its long range increment. Claiming this benefit requires the user to be proficient with the weapon in question and to perform no other movement or actions between aiming and firing.

Weapon Attachment, Second Barrel (any). A second barrel is an efficient way to increase the number of shots a user can make in quick succession. When fully loaded, a firearm with a second barrel can be used for two shots before reloading. Each barrel of the modified firearm is charged individually and is fired individually with a separate trigger. A firearm must be constructed with a second barrel; existing firearms cannot have barrels added to them. Coach guns and nock guns cannot have additional barrels.

MONSTER MARKETS

The ecology of a standard game includes a variety of monsters that haunt the dark and dangerous places of the world. What happens when civilized societies domesticate such creatures? Many monsters are no more intelligent than animals and can be trained from a young age to serve as guardians, mounts, and companions. Why shouldn't there be a thriving market for wyverns and griffon eggs? Why shouldn't breeders pay serious coin to characters who bring them any captured monster specimens? The Monster Markets exotic list is here to answer those questions.

This list is divided into four categories. The first is for instinct-level Intelligence creatures, those without real self-awareness or with very alien intelligence. The second is for animal-level Intelligence creatures, those smart enough to be trained for various duties. Many of these creatures can serve as mounts. The third category is monster-level Intelligence, covering creatures with Intelligence scores of 4 or higher that are self-aware and capable of reason. The fourth category is just for dragons.

Qualifications. The Monster Market exotic list only contains monsters that are notably suitable for certain purposes, particularly service as mounts or guardians. Creatures (beasts) already noted as trade goods in Part 1: Wealth, are not repeated here, nor are the standard mounts described in Part 3: Gear. Constructs are too varied and too personal to their creators to list effectively. Other creatures are too much like humanoids or simply have the wrong

temperament to be bought and sold. The "stat blocks" of monsters listed here can be found in the *Monster Manual*, *Volo's Guide to Monsters*, and *Storm King's Thunder*.

Templates. The combat trained and exceptional specimen templates described in Part 3: Gear are not applicable to the monsters described in this section. All monsters with entries in the Saddle columns are rider trained.

Prices. Prices for monsters are based primarily on how dangerous they are (Challenge Ratings). Some creatures have ability to generate monster byproducts like poison, which significantly increases their value. Likewise, creatures able to serve as mounts, guardians, or in other particularly useful roles are worth more based on their ability to be trained. Finally, monster reputations also play a role in their pricing.

Monsters are often hard to buy or sell; the fact that monsters are marketable does not mean they are common. The DM should use the rules in Part 1: Wealth to determine whether a buyer or seller can be found for any specific monster.

Selling Monsters. If player characters can capture a live specimen, and can find a buyer for the monster, the standard sale price is one-tenth of the market values listed here. It takes a lot more overhead to store and resell live creatures than it does for other used adventuring gear. That translates into merchants paying much less for them; profit margins are already thin for most monster merchants!

INSTINCT-LEVEL INTELLIGENCE

These creatures either have Intelligence scores of 1 or their intelligence is totally alien to humanoids.

These creatures lack the capacity to learn tricks or be put to any useful function. Instinct-level creatures are valued as simple, unwitting guardians, attacking anything that gets near to them. Only by mind-controlling magic is such a creature capable of serving as a mount.

Care. Creatures in this category require special measures to store and transport, measures like cages or tanks that will keep them isolated. Most creatures in this category do not eat animal feed; they require a regular diet of small creatures to sustain themselves.

Prices. Instinct-level monsters fetch full price as adult specimens. The young or the infirm are worth half the listed values; eggs and juveniles have no

special potential to be trained so there is no reason to buy these less effective monsters.

ANIMAL-LEVEL INTELLIGENCE

Animals typically have Intelligence scores of 2 or 3. Remarkably cunning specimens have scores as high as 4. Some such creatures can be trained if taken at a young age while others are simply too dangerous or ferocious to domesticate.

A creature must have an Intelligence score of 2 or higher to learn how to serve as a mount. Creatures suitable for mounts are indicated in the Saddle column.

Care. The care and maintenance of creatures in this category varies based on creature type.

Prices. Because they can be trained to a variety of tasks, eggs and juvenile versions of these creatures are valued the same as full-grown versions. These prices assume that the creatures are trained as mounts or guard beasts. Un-trained adult specimens are worth half the listed value.

MONSTER MARKETS (INSTINCT)							
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	Carrying Capacity
Ankheg	1,750 gp	1	Un.	2	Large exotic	30 ft. (30 ft.)	510 lb.
Carrion crawler	2,750 gp	1	Un.	2	Large exotic	30 ft. (30 ft.)	420 lb.
Flail snail	8,000 gp	3	Un.	3	Large exotic	10 ft.	510 lb.
<i>Fungi</i>							
Gas spore	750 gp	1	Un.	1/2	n/a	0 ft. (10 ft.)	150 lb.
Shrieker	40 gp	1	Un.	0	n/a	0 ft.	15 lb.
Violet fungus	375 gp	1	Un.	1/4	n/a	5 ft.	45 lb.
Gibbering moulder	1,500 gp	3	Neutral	2	n/a	10 ft. (10 ft.)	150 lb.
Neothelid	9,000 gp	3	CE	13	Gargantuan exotic	30 ft.	3,240 lb.
<i>Oozes</i>							
Black pudding	2,750 gp	1	Un.	4	n/a	20 ft. (20 ft.)	480 lb.
Gelatinous cube	1,750 gp	1	Un.	2	n/a	15 ft.	420 lb.
Gray ooze	750 gp	1	Un.	1/2	n/a	10 ft. (10 ft.)	180 lb.
Ochre jelly	1,500 gp	2	Un.	2	n/a	10 ft. (10 ft.)	450 lb.
Piercer	750 gp	1	Un.	1/2	n/a	5 ft. (5 ft.)	150 lb.
Purple worm	20,000 gp	1	Un.	15	Gargantuan exotic	50 ft. (30 ft.)	3,360 lb.
Purple wormling	1,925 gp	1	Un.	2	Large exotic	20 ft.	480 lb.

MONSTER-LEVEL INTELLIGENCE

Creatures with Intelligence scores of 5 or higher are smarter than animals. While they can be purchased, the older they are and the higher their Intelligence scores, the closer their sale resembles slavery. The following creatures that are well-suited for mounts or guardians, despite having advanced intelligence.

A creature of Intelligence 5 or higher that is found or purchased at a young age, trained as it matures, and treated as a companion rather than a pet can become a lifelong friend if the “owner” acts in conformity with the creature’s alignment. Otherwise, the creature will escape when doing so becomes convenient or it may turn upon its “owner” at an opportune moment.

Mounts with Intelligence scores of 5 or higher often act independently in combat.

Care. The care and maintenance of creatures in this category varies based on creature type.

