Wraith Wright's
The Comprehensive Equipment Manual

Revised

GUILD

Wraith Wright

WRAITH WRIGHT'S
THE COMPREHENSIVE EQUIPMENT MANUAL

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.

VERSION HISTORY

Current: Revised 2.0 (November 16, 2017) – Incorporated full content of what would have been *The Comprehensive Treasure Manual*. The merger of these two products, and the addition of Jonathan Good's illustrations, make this product complete.

On the Cover: *A combat-trained elephant bearing chainmail barding and a howdah. The driver wields a great lance as the passenger aims a polybolos crossbow. All these items are described in this product.*

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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. 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 (now about nine 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.

After several months of exceptional reception and feedback for this product, a new, REVISED version of this manual is ready. What you see here, nearly DOUBLE the length of the previous version, reunites both equipment and treasure and expands both topics, making this one truly-comprehensive manual.

For this revised version, every existing section has been expanded and improved. New sections are added as well, including several intended mainly for Dungeon Masters. As you have seen from new cover, Johnathan Good has provided over a dozen new illustrations to grace the revised product.

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 content and design philosophies. It's the part you're reading right now.

PART 1: ARMAMENTS

Part 1 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 1 also provides a wealth of new armor properties and weapon properties, using a conservative approach that carefully maintains game balance.

Additionally, this Part adds a lot of variant rules that a DM can ise om her game for added realism or drama, including rules for making armor and weapons with alternate materials and techniques, and a balanced set of masterwork rules.

PART 2: GEAR

Still the largest chapter of this product, Part 2 greatly expands the selection of adventuring gear, tools, and vehicles. It provides new ammunition types, a huge number of new equipment packs, rules for crafting and collecting poisons and other wondrous alchemies, and expanded lists of mounts and their tack. It also offers a wealth of excellent variant rules.

PART 3: EXOTIC LISTS

Part 3 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 adopt just the equipment that matches the intended flavor of their game worlds.

The revised version of this product includes the following: "Adventures in the Orient" (enough weapons and armor to replace the standard options in your campaign), "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), "Monster Markets" (for the purchase and sale of monsters, particularly exotic mounts and guardians), and "Village Market" (a list for regulating equipment availability in a small village).

PART 4: WEALTH AND TREASURE

Part 4 first addresses wealth generally, its types and forms. This section details 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.

The second half of this Part discusses distribution, including starting wealth for characters made above 1st level. It also provides a rational system of treasure distribution to aid Dungeon Masters in balancing their campaigns.

PART 5: TRINKETS

Part 5 contains pages of new trinkets and it discusses the selection, customization, and use of specific trinket types.

PART 6: MAGIC ITEMS

This Part provides more precise values for magic items and talks about magic item valuation in general terms. It also discusses construction, deconstruction, and marketability of magic items.

Part 6 concludes with many pages of additional special features to customize the characteristics of magic items, allowing the Dungeon Master to make every magical item a unique component of the game.

PART 7: INVESTMENTS

This Part talks about large-scale uses for characters' wealth. It discusses alternative crafting rules for smaller or larger scale production, raw business investments, the acquisition and maintenance of various sorts of properties and buildings (including ships), and specific upgrades for buildings and siege weaponry to guard them. It also provides a light-

weight, *usable* system for handing mass combat results.

APPENDIX A: FUTURE PRODUCTS

The appendix talks about the additional releases Wraith Wright Productions has planned, some currently under development.

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. It's a forward to let you know that this product works very hard to make sure its custom rules are not the kind you'll regret. We want your trust. Here's how we're working to get it.

CHARACTER POWER

If you are a DM, you have probably experienced players asking for customized or homebrewed rules because of how powerful some of those things appear to be. This product does not intend to excite such players.

This manual is intended to serve players who are tired of using 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 want to be more methodical in their approaches to adventuring gear, to help the players who want to be ready for whatever's lurking out there in the darkness.

When it comes to adding power to player options, this product takes a conservative approach, avoiding mechanics that "synergize" too well with existing game features, or that might end up more powerful than intended when used in unanticipated ways. The goal for any custom rules should be 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 no "power creep" to the game.

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.

"Lightest-Touch" Rules

The design philosophy here seeks to change as little as possible. It calls for elegant, functional systems that enhance existing gameplay rather than reinventing things. It primarily seeks to create new systems where none existed before, or more commonly, to simply expand existing rules to provide more options.

Altering or replacing an existing rule is always a rare, last resort, and will be noted where it occurs. *In the very, very few places where a pre-existing item is altered, the <u>System Change</u> label alerts the user, points out the reason for the change, and gives the DM a chance to change it back if desired.*

How to Use This Product

There are many ways to use this product, but several 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. This method ought to use the variant Item Swaps optional rule found in the sidebar at the beginning of Part 3.

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 as a reference, adding valuable descriptions of every standard items; where the *Player's Handbook* rarely describes the shape or composition of equipment, this product attempts to give some accounting to every single entry. Many of these are not lengthy, but they can aid how players imagines each piece 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. Part 3 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, colored art, and text in various shades. These things can make the document awkward to print. A second PDF, produced 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. (The DM's Corners are absent from Parts 7 and 8 because those topics are already designed for the use of the DM.)

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 1: ARMAMENTS

This Part expands the rules for armor and weapons. Certain relevant rules from official source books are repeated here, although the text often differs.

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 members of that race 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 increases your Armor Class by 1. Wielding a normal shield, pavise, 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 any 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 modified

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. See "Physical Alteration" in Part 6.

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 through 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.

ARMOR

Item	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
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.
Medium Armor					
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 (*field plate*)	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Heavy Armor					
Layered hides	20 gp	14	Str 13	Disadvantage	45 lb.
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 (*plate mail*)	200 gp	17	Str 15	Disadvantage	60 lb.
Plate (*full plate*)	1,500 gp	18	Str 15	Disadvantage	65 lb.
Shields					
Buckler	15 gp	+1	—	—	2 lb.
Shield	10 gp	+2	—	—	6 lb.
Pavise (*archer shield*)	20 gp	+2	—	—	9 lb.
Tower shield	45 gp	+2	Str 15	Disadvantage	30 lb.
Additions					
Armor spikes	+25 gp	—	—	—	—
Great helm	+10 gp	—	—	—	3 lb.
Locking gauntlet	+10 gp	—	—	—	—
Reinforced gorget	+4 gp	—	—	—	1 lb.
Shield sconce	+5 gp	—	—	—	—
Shield spikes	+15 gp	—	—	—	—
Subtle armor	x2	—	—	—	—

Archer with double crossbow and pavise planted on spike

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 one.

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.

Lightweight. This armor is constructed with expensive, lighter materials. Light or medium armor reduces its weight by 4 pounds and removes the disadvantage modifier to Dexterity (Stealth) checks, if any. 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.

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.

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 (buckler)	1 bonus action or 1 action	1 bonus action or 1 action
Shield (other)	1 action	1 action

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.

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 medium or heavy armor for an entire long rest cannot remove exhaustion and recovers only one-quarter of her expended Hit Dice (minimum of one die). A character can safely wear light armor while sleeping. She can also wear medium or heavy armor for up to 2 hours of a long rest, perhaps while standing watch, without invoking this penalty.

VARIANT: SLOW AND PONDEROUS

This optional rule resurrects the previous editions' preference to constrain armor wearers in areas other than stealth.

With this variant, any armor that provides Disadvantage to Dexterity (Stealth) checks will likewise impose Disadvantage on Strength or Dexterity checks 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 statute.

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 an action or 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 combat styles.

Breastplate. A solid plate covering the chest and another on the back, linked with leather straps at the sides. 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.