Prices. Only eggs and juvenile versions of these creatures fetch the listed prices. Full-grown specimens are too old and intelligent to be trained and are too hard to keep as inventory; they cannot be bought or sold except in extremely unusual circumstances. A character can still find and ally with adult versions of these monsters, assuming she can communicate with the creature, has the correct disposition (alignment), and approaches the creature correctly.

DRAGONS

Dragons are particularly troublesome monsters to restrain or train. While they can serve as mounts and allies when they want, their personalities are incredibly forceful. Even the good-aligned dragons are very self-interested (particularly treasure-focused). A humanoid “owner” can quickly find herself relegated

to the sidekick roll, even if she raises the dragon from a hatchling.

For these reasons, dragons fall outside of the type of creatures that would normally be put in this exotic list. Nonetheless, dragons are included because they hold such a prominent role in such a wide variety of traditional fantasy stories.

MONSTER MARKETS (ANIMAL)							Carrying
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	Capacity
Basilisk	2,500 gp	2	Un.	3	Medium exotic	20 ft.	240 lb.
Bulette	3,500 gp	2	Un.	5	Large exotic	40 ft. (40 ft.)	570 lb.
Catoblepas	6,000 gp	3	Un.	5	Large exotic	30 ft.	570 lb.
Chimera	6,500 gp	3	Un.	6	Large exotic	30 ft. (60 ft.)	570 lb.
Cockatrice	1,250 gp	2	Un.	1/2	n/a	20 ft. (40 ft.)	90 lb.
Crag cat	1,000 gp	4	Un.	1	Large exotic	40 ft.	480 lb.
Darkmantle	1,000 gp	2	Un.	1/2	n/a	10 ft. (30 ft.)	240 lb.
Death Dog	1,000 gp	3	Un.	1	Canine	40 ft.	225 lb.
<i>Dinosaur</i>							
Allosaurus	500 gp	2	Un.	2	Large exotic	60 ft.	570 lb.
Ankylosaurus	500 gp	2	Un.	3	Huge exotic	30 ft.	1,140 lb.
Brontosaurus	1,000 gp	2	Un.	5	Gargantuan exotic	30 ft.	2,520 lb.
Deinonychus	500 gp	4	Un.	1	Medium exotic	40 ft.	225 lb.
Dimetrodon	175 gp	2	Un.	1/4	Medium exotic	30 ft. (20 ft.)	210 lb.
Hadrosaurus	200 gp	2	Un.	1/4	Large exotic	40 ft.	450 lb.
Plesiosaurus	850 gp	2	Un.	2	Large exotic	20 ft. (40 ft.)	540 lb.
Pteranodon	250 gp	2	Un.	1/4	Medium exotic	10 ft. (60 ft.)	180 lb.
Quetzalcoatlus	700 gp	2	Un.	2	Huge exotic	10 ft. (80 ft.)	900 lb.
Stegosaurus	850 gp	2	Un.	4	Huge exotic	40 ft.	1,200 lb.
Triceratops	1,000 gp	2	Un.	5	Huge exotic	50 ft.	1,320 lb.
Tyrannosaurus rex	2,000 gp	2	Un.	8	Large exotic	50 ft.	1,500 lb.
Velociraptor	250 gp	4	Un.	1/4	n/a	30 ft.	45 lb.
Frogheath	6,000 gp	2	Un.	10	n/a	30 ft. (30 ft.)	1,380 lb.
Giant strider	1,000 gp	4	NE	1	Large exotic	50 ft.	540 lb.
Guard drake	1,500 gp	4	Un.	2	Medium exotic	30 ft.	240 lb.
Gorgon	3,500 gp	2	Un.	5	Large exotic	40 ft.	600 lb.
Grick	1,500 gp	3	Un.	2	n/a	30 ft. (30 ft.)	210 lb.
Griffon	2,750 gp	2	Un.	2	Large exotic	30 ft. (80 ft.)	540 lb.
Hippogriff	2,250 gp	2	Un.	1	Large exotic	40 ft. (60 ft.)	510 lb.
Hydra	5,000 gp	2	Un.	8	n/a	30 ft. (30 ft.)	1,200 lb.
Owlbear	2,000 gp	3	Un.	3	Large exotic	40 ft.	600 lb.
Roc	10,000 gp	3	Un.	11	Gargantuan exotic	20 ft. (120 ft.)	3,360 lb.
Rust monster	750 gp	2	Un.	1/2	Medium exotic	40 ft.	195 lb.
Stench Kow	750 gp	2	Un.	1/4	Large exotic	30 ft.	540 lb.
Stirge	1,000 gp	2	Un.	3	n/a	10 ft. (40 ft.)	30 lb.
Trapper	1,000 gp	2	Un.	3	n/a	10 ft. (10 ft.)	510 lb.

MONSTER MARKETS (MONSTERS)							Carrying Capacity
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	
Behir	8,000 gp	7	NE	11	Huge exotic	50 ft. (40 ft.)	1,380 lb.
Blink dog	750 gp	10	LG	1/4	Canine	40 ft.	180 lb.
Displacer beast	2,000 gp	6	LE	3	Large exotic	40 ft.	540 lb.
Barghest	2,500 gp	13	NE	4	Canine	60 ft. / 30 ft.	570 lb.
Girallon	2,500 gp	5	Un.	4	n/a	40 ft. (40 ft.)	540 lb.
Hell hound	2,000 gp	6	LE	3	Canine	50 ft.	255 lb.
Leucrotta	2,000 gp	9	CE	3	Canine	50 ft.	540 lb.
Manticore	2,500 gp	7	LE	3	Large exotic	30 ft. (50 ft.)	510 lb.
Mimic	1,500 gp	5	Neutral	2	n/a	15 ft.	255 lb.
Nightmare	2,500 gp	10	NE	3	Large exotic	60 ft. (90 ft.)	540 lb.
Otyugh	3,000 gp	6	Neutral	5	n/a	30 ft.	480 lb.
Pegasus	2,000 gp	10	CG	2	Large exotic	60 ft. (90 ft.)	540 lb.
Shadow mastiff	1,500 gp	5	NE	2	Dog	40 ft.	240 lb.
Unicorn	4,000 gp	11	LG	5	Equine	50 ft.	540 lb.
Winter wolf	2,000 gp	7	NE	3	Canine	60 ft.	540 lb.
Worg	500 gp	7	NE	1/2	Canine	50 ft.	480 lb.
Wyvern	8,000 gp	5	Un.	6	Large exotic	20 ft. (80 ft.)	570 lb.
Yeth hound	2,500 gp	5	NE	4	Canine	40 ft. (40 ft.)	540 lb.