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 functions as scale armor but is crafted with 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 with a suit of medium or heavy armor 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 in primitive societies or as ceremonial armor.*

Layered Hides. *Multiple layers of heavy hides over a hardened leather underlayer. This heavy armor is very difficult to move in, but provides serious protection without resorting to metal components.*

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 a free hand. Thereafter, the gauntlet wearer automatically keeps hold of her weapon in a disarming attempt (See page 271 of the *Dungeon Master's Guide*) or an application of the disarming combat maneuver. 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 or other balancing post that folds out from 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 behind it, or three-quarters cover while prone behind it. Because a deployed pavise is less stable and sturdy than a tate or mantlet, this cover bonus does not protect against melee attacks.

The cover from a pavise only applies to attacks coming from a cone-shaped region expanding in the direction the device is placed against. When using a battle mat, mark one entire side of the square you are in (corner to corner) when you place the pavise. If a straight line from *either* unmarked corner of your square to *any* corner of the attacker's square touches a corner of, or passes through, the marked side, the pavise provides you with cover. Alternately, draw a diagonal line through the square you are in (connecting opposite corners), with a little arrow to indicate which direction the shield is facing (the side you are not on). If a straight line from the unmarked corner of your square *that is behind the shield* to any corner of the attacker's square touches a corner of, or passes through, the marked line, the pavise provides you with 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.

The spikes can be applied to a shield or pavise, but not a buckler 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 larger, harder plates over certain sections of the body.

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

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 d3, the official rules direct players to "roll a d6 and divide the number rolled by 2 (round up)." This works equally well for a d2 (halve a d4 result and round up) and a d5 (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 due to the targets being in the weapon's long range increment.

Breach. *Melee breach weapons have long, narrow piercing points while ranged breach attacks 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 reloaded and charged 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 the 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 they 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 with this weapon 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.

Tiefling wearing studded leather with reinforced gorget, wielding quadrens, extended scissor, and tail spikes

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.*

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.

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.

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 this 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

Following are descriptions and special rules for weapons.

Aklys. *A long leather thong attaches at one end to this weighted club and to the wielder's wrist at the other end. 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 an action or 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 perpendicular hook, used to guide elephants.*

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, trident, or yklwa 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 the thrown weapon to this device, 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 perpendicular, rounded blade at one or both ends, 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 inside 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 heal 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 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 bolos (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 2, 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 or rod 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.*

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
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.	
sling portion		1d4 bludgeoning		Ammunition (45/180), two-handed
staff portion		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 (*baling hook* or *prosthetic hand*)	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

Crossbow, Blade Driver. *The so-called "disk crossbow" resembles a 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.

Regardless of the number of dice, each damage roll constitutes no more than a single attack that has hit; do not double or triple the effect of poisoned ammunition, class features, or other effects that accrue per strike.

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.*

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.*

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, 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.

MARTIAL MELEE WEAPONS (PART 1)				
Item	**Cost**	**Damage**	**Weight**	**Properties**
Aklys	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (10/15), special
Ankus (*elephant goad*)	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
Lance				
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.	—
Polearm				
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
Pincer staff	50 gp	1d6 piercing	7 lb.	[Disarming, reach, tripping, two-handed]
Quadrens	8 gp	1d3+1 piercing	2 lb.	Disarming, light
Ritiik (*talon spear*)	5 gp	1d6 piercing	4 lb.	Disarming, thrown (15/45), versatile (1d8)

Martial Melee Weapons (Part 2)

Item	Cost	Damage	Weight	Properties
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
Sword				
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 (*small sword*)	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	1d10+1 slashing	5 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
Khopesh	15 gp	1d6 slashing	2 lb.	High-critical, tripping
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maca (*macuahuitl, shark-tooth sword*)	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
Tail spikes	4 gp	1d3 piercing	1 lb.	Finesse, light
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 (*iklwa assegai*)	1 gp	1d8 piercing	2 lb.	[Ersatz], thrown (10/30)

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 derro.

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 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.

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 long 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 alternately 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. It is designed to restrict a target's intake of air and the flow of blood to its brain.*

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.

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 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.

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 character 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; if the grapple is broken or the strangler stops using actions to maintain it. But if the strangulation continues, the target automatically fails each of its death saves until it dies.

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.

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), 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)

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 unless 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 rolls to hit.)

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.

LONGER LANCES

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

VARIANT: UNHORSING

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.

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.*

System Change: The weapon on the chart is modified from its original form as a monster weapon to include the disarming, reach, tripping, and two-handed weapon properties. This is done to bring the weapon in line with the capabilities available to player characters.

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. Quarterstaffs 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 if you have not made (and will not make) a sneak attack that turn. 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, roll your Sneak Attack dice and add the result to your sapping number. 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 rolls to hit.)

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.*

System Change: The weapon on the chart is modified from its original form as a monster weapon to include the finesse and tripping weapon properties. This is done to bring the weapon in line with the capabilities available to player characters.

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.*

System Change: The weapon on the chart is modified from its original form as a monster weapon to include the disarming, heavy, reach, and tripping weapon properties. This is done to bring the weapon in line with the capabilities available to player characters.

Tlincalli are par-ticularly 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 it's cross-guards are forward-angled with capped with round balls or quatrefoils. 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, Khopesh. *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.*

System Change: The weapon on the chart is modified from its original form as a monster weapon to include the alternate (B), ersatz, deadly, heavy, and wounding weapon properties. This is done to bring the weapon in line with the capabilities available to player characters.

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 and can be whipped about to great effect.

This device is only usable by creatures with long, articulate tails. Applicable player character races include lizard folk, tabaxi, tiefling, and any others as determined by the DM. A creature armed with tail spikes may attack with them using a bonus action as though armed with a light off-hand weapon. Do not add your ability modifier to damage when attacking with tail spikes, even if you have a trait or feature that would otherwise allow you to add the modifier to off-hand attacks.

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 are often bladed as well as being sharp-tipped.

Trombash. A trombash has a large, curved blade, bigger than a dagger, some with additional prongs. 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 relatively 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.

A basic whip 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 short spear has a broad head of chipped stone or obsidian. The head is 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.

A steel-headed version of this weapon loses the ersatz property and costs 4 gp.

System Change: The weapon on the chart is modified from its original form to include the ersatz weapon property. This is to reflect the weapon's commonly-primitive composition (as described in the

source material) and to balance its cost against similar one-handed martial weapons.

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 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 with bronze piercing or slashing weapons or ammunition.

Bronze-made armaments costs three-quarters of the price of 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, interwoven and reinforced with 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 one-quarter 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.

Adamantined Weapons

A skilled smith with access to this rare material can add adamantine components to a weapon to improve its ability to break objects. A hit against an object with an adamantine weapon is automatically a critical hit, and the material improves the weapon's performance against certain construct creatures. Adamantine ammunition does not break in battle; each piece can be recovered after a fight.

You can adamantine a single weapon for 500 gp (or 1 piece of ammunition for 50 gp.) This cost represents the price of the adamantine and the expertise needed to add adamantine to the weapon without making it less effective.

Silvered Weapons

A skilled smith can add silver components to the striking surfaces of a weapon without degrading the weapon's performance. Such weapons affect creatures that are normally immune to or resistant to damage from non-silver weapons.

You can silver a single weapon for 100 gp (or 1 piece of ammunition for 10 gp). 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.

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 story.

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. (See the Firearms section in Part 3.)

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 masterwork armaments to ensure that the additional modification makes sense as applied.

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

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Variant: Other Materials

A skilled smith should be able to add other minerals to a weapon for 100 gp, or 10 gp for a piece of ammunition. The process includes replacing, coating, or alloying the existing metal components. Alternately, a character can perform the craft herself using smith's tools, taking 20 days for a weapon or 2 days for a piece of ammunition.

This option is useful if the characters encounter a source of mystic material. 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 with 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 or their own crafting time. It requires about 2 pounds of the metal (or 20 standard gemstones powdered among other material) to integrate with a weapon's striking surfaces.

The Trade Goods (Trade Bars) chart above shows the value per pound for some well-known metals. (The cost for silvered and adamantined weapons varies slightly from these calculations.)