Care. Dragons are hard to manage or provide care for. A dragon's tendency to build a permanent lair makes adventuring with a dragon very impractical. The effect its lair has on a surrounding region also makes it difficult to live near civilization. These factors make having a dragon ally somewhat troublesome for an adventurer, often just a short-term affair.

Prices. Dragon eggs fetch the same cost as young-category dragons. While dragons cannot be truly trained, acquiring one at the stage of an egg gives the "owner" the best possible chance to befriend the creature before it becomes too dangerous. Prices for dragons of young age and older are mostly theoretical. A dragon is too proud to be the subject of commerce, but certain rare artifacts might bring a dragon under a humanoid's dominion.

If your campaign uses the variant rule Dragons as Innate Spellcasters, double the listed costs for adult and ancient versions.

Speed. All dragons have a flying speed that is double the rate of their normal speed. (Fly speed is omitted from these charts.) Based on type, dragons may also have climbing, burrowing, or swimming speeds.

MONSTER MARKETS (CHROMATIC, PART 1)							Carrying Capacity
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	
<i>Black</i>							
Ancient	155,000 gp	16	CE	21	Gargantuan exotic	40 ft. (40 ft.)	3,240 lb.
Adult	60,000 gp	14	CE	14	Huge exotic	40 ft. (40 ft.)	1,380 lb.
Young	19,000 gp	12	CE	7	Large exotic	40 ft. (40 ft.)	570 lb.
Wyrmling	6,000 gp	10	CE	2	Medium exotic	30 ft. (30 ft.)	225 lb.

MONSTER MARKETS (CHROMATIC, PART 2)							Carrying Capacity
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	
<i>Blue</i>							
Ancient	230,000 gp	18	LE	24	Gargantuan exotic	40 ft. (40 ft.)	3,480 lb.
Adult	70,000 gp	16	LE	16	Huge exotic	40 ft. (30 ft.)	1,740 lb.
Young	25,000 gp	14	LE	9	Large exotic	40 ft. (20 ft.)	630 lb.
Wyrmling	8,000 gp	12	LE	3	Medium exotic	30 ft. (15 ft.)	255 lb.
<i>Green</i>							
Ancient	180,000 gp	20	LE	22	Gargantuan exotic	40 ft. (40 ft.)	3,240 lb.
Adult	65,000 gp	18	LE	15	Huge exotic	40 ft. (40 ft.)	1,380 lb.
Young	22,000 gp	16	LE	8	Large exotic	40 ft. (40 ft.)	570 lb.
Wyrmling	6,000 gp	14	LE	2	Medium exotic	30 ft. (30 ft.)	225 lb.
<i>Red</i>							
Ancient	230,000 gp	18	CE	24	Gargantuan exotic	40 ft. (40 ft.)	3,600 lb.
Adult	75,000 gp	16	CE	17	Huge exotic	40 ft. (40 ft.)	1,620 lb.
Young	28,000 gp	14	CE	10	Large exotic	40 ft. (40 ft.)	690 lb.
Wyrmling	10,000 gp	12	CE	4	Medium exotic	30 ft. (30 ft.)	275 lb.
<i>White</i>							
Ancient	130,000 gp	10	CE	20	Gargantuan exotic	40 ft. (40/40 ft.)	3,120 lb.
Adult	55,000 gp	8	CE	13	Huge exotic	40 ft. (30/40 ft.)	1,320 lb.
Young	16,000 gp	6	CE	6	Large exotic	40 ft. (20/40 ft.)	540 lb.
Wyrmling	6,000 gp	5	CE	2	Medium exotic	30 ft. (15/30 ft.)	210 lb.

MONSTER MARKETS (METALLIC, PART 1)							Carrying Capacity
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	
<i>Brass</i>							
Ancient	130,000 gp	16	CG	20	Gargantuan exotic	40 ft. (40 ft.)	3,240 lb.
Adult	55,000 gp	14	CG	13	Huge exotic	40 ft. (30 ft.)	1,380 lb.
Young	16,000 gp	12	CG	6	Large exotic	40 ft. (20 ft.)	570 lb.
Wyrmling	4,000 gp	10	CG	1	Medium exotic	30 ft. (15 ft.)	225 lb.
<i>Bronze</i>							
Ancient	180,000 gp	18	LG	22	Gargantuan exotic	40 ft. (40 ft.)	3,480 lb.
Adult	55,000 gp	16	LG	13	Huge exotic	40 ft. (40 ft.)	1,500 lb.
Young	22,000 gp	14	LG	8	Large exotic	40 ft. (40 ft.)	630 lb.
Wyrmling	6,000 gp	12	LG	2	Medium exotic	30 ft. (30 ft.)	255 lb.
<i>Copper</i>							
Ancient	155,000 gp	20	CG	21	Gargantuan exotic	40 ft. (40 ft.)	3,240 lb.
Adult	60,000 gp	18	CG	14	Huge exotic	40 ft. (40 ft.)	1,380 lb.
Young	19,000 gp	16	CG	7	Large exotic	40 ft. (40 ft.)	570 lb.
Wyrmling	4,000 gp	14	CG	1	Medium exotic	30 ft. (30 ft.)	225 lb.
<i>Gold</i>							
Ancient	230,000 gp	18	LG	24	Gargantuan exotic	40 ft. (40 ft.)	3,600 lb.
Adult	75,000 gp	16	LG	17	Huge exotic	40 ft. (40 ft.)	1,620 lb.
Young	28,000 gp	16	LG	10	Large exotic	40 ft. (40 ft.)	690 lb.
Wyrmling	8,000 gp	14	LG	3	Medium exotic	30 ft. (30 ft.)	275 lb.

MONSTER MARKETS (METALLIC, PART 2)							Carrying Capacity
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	
<i>Silver</i>							
Ancient	205,000 gp	18	LG	23	Gargantuan exotic	40 ft.	3,600 lb.
Adult	70,000 gp	16	LG	16	Huge exotic	40 ft.	1,620 lb.
Young	25,000 gp	14	LG	9	Large exotic	40 ft.	690 lb.
Wyrmling	6,000 gp	12	LG	2	Medium exotic	30 ft.	275 lb.

PART 6: ADVENTURES IN THE ORIENT

Part 6 provides rules for a Southeast Asian themed campaign setting.

USING THIS LIST

This Part will probably be used in one of two ways. It is built to serve as a native list, as explained below, but it can also be used as an exotic list.

NATIVE LIST (OPTION ONE)

This Part can be used as a “native” list, which replaces segments of the normal options provided in earlier Parts. Implementing a native list requires a great deal of attention and effort from the DM. The following rules and suggestions are an attempt to simplify things.

EXOTIC LIST (OPTION TWO)

The equipment presented here can also be used as an exotic list, exactly as described in Part 5: Exotic Lists. This is appropriate for a campaign influenced by a mix of cultures.