DM's Corner. It doesn't make sense when an upgrade uses more weight of metal than the entire weapon. If you wish, you can halve these material requirements for any weapon that already weighs only 1 pound or less, like a dagger.

Likewise, you can peg the cost of an alternate material piece of ammunition to its equivalent weight in material (plus 10 gp) for each. For example, a gold-treated arrow would cost 10 gp for the labor and 2½ gp for the material (1/20th of a pound of gold, the same weight as an arrow).

You can apply these adjustments to silvered or adamantined weapons too, if you desire.

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.

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.

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.

PIECEMEAL ARMOR

Sometimes adventurers end up wearing armor of different sorts on various parts of their bodies. More often, this system comes into play with monsters; perhaps humanoids scavenged armor from the corpses on a battlefield, or perhaps undead still wear the shredded vestiges of the armor they had in life.

COVERAGE

A humanoid has five regions of armor coverage: the torso and four limbs. Armor over these regions provides a cumulative "armor grade," which affects the wearer's Armor Class.

The following armor grades apply to each limb piece. (A torso provides double these values.)

❖ *Light:* padded (0.2), leather (0.2), leather scale (0.4), studded leather (0.4)

❖ *Medium:* layered furs (0.4), hide (0.4), brigandine (0.5), chain shirt (0.5), scale mail (0.7), coin armor (0.7), breastplate (0.7), half plate (0.9)

❖ *Heavy:* ring mail (0.7), banded mail (0.9), chain mail (1.0), splint (1.2), plate (1.4)

A piecemeal suit of armor provides the wearer with a base Armor Class of 10 + total armor grade, rounded down.

DEXTERITY MODIFIERS

With certain configurations, a character can apply some or all her Dexterity modifier to her Armor Class:

A character wearing no more than one medium limb piece can add her Dexterity modifier to her Armor Class. This does not apply to a character wearing a medium torso or any heavy piece. A character wearing this suit is treated as wearing light armor.

A character that does not qualify for the above benefit can add her Dexterity modifier to her Armor Class, to a maximum bonus of +2, if wearing no more than one heavy limb piece. This does not apply to a character wearing a heavy torso. A character wearing this suit is treated as wearing medium armor.

A character wearing a heavy torso, or at least two heavy limb pieces, does not add her Dexterity modifier

to her Armor Class if it is positive. She does not add a negative modifier to Armor Class if wearing three heavy limbs, or a heavy torso and one heavy limb. A character wearing this suit is treated as wearing heavy armor.

OTHER EFFECTS

A piecemeal armor suit applies disadvantage on Stealth checks if it includes the torso of an armor suit that normally provides this penalty, or it includes at least two limb pieces that normally provide this penalty.

A piecemeal armor suit has a "Str 13" requirement if the torso or any two or more of the limbs require any Strength requirement. The requirement is instead "Str 15" if the torso or any two or more limbs have the "Str 15" requirement.

Each limb of a piecemeal suit weighs one-sixth of a normal suit's total weight. A torso weighs twice as much as a limb. Armor pieces can be found piecemeal, but are never sold that way.

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.

RACE MODIFICATIONS

This section updates racial traits and features.

DWARVEN SPEED WITH ENCUMBRANCE

Dwarves in Fifth Edition have a special Speed feature which says, "speed is not reduced for wearing heavy armor." This reflects an important racial quality, found in prior editions too, which allows dwarves to maintain normal movement while carrying heavy burdens.

If your campaign uses the optional Encumbrance rule found on page 176 of the *Player's Handbook*, all characters ignore the speed reduction for wearing armor, being instead affected by their total encumbrance. This optional rule makes no provision to incorporate or translate dwarves' exceptional carry power; that important racial advantage is simply lost.

To compensate while using the encumbrance optional rules, make the following modification. A dwarf that is encumbered or heavily encumbered reduces the associated movement penalty by 10 feet. This means an **encumbered** dwarf has no speed reduction and a **heavily encumbered** dwarf has a speed reduction of only 10 feet. This does not obviate the other penalties for being heavily encumbered.