CULTURAL INFLUENCE

Unlike prior editions of **Dungeons & Dragons’ Oriental Adventures**, this selection is based almost entirely on real-world Japanese culture in the feudal era. The influences from Chinese, Korean, Indian, and Southeast Asian cultures are much diminished compared to earlier editions.

If the DM wishes to use a different culture as the primary influence for her campaign, most of the equipment here can be translated into differently-named gear with the same functionality. Page 41 of the *Dungeon Master’s Guide* charts alternate names for Chinese and Japanese versions of the same weapons. This is an excellent starting point. The Internet is likewise a valuable source for equivalent names relative to different cultures.

STARTING EQUIPMENT

The array of armor and weapons in this list is sufficiently complete that it can substitute for the standard armor and weapons lists. Characters built

using the class-and-background method for starting equipment must employ the variant Item Swaps rule (see Part 2) to trade starting armor and weapons for items from these lists.

Except for musical instruments, all other types of equipment are available in a campaign using this native list. These standard options occasionally differ in that their appearance, composition, or theme will match this setting instead. For example, rations may include significant quantities of rice instead of hardtack or bread.

INCLUDED STANDARD LISTS

This native list replaces only the charts for armor, weapons, and musical instruments. Everything else found in early parts of this product remain accessible through this native list.

ADDING EXOTIC LISTS

As normal, the DM has the option to include access to exotic lists as well.

The “early” segment of the Firearms exotic list is particularly suitable to such a campaign type, adding the bajozutsu (handgonne), bo-hiya (fire lance), tanegashima (arquebus), and other equipment.

ARMAMENTS

New armor and weapons options entirely replace those available in traditional campaigns.

ARMOR

The armor on this list can only be modified with the additions provided in this chart, not the additions from the main armor chart in Part 2. Likewise, these additions will not apply to armor from the standard list.

DESCRIPTIONS

Armor, shields, and additions have the following descriptions.

Ashigaru. This traditional lightweight armor is employed primarily by conscripted peasants or

auxiliary soldiers. Ashigaru is a “full” traditional suit of armor because it includes a helmet with face cover plus sleeve, shin, and thigh protectors.

Chain Coat. A hauberk of light chainmail that fastens up the front, typically without head protection.

Chainmail Egawa. An egawa is a padded undershirt often worn beneath clothing or other armor. This version is reinforced with lightweight chainmail.

Dastana. These very heavy bracers cover the forearms and the back of the hands. When worn with a suit of light armor, these improve your Armor Class by 1 point. Though very protective, dastana are also stiff and constraining. While wearing them, your

Dexterity modifier’s bonus to your Armor Class has a maximum of +2.

Dhenuka. Made from the hide of particularly-armored beasts, this suit provides significant protection while allowing the wearer to retain agility and mobility.

Do-Maru. This constitutes a portion of a full suit of o-yoroi, the “great armor,” particularly minus the heavy shoulder pieces and with a lighter helmet. The design intends to allow the wearer a greater range of movement, particularly in the upper body.

Haramaki. A series of medium-size lacquered plates, interlocking in a suit that covers the torso, tying in the back.

ARMOR (ADVENTURES IN THE ORIENT)						
Item	Cost	Armor Class (AC)	Strength	Stealth	Weight	
<i>Light Armor</i>						
Quilted coat	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.	
Manchira	10 gp	11 + Dex modifier	—	—	10 lb.	
Ashigaru	40 gp	12 + Dex modifier	—	Disadvantage	15 lb.	
Nerigawa kozane	55 gp	12 + Dex modifier	—	—	13 lb.	
<i>Medium Armor</i>						
Dhenuka	20 gp	12 + Dex modifier (max 2)	—	Disadvantage	15 lb.	
Kikko	35 gp	13 + Dex modifier (max 2)	—	Disadvantage	35 lb.	
Chain coat	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.	
Kozane	60 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	
Hotoke	300 gp	14 + Dex modifier (max 2)	—	—	20 lb.	
Do-maru	850 gp	15 + Dex modifier (max 2)	—	Disadvantage	35 lb.	
<i>Heavy Armor</i>						
Tanko	25 gp	14	—	—	30 lb.	
Kusari	55 gp	15	—	Disadvantage	40 lb.	
Lamellar coat	175 gp	16	Str 13	Disadvantage	45 lb.	
Haramaki	600 gp	17	Str 15	Disadvantage	55 lb.	
O-yoroi	1,200 gp	18	Str 15	Disadvantage	60 lb.	
<i>Shields</i>						
Shield	10 gp	+2	—	—	6 lb.	
<i>Additions</i>						
Dastana	10 gp	+1	—	—	3 lb.	
Hoshi	10 gp	—	—	—	2 lb.	
Sangu	12 gp	—	—	Disadvantage	5 lb.	

Hoshi. This heavy, elaborate helmet flares widely at the back to protect the neck and parts of the shoulders. A fearsome mask protects the face and tall protrusions or ornamentations complete the intimidating appearance. Wearing a hoshi helmet

grants immunity to the special mechanics of saps and garrotes. It provides a +1 bonus to the wearer’s Charisma (Intimidation) checks but gives the wearer’s Wisdom (Perception) checks disadvantage.

Hotoke. A solid breastplate and back plate, typically jointed on one side and tied closed along the other. A hotoke is made of sturdy lacquered metal.

Kikko. Kikko armor consists of small hexagonal plates connected by metal links and sewn over a canvas suit.

Kozane. An armored cuirass and leggings made of lacquered scales, tied together into a coherent protective material.

Kusari. A heavy chainmail suit consisting of a robe or long hauberk extending below the knees and cinched with a belt, plus a broad hood to protect the head, neck, and shoulders.

Lamellar Coat. A common type of armor, the lamellar coat consists of bronze or iron plates laced into horizontal rows and reinforced with leather backing.

Manchira. The manchira includes multiple pieces of protective material, typically worn under a normal suit of armor to cover the gaps and provide padding. The materials used are not as protective as a separate sangu. When worn alone, a manchira provides a minor degree of protection against attacks.

Nerigawa Kozane. A supple set of treated leather scales, riveted together to provide a flexible protective suit.

O-Yoroi. A complex suit of lacquered metal pieces, the o-yoroi is both ceremonial and functional. The suit provides exceptional protection in all areas of the body.

Padded Egawa. An egawa is a padded undershirt often worn beneath clothing other armor. Some versions are reinforced with other materials.

Quilted Coat. A thickly-padded coat stitched into small quilt segments to keep the batting from settling into the lower portions of the armor.

Sangu. Sangu components supplement existing armor by covering all the usual gaps. These extra components particularly protect the thighs, shins, arms, and their associated joints. Wearing sangu gives you a +1 bonus to saving throws against area spells and effects, like a dragon's breath weapon or a fireball spell.

Tanko. This armor consists of untreated iron plates bound together with leather thongs. This is the name for the foot soldier's version; when worn by mounted soldiers, the armor is called "keiko."

WEAPONS

Some weapons are noted with parenthetical names or descriptors. Where a noted name corresponds to a standard weapon listed in Part 2: Armaments, the new weapon may substitute for that standard version in any meaningful way. For example, the *shillelagh* spell works on a bo or hanbo as well as it does on a quarterstaff or club. Such weapons use the same rules and descriptions provided for the standard equivalents.

DESCRIPTIONS

Weapons have the following descriptions.

Bokken. This wooden practice sword can be used as a fearsome weapon in its own right.

Chakram. This flat metal disk has a razor-sharp edge around its entire circumference. Used for throwing, the aerodynamic shape makes this a potent ranged weapon in close quarters.

Chijiriki. Not to be confused with the blunt-handled "chigiriki" (morning star), this weapon has a slightly longer shaft with a spear tip at one end. A chain connects the other end to a spiked weight.

Deer Horn Knife. This is a short, crescent piece with a handle in the middle. The crescent prongs point away from the wielder. A second crescent, prongs pointed back toward the wielder, overlaps the first. The back of the outer crescent, and the crisscrossed crescent tips, are bladed. If wielded as a pair, the user is considered to be using two defensive weapons. Wielded singly, the defensive property does not apply.

Fukimibari (mouth darts). This collection of tiny, weighted needles is held in the mouth until used. Only one collection can be loaded in the mouth at a time. When using the Attack action, the wielder spits the needles as one attack against an opponent within 5 feet. This is done by curling the tongue around the needles in a tube shape and blowing a short, sharp breath to project the needles. The needles can stick into exposed flesh, providing a distraction. No attack roll is required. The target must make a DC 10 Constitution saving throw or suffer disadvantage on attacks and ability checks until the end of her next turn due to the distraction. The target has advantage on this saving throw if wearing medium or heavy armor. The needles are not large enough for the "attack" to inflict any kind of damage, nor are fukimibari suited to the delivery of poisons. Constructs, oozes, plants, and

undead are immune to the distracting effect of fukimibari.

Jitte. A metal rod tapering to a dull point, with one curved prong curving forward from the handle.

WEAPON-LIKE DEVICES (ADVENTURES IN THE ORIENT)				
Item	Cost	Damage	Weight	Properties
Fukimibari (<i>mouth darts</i>)	4 cp	—	—	Special
Kakute (<i>spiked rings</i>)	3 gp	—	1/2 lb.	Unarmed (P)
Nekote (<i>finger blades</i>)	5 gp	—	1/2 lb.	Unarmed (S)
Shimegoroshi (Garrote)	1 gp	—	1/2 lb.	Special, two-handed
Tekko (<i>knuckle weights</i>)	2 gp	—	1/2 lb.	Unarmed (B)

Johyo. This heavy dart is attached to the end of a 15-foot lightweight rope. This can be swung to make melee attacks against foes within five feet or it can be thrown up to 15 feet. When thrown, the wielder keeps ahold of the end of the rope, and can use a bonus action to whip the dart back into the hand after a throw.

Kakute. These rings each have two or three sharp, sturdy spikes. They are worn in sets.

Kusarigama. This is a sickle-like weapon with a straight, perpendicular blade. A length of chain connects the bottom of the handle to a heavy weight. The alternate (S) weapon property can only be used against targets within 5 feet.

SIMPLE MELEE WEAPONS (ADVENTURES IN THE ORIENT)				
Item	Cost	Damage	Weight	Properties
Ararebo (Mace)	5 gp	1d6 bludgeoning	4 lb.	—
Bo (Quarterstaff)	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Deer horn knife	3 gp	1d3 slashing	1 lb.	Finesse, light, special
Hanbo (Club)	1 sp	1d4 bludgeoning	2 lb.	Light
Jitte	6 gp	1d3 bludgeoning	2 lb.	Disarming, light
Kaiken (Dagger)	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (20/60)
Kama (Sickle)	1 gp	1d4 slashing	2 lb.	Light
Kanabo (Greatclub)	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Kidzuchi (Light hammer)	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (20/60)
Kohachiwari (Light pick)	2 gp	1d6 piercing	2 lb.	Light
Nata (Hatchet)	2 gp	1d4 slashing	2 lb.	Light, thrown (20/60)
Nunchaku	1 gp	1d4 bludgeoning	2 lb.	Finesse, light
Ono (Handaxe)	5 gp	1d6 slashing	2 lb.	Thrown (20/60)
Otanto	25 gp	1d4 slashing	1½ lb.	Fine, light
Sai	10 gp	1d3 bludgeoning	2 lb.	Disarming, defensive, light
Sansetsukon (<i>sectional staff</i>)	4 gp	1d8 bludgeoning	3 lb.	Reach, tripping, two-handed
Siangham	4 sp	1d4 piercing	2 lb.	Light
Tessen (<i>iron fan</i>)	4 gp	1d3 bludgeoning	2 lb.	Defensive, light
Tonfa	1 gp	1d3 bludgeoning	2 lb.	Finesse, light, special
Uchine (Javelin)	5 sp	1d6 piercing	2 lb.	Thrown (30/120)
Yari (Spear)	1 gp	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8)
Yawara (<i>short handle</i>)	2 cp	1d2 bludgeoning	1/4 lb.	—

SIMPLE RANGED WEAPONS (ADVENTURES IN THE ORIENT)

Item	Cost	Damage	Weight	Properties
Hankyu (Shortbow)	25 gp	1d6 piercing	2 lb.	Ammunition (80/320), two-handed
Hankyu, composite	125 gp	1d6 piercing	3 lb.	Ammunition (100/400), special, two-handed
Jisho (Sling)	1 sp	1d4 bludgeoning	—	Ammunition (30/120)
Kunai (Throwing dagger)	4 sp	1d4 piercing	1/2 lb.	Finesse, special, thrown (20/60)
Shuriken (Dart)	5 cp	1d4 piercing	1/4 lb.	Finesse, special, thrown (20/60)
Shuriken, light	6 cp	1d3 piercing	1/8 lb.	Finesse, special, thrown (10/30)
Teppoyumi (Light crossbow)	25 gp	1d8 piercing	5 lb.	Ammunition (80/320), loading, special, two-handed
Teppoyumi, repeating	125 gp	1d8 piercing	7 lb.	Ammunition (40/160), loading, special, two-handed

Kyoketsushoge. This is a large dagger with an additional hooked blade. A length of rope connects the bottom of the handle to a weighted ring. This weapon has a reach of 15 feet. Stowing a kyoketsushoge is a timely process of coiling, taking an action and requiring both hands.