RACIAL TRAITS

Some racial traits provide proficiency with specific weapons. This chart updates these traits to include additional, similar weapons from this product. Note that exotic weapons might not be available in your campaign.

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

CLASS MODIFICATIONS

This section updates racial traits and class features. Where these provide proficiency with specific weapons (instead of an entire range of simple or martial weapons), it makes sense to include similar weapons from this product. These are additional proficiencies for these races and classes. Note that exotic weapons might not be allowed in your game.

KENSAI WEAPONS

The Comprehensive Equipment Manual adds many new weapons that were not contemplated in the formulation of the kensai's weapon restrictions. The following rules keep the subclass's flavor and power level in line with the kensai's description.

Despite the standard restrictions, a kensai may also select any of the following for a kensai weapon: basic whip, composite daikyu, composite hankyu,

composite longbow, composite shortbow, deer horn knife, fustibalus, kunai, kusarigama, kyoketsushoge, light shuriken, johyo, sodegarami, tekkokagi, thrown dagger, tonfa, or tsukobu.

Weapon-like devices cannot be selected as kensai weapons, nor can firearms of any kind.

MONK WEAPONS

The new weapons for monks are the chart below are considered "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.

CLASS FEATURES

Some class features provide proficiency with specific weapons. This chart updates these features to include additional, similar weapons from this product. Note that exotic weapons might not be available in your campaign.

CLASS PROFICIENCIES

Class	Proficiency Additions
Bard & rogue	Cutlass, epee, hand repeating crossbow, koyumi, quadrens, repeating koyumi, saber, slungshot, sword cane
Druid	Ankus, bo, crook, fustibalus, hanbo, jisho, kaiken, kama, kunai, knobkerrie, liturgical mace, maca, poison dagger, ritiik, short spear, short hooked spear, shotel, scythe, shuriken, throwing dagger, trombash, weighted spear, uchine, wooden stake, yari, yklwa
Monk	Bhuj, clawed gauntlet, flail staff, fustibalus, spiked chain
Sorcerer & wizard	Bo, crook, fustibalus, jisho, kaiken, kunai, light repeating crossbow, poison dagger, shuriken, teppoyumi, throwing dagger, wooden stake

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. It does not apply to attacks with an off-hand weapon or the secondary striking surface of a dual weapon, unless used with the butt attack feature of the polearm master feat.

POLEARM MASTER

All weapons charted under the term "polearm" and 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. Butt attacks do not benefit from a polearm's alternate, deadly, disarming, high-critical, tripping, or special weapon properties.

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.)

Part 2: 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 as a device for 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.

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.	Falling sail	85 gp	15 lb.
Bedroll	1 gp	7 lb.	Filtered mask	8 gp	1 lb.
Bell	1 gp	—	Fire kit	4 cp	1 lb.
Bell kit	12 gp	3 lb.	Fishing Tackle	1 gp	4 lb.
Blanket	5 sp	3 lb.	Glass breaker's kit	15 gp	2 lb.
Block and tackle	1 gp	5 lb.	Goggles	2 gp	—
Book	25 gp	5 lb.	Grappling hook	2 gp	4 lb.
Book, code	35 gp	5 lb.	Grooming kit	5 sp	1 lb.
Book, lore	30 gp	5 lb.	Hacksaw	10 gp	2 lb.
Caltrops (bag of 20)	1 gp	2 lb.	Hammer	1 gp	3 lb.
Caltrops (box of 200)	11 gp	21 lb.	Hammer, muffled	4 gp	4 lb.
Candle	1 cp	—	Hammer, sledge	2 gp	10 lb.
Chain (10 feet)	5 gp	10 lb.	Harness	3 gp	2 lb.
Chalk (1 piece)	1 cp	—	Hourglass	25 gp	1 lb.
Climber's kit	25 gp	12 lb.	Hunting trap	5 gp	25 lb.
Clothes			Ink (1-ounce bottle)	10 gp	—
Camouflage	10 gp	3 lb.	Ink, invisible (1-ounce bottle)	15 gp	—
Cold weather	4 gp	6 lb.	Ink pen	2 cp	—
Common	5 sp	3 lb.	Ladder (10-foot)	1 sp	25 lb.
Costume	5 gp	4 lb.	Lamp	5 sp	1 lb.
Disguise	10 gp	2 lb.	Lantern, bullseye	10 gp	2 lb.
Fine	15 gp	6 lb.	Lantern, candle	2 gp	1 lb.
Peasant	5 cp	2 lb.	Lantern, hooded	5 gp	2 lb.
Traveler's	2 gp	4 lb.	Lantern, lighting rig	45 gp	10 lb.
Coin grinder	4 gp	1/2 lb.	Loadstone	1 gp	—
Cord, weapon	2 gp	—	Lock	10 gp	1 lb.
Crampons	4 gp	1 lb.	Lock, fine	50 gp	1 lb.