Because of the time required to draw back the entire length of the cord for another attack, you can attack only once with this weapon when you use an

action, bonus action, or reaction, regardless of the number of attacks you can normally make. This restriction does not apply when using the alternate (P) weapon property. The alternate (P) weapon property can only be used against targets within 5 feet.

If used as a double weapon, the primary end of the weapon can attack only once when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make.

MARTIAL MELEE WEAPONS (PART 1, ADVENTURES IN THE ORIENT)

Item	Cost	Damage	Weight	Properties
Ararebo, heavy	7 gp	1d8 bludgeoning	6 lb.	—
Bokken (<i>practice sword</i>)	2 gp	1d6 bludgeoning	2 lb.	Versatile (1d8)
Chigiriki (Morningstar)	15 gp	1d8 piercing	4 lb.	—
Chijiriki (<i>javelin and chain</i>)	18 gp	1d6 piercing	3 lb.	Alternate (B), disarming, reach, two-handed
Daiono (Waraxe)	20 gp	2d4 slashing	4 lb.	Deadly, heavy, versatile (2d5)
Daitsuchi (Great hammer)	25 gp	1d12 bludgeoning	7 lb.	Heavy, two-handed
Johyo (<i>rope dart</i>)	2 gp	1d4 piercing	3 lb.	Finesse, special, thrown (10/15), two-handed
Kusarigama	6 gp	1d4 bludgeoning	4 lb.	Alternate (S), disarming, reach, special, tripping, two-handed
Kuwa (Horseman's war pick)	3 gp	1d6 piercing	1½ lb.	—
Kyoketsushoge	5 gp	1d4 bludgeoning	4 lb.	Alternate (P), disarming, reach, special, tripping, two-handed
Magariyari (Trident)	5 gp	1d6 piercing	4 lb.	[Disarm], thrown (20/60), versatile (1d8)
Magariyari, greater	12 gp	1d8 piercing	5 lb.	Thrown (15/45), versatile (1d10)
Manrikigusari (Chain)	3 gp	1d5 bludgeoning	3 lb.	Disarming, reach, tripping
Masakari (Battleaxe)	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Meteor hammer	21 gp	1d8 bludgeoning	12 lb.	Heavy, reach, tripping, two-handed

MARTIAL MELEE WEAPONS (PART 2, ADVENTURES IN THE ORIENT)

Item	Cost	Damage	Weight	Properties
Nekode	2 gp	1d3 piercing	1 lb.	Light, finesse, special
No-ono (Greataxe)	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Okuwa (Footman's war pick)	5 gp	1d8 piercing	2 lb.	—
Otsuchi (Warhammer)	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
<i>Polearm</i>				
Bisento (Glaive)	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Getsugasan (<i>monk's spade</i>)	25 gp	1d8 piercing	6 lb.	Alternate (S), heavy, reach, two-handed
Jumonjiyari (Renseur)	10 gp	1d10 piercing	13 lb.	Heavy, reach, two-handed
Kamayari (Halberd)	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Katakamayari (Guisarme)	12 gp	1d8 slashing	5 lb.	Heavy, reach, tripping, two-handed
Kumade (<i>claw staff</i>)	5 gp	1d4 slashing	5 lb.	Reach, tripping, two-handed
Lajatang	25 gp	1d8 slashing	4 lb.	Two-handed
Nagaeyari (Pike)	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Naginata	100 gp	1d10+1 slashing	6 lb.	Alternate (P), fine, heavy, reach
Sasumata (<i>spear fork</i>)	8 gp	1d6 slashing	5 lb.	Reach, tripping, two-handed
Suyari (Longspear)	4 gp	1d10 piercing	9 lb.	Heavy, reach, thrown (10/30), two-handed
Sodegarami (<i>sleeve tangler</i>)	6 gp	1d4 piercing	5 lb.	Reach, special, two-handed
Tsukobu (<i>pushing stave</i>)	4 gp	1d6 bludgeoning	6 lb.	Reach, tripping, two-handed
Sang kauw	35 gp	1d8 piercing	4 lb.	Alternate (S), defensive, two-handed
<i>Sword</i>				
Butterfly sword	10 gp	1d5 slashing	3 lb.	Defensive, light
Katana	100 gp	1d8 slashing	3 lb.	Fine, versatile (1d10)
Khanda (Broadsword)	12 gp	2d4 slashing	4 lb.	Versatile (2d5)
Kotsurugi (Rapier)	25 gp	1d8 piercing	2 lb.	Finesse
Liuyedao (Scimitar)	25 gp	1d6 slashing	3 lb.	Finesse, light
Nagamaki	75 gp	1d10 slashing	4 lb.	Fine, two-handed
Ninjaken (Shortsword)	10 gp	1d6 piercing	2 lb.	Finesse, light
Nodachi	125 gp	1d12 slashing	5 lb.	Fine, heavy, two-handed
Shang gou (<i>claw sword</i>)	18 gp	1d5 slashing	4 lb.	Defensive, disarming, heavy, light, tripping
Shikomizue (<i>sword staff</i>)	25 gp	1d8 slashing	3 lb.	Special
Tachi (Longsword)	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Wakizashi	75 gp	1d6 slashing	2 lb.	Fine, light, versatile (1d8)
Zanbato (Greatsword)	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Tekkokagi (<i>hand claws</i>)	6 gp	1d3 slashing	2 lb.	Deadly, finesse, light, special
Tetsubo (Maul)	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
<i>Umayari (Lance)</i>				
Combat	10 gp	1d12 piercing	6 lb.	Reach, special
Combat, light	8 gp	1d10 piercing	4 lb.	Reach, special
Great	35 gp	2d8 piercing	15 lb.	Reach, special

MARTIAL RANGED WEAPONS (ADVENTURES IN THE ORIENT)

Item	Cost	Damage	Weight	Properties
Chakram	5 gp	1d4 slashing	1 lb.	Finesse, thrown (30/90)
Daikyu (Longbow)	50 gp	1d8 piercing	2 lb.	Ammunition (150/600), heavy, two-handed
Daikyu, composite	125 gp	1d8 piercing	3 lb.	Ammunition (180/720), heavy, special, two-handed
Fukiya (Blowgun)	10 gp	1 piercing	1 lb.	Ammunition (25/100), loading
Fukiya, greater	15 gp	1d2 piercing	2 lb.	Ammunition (30/120), loading
Koyumi (Hand crossbow)	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), light, loading
Koyumi, repeating	375 gp	1d6 piercing	4 lb.	Ammunition (15/60), light, loading, special
Oyumi (Heavy crossbow)	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), heavy, loading, two-handed
Oyumi, repeating	250 gp	1d10 piercing	20 lb.	Ammunition (50/200), heavy, loading, special, two-handed

Lajatang. A short polearm with two crescent shaped blades affixed perpendicularly to each end, tips pointed away from the haft.

Manrikigusari. A short chain with a small weight at each end.

Meteor Hammer. A medium chain with large, heavy weights at each end.

Nekode. Not to be confused with the smaller “nekote” (finger spikes), this banded glove has several short, firm spikes that protrude from the palm, allowing the wearer to make clawing attacks. If worn in a pair, the user has advantage on Strength (Athletics) checks to climb trees. A nekode takes one action to put on or remove. It cannot be disarmed.

Nekote (finger blades). These “finger claws” are not to be confused with the larger “nekode” (hand claws). These small caps fit over the end of each finger with a sharp, curved claw on each cap.

Nunchaku. Two handles of wood or metal, connected by a chain or cord.

Otanto. A large dagger of exceptional quality with a single cutting edge.

Polearm, Getsugasan (monk’s spade). A short polearm with a crescent shaped blade affixed perpendicularly to one end, tips pointed away from the haft. The other end has a broad, flat, shove-shaped blade.

Polearm, Kumade (claw staff). A long pole with a trio of hooks at the end, like a claw. This weapon is often used in covert activities. When the hooks are attached to the top of a wall no more than 15 feet high, the pole can be climbed like a rope.

Polearm, Naginata. An iconic weapon, this pole is topped by a short, high-quality blade with a single slashing edge.

Polearm, Sasumata (spear fork). A polearm used for nonlethal restraint, the blunt crescent crosspiece is used to deflect weapon attacks and hold attackers at reach.

Polearm, Sodegarami (sleeve tangler). A polearm used for nonlethal restraint, called a “sleeve tangler.” The weapon’s barbs are designed to catch in the enemy’s clothing.

Polearm, Tsukobu (pushing staff). A polearm used for nonlethal restraint. A short, perpendicular bar sits atop the long haft.

Sai. A metal rod tapering to a dull point, with two curved prongs curving forward from the handle.

Sang Kauw. A short-hafted weapon with a spear point at each end. In the center of the haft is affixed a crescent shaped blade, tips pointed away from the haft.

Shuriken, Light. Light shuriken are small, sharpened projectiles suitable for throwing. They are often made from coins or similar scraps of metal. Up to 6 light shuriken can be drawn as a single interaction with the environment and held in one hand. This allows characters with Extra Attack or similar class features to throw multiple light shuriken in the same turn without a separate action to draw each one.

Sansetsukon (sectional staff). This weapon is the same length as a traditional staff, but the haft is separated into three or more individual components, each connected by a very short chain or cord.

Siangham. This simple thrusting weapon resembles a metal arrow with a sharp head and a handle instead of fletching at the base.

Sword, Butterfly. A butterfly sword is a short weapon with a broad, slashing blade, about the length of a human's forearm. The handle is protected by a half-circle guard.

Sword, Katana. A sword with a long handle and a long, high-quality blade. The katana is traditionally a weapon that represents the noble warrior caste; commoners are forbidden to bear such weapons.

Sword, Nagamaki. A sword with a long, high-quality blade and a handle of equally long length. This weapon is too long to wear sheathed; it is often rested across the shoulder to carry sheathed.

Sword, Nodachi. A two-handed sword a very high-quality blade. This weapon is traditionally used in an anti-cavalry function; the weapon is long enough to attack mounted soldiers from the ground and heavy enough to cripple a horse.

Sword, Shang Gou (hook sword). This weapon is the length of a traditional sword, but the end of the blade is curved over into a sharp-pointed hook. An outward-facing crescent is set over the handle to guard the hand and to help blocking, trapping, and slashing. Only the back of the blade, including the outer edge of the hook, is sharpened.

Sword, Shikomizue. This covert weapon appears to be nothing more than a staff until the handle is separated from the haft, drawing forth a deadly sword blade. While the sword is sheathed, the weapon can be used as a quarterstaff. Separated, the empty scabbard can be used as a club and is often wielded in the offhand.

Sword, Wakizashi. A sword with a long handle and a short, high-quality blade. The wakizashi is traditionally a weapon that represents the noble warrior caste; commoners are forbidden to bear such weapons, particularly when paired with a katana.

Tekko. A short handle with a rounded hand guard. The hand guard has several knobby protrusions for striking.

Tekkokagi. A set of long claws that attaches to the back of the hand by way of a pair of oval-shaped grips. This weapon requires an action to put on or remove. Once on, the weapon cannot be disarmed.

Tessen (iron fan). An iron fan, or war fan, comes in two forms. One is a butterfly-shaped sheet of metal with a handle underneath, used to deflect enemy attacks. The other form is a true folding fan that has heavy iron ridges and other components, allowing it to be used as a defensive weapon. The subtler version of a tessen costs twice the listed price. It appears to be nothing more than an ordinary fan, perhaps slightly oversized, unless the item is handled or scrutinized from a very close distance.

Tonfa. This short club has a perpendicular handle near one end. If wielded as a pair, the user is considered to be using two defensive weapons. Wielded singly, the defensive property does not apply.

Yawara (short handle). This small, blunt handle extends no more than an inch beyond the hand gripping it. The yawara is used to enhance the user's hand strikes.

GEAR

This native list makes use of all equipment from Part 3: Gear, except for musical instruments.

TOOLS (MUSICAL INSTRUMENTS)

When using Adventures in the Orient as a native list, these musical instruments replace the selection normally available in Part 3: Gear.

DESCRIPTIONS

Musical instruments have the following descriptions.

Hichiriki. The pitch of this double-reed flute is controlled with mouth positioning, allowing a variety of bended notes.

Horagai. A large conch shell with a metal mouthpiece, this instrument is used like a trumpet.

Hotchiku. This long flute is made from a single piece of heavy bamboo, collected from the root-end of the stalk. The size and shape of the instrument allow it to be used as a club.

Hyoshigi. These two wooden clappers are connected by a thin ornamental rope. The clappers produce a cracking sound, evoked in a varying tempo.

TOOLS—MUSICAL INSTRUMENTS

Item	Cost	Weight	Item	Cost	Weight
Hichiriki (<i>double-reed flute</i>)	3 gp	1 lb.	Mukkuri (<i>bamboo idiophone</i>)	2 gp	1/2 lb.
Horagai (<i>conch shell horn</i>)	20 gp	2 lb.	Otsuzumi (<i>hand drum</i>)	11 gp	2 lb.
Hotchiku (<i>vertical bamboo flute</i>)	1 gp	2 lb.	Ryuteki (<i>transverse bamboo flute</i>)	3 gp	1 lb.
Hyoshigi (<i>wooden clappers</i>)	4 gp	1 lb.	Sekkin (<i>lithophone table</i>)	20 gp	15 lb.
Kangura suzu (<i>multi-tiered bells</i>)	35 gp	8 lb.	Sho (<i>multi-pipe mouth organ</i>)	40 gp	1/2 lb.
Kokiriki (<i>string of wooden blades</i>)	7 gp	1 lb.	Taiko (<i>great drum</i>)	3 gp	4 lb.
Mokugyo (<i>woodblock and striker</i>)	8 gp	1 lb.	Tsuchibu (<i>globular clay flute</i>)	6 gp	1/2 lb.