Adventuring Gear (General, Part 2)

Item	Cost	Weight	Item	Cost	Weight
Magnifying glass	100 gp	—	Saw	3 gp	5 lb.
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	—	*Tent*		
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.

Bedroll. Bedding suitable for one person to sleep on and small enough to be rolled up and tied into a cylindrical bundle. A bedroll might also take the form of a hammock or other bedding suitable for single person.

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 adjacent to the box, 15 feet on each side. 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 lit 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 3-inch 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 infused 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 the practice of manipulating the visual cues that allow the eye to perceive variations in the environment. These variations are the ones 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.

Temple guard using gladius and shield with emblem holy symbol

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 feat, 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.*

You can use an action to insert or remove earplugs into your ears. While worn, you have the deafened condition, but sounds are not perfectly disrupted. You have advantage on any saving throw to resist attacks that require you to hear them. This includes any charm spells that require you to speak the same language as the caster.

Falling Sail. *A falling sail consists of a body harness and large backpack containing various components to slow a fall. A silk dome-shaped sail deploys from the pack, remaining attached to the wearer by a series of high-strength cords. The sail fills and creates drag, allowing the wearer to fall through the air at a safe speed.*

A falling sail is activated with an action when the wearer is falling. The rush of air through the contraption is necessary for it to deploy; a falling sail cannot be activated prior to falling from a great height. A falling sail deploys at the start of the user's turn following turn when it was activated (after the wearer has already free-fallen 500 feet). The deployed device reduces the wearer's falling speed to 100 feet per round. The user suffers only 1d6 falling damage upon landing. It takes two actions to extricate oneself from the harness, cords, and canopy after landing. A falling sail may be reused after taking 1 hour to carefully repack it.

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. (If using a lighter rope, like silk, the maximum height is 30 feet, + 3 feet per point of 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.*

This saw ignores the hardness of most objects its 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 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 can pick this lock with a successful DC 15 Dexterity (thieves' tools) 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 can pick this lock with a successful DC 20 Dexterity (thieves' tools) 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. Double 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. Double sets double the listed cost and weight.

Mantlet. *A mantlet is a rolling piece of cover about the height of a Medium sized humanoid. It is designed to protect approaching troops from the missile fire of entrenched enemies. This "adventurer's version" consists of two vertical shield planes attached with tied joints or hinges. The mantlet has small wheels at the bottom to help move it forward in its deployed form or pull it behind you in its folded form. When deployed, the two planes of the mantlet form stand perpendicular to one another, forming an "L" shape.*

Deploying a folded mantlet (or folding a deployed mantlet) requires two actions. Shifting a deployed mantlet costs 1 extra foot of movement per foot moved *and* counts as an interaction with the environment. A

character behind a mantlet can claim three-quarters cover. The cover only applies to attacks coming from the other side of the device.

When using a battle mat, mark two contiguous sides of the square you are in, forming a right angle. When attacked, choose any corner of your square except the corner where the two planes meet, or a corner that is shared with your attacker's square. Draw a straight line from that corner to any corner of the attacker's square, except a corner that is shared with your square. If that line passes through either of the marked mantlet lines, or touches a corner of one (not counting the corner from which this line originates), the mantlet provides