Kangura Suzu. Fifteen bells of various sizes are hung by coiled brass wires in three tiers. The shapes of the bells are thought to take their inspiration from the fruits of the ogatama tree.

Kokiriki. An idiophone percussion instrument with small wooden blades connected by a rope. It often has handles at the ends. By waving the instrument, the strips collide to produce a percussive rhythm.

Mokugyo. This instrument is shaped like a hollow fish, typically crafted of wood, with a pronounced ridge running the length of the upper body. A small mallet produces different notes by striking different points along the ridge.

Mukkuri. An idiophone that produces a humming sound punctuated by a pulled or plucked string attached to the vibrating reed.

Otsuzumi. An hourglass-shaped drum, typically used in theater and folk music.

Ryuteki. A bamboo transverse flute, also called a “dragon flute.”

Sekkin. This lithophone consists of a small table of flat stones, each of which produces a different note when struck.

Sho. A set of over a dozen slender reed pipes set in a metal base. This highly-traditional, intricate instrument is said to imitate the call of the phoenix. The reeds sound on the player’s inhaling breath as well as exhaling.

Taiko. A generic style of drum built in various sizes and for various uses.

Tsuchibu. A flute made of baked clay, globular in shape like an ocarina.

APPENDIX A: FUTURE PRODUCTS

Wraith Wright Productions has additional releases planned, some currently under development.

COMPREHENSIVE MANUALS

The “comprehensive manual” products were once a single manual relating to equipment, wealth, and treasure. But that product grew too large. Now, due to publication practicalities, they form an interconnected pair.

COMPREHENSIVE TREASURE MANUAL

The second half of the Comprehensive Manual will address high-value equipment and expenditures. It provides functional rules for the starting wealth of characters made above 1st level, a balanced outline for treasure distribution across party levels, nuanced magic item pricing that fits within the official framework of magic values, rules for raising armies and armadas, guidelines for building and maintaining fortifications, systems for business investments, and other uses for treasure.

CREATURE HANDBOOKS

Wraith Wright studios is committed to providing tools that help players and DMs create richer, more interesting game worlds. These two products are designed to enhance the feel of monsters, providing ecologically consistent mixes with rational reason for grouping together.

THE CREATURE FACTION HANDBOOK

Another product in development is dedicated to “monster factioning.” It is intended as a handy reference for Dungeon Masters that will do several things. First, it will provide monster “groups” for various challenge ratings, along with some details of their interactions. These are interesting combinations of monsters that make sense ecologically and help provide variety to encounters. For any DM who is tired of throwing X number of Y monsters at their party, it can be useful to have ready-made groups of different foes whose association makes sense and whose variety

of strengths and weakness can provide challenges suitable to a variety of different character classes.

Where a single monster might surround itself with allies, minions, guardians, and ferocious pets, this product will seek to tell which monsters logically belong to such encounters and accurately describe just how dangerous those encounters are. For example, it is incredibly likely that an aboleth, given its ecology and capabilities, will be encountered with an army of minions. Where the *Monster Manual* fails to suggest what those minions might be, the Creature Faction Handbook would detail that army and their capabilities, explain how they interact and why, and index the group according to its overall challenge rating. On the other hand, a beholder is an isolationist creature that would never have minions or allies. It would not appear in this product because its factioning efforts seek to conform with monster ecologies, not defy them.

THE CREATURE TEMPLATE HANDBOOK

This product will provide monster “templates” to modify creatures into unusual forms, like the army of spore-riddled animals that are dominated by an intelligent plant creature. This is like factioning but it serves to unify otherwise-unlikely combinations of monsters based on a handful of what are called “templates.”

For example, the shadow dragon from the *Monster Manual* is a template. But it applies only to dragons; that book is mysteriously silent about how to make shadow versions of other creatures that were similarly either born in the Shadowfell or transformed after years of living there. Nor does the *Monster Manual* address the proclivities of shadow creatures or their reasons for working together in groups that might threaten a party of adventurers. This monster-enhancing product seeks to remedy such deficiencies, providing details and a handful of templates along those lines.

SHORT ADVENTURES

Two product lines are in early development.

FLASHBACKS: VOLUME ONE

Flashbacks are small adventures for two or three players. They are designed to be played in the middle of existing adventures and completed in a single session. Flashbacks primarily serve to fill a night when a couple of players can't show up. If moving forward with the campaign doesn't make sense, perhaps because critical events or huge fights are looming, a DM can insert a flashback to entertain the group while putting the main campaign on hold.

Flashbacks are more than just short adventures for small parties. This volume provides the DM with a series of narrative tools. These help to make the flashback meaningful and relevant to the current campaign while building closer historic ties between characters.

VENTURES ON THE HIGH SEAS

Also planned is a series of adventures related to a favorite setting, the high seas! This yet-unnamed product will include rules for shipboard combat and expand the rules in *Dungeon Master's Guide* for chases to include naval actions. Its main content will be a series of small, interesting encounters suitable for a sea-based campaign.

This Ventures line might be expanded to develop additional products placed in various other settings, bite-sized adventures or encounters that can be easily dropped into existing campaigns. These are likely to follow consistent themes, like desert encounters.

ONGOING DEVELOPMENT

And finally, Wraith Wright Production's production queue includes... this product. You are reading a version of *The Comprehensive Equipment Manual* that is not final, one that is never final. As Wizards of the Coast releases additional material that affects the various sections of this manual, expect updates to be

made to this product to reflect those new additions. Likewise, as the terms of the Dungeon Masters Guild expand to allow additional intellectual properties that have their own unique gear types, such as those found on Athas or Eberron, expect additional exotic rules to appear in updates.

To maintain clarity for its use, curation of these products will include plainly labeled updates, with a version number and a brief description of the update.

PRODUCTION SUPPORT

This production schedule depends heavily upon the reception of this initial product and on the consumer feedback it receives, particularly as it relates to the viability of future products.

If you are interested in providing comments, the most expedient method is to email directly, at wraith.wright@gmail.com.

Comments in the form of playtesting feedback or corrections is especially welcome, given that this product underwent a number of final edits and alterations just before publication. Such changes tend to bake-in errors, so any assistance is appreciated.

Thank you.

ABOUT THE AUTHOR

The main author and editor is Randall Right, known in some gaming forums as the Wraith Wright. He has over thirty years of experience running various editions of **Dungeons & Dragons** and other roleplaying games.

At the time of this release, Right is a practicing attorney and is involved in five regular Fifth Edition games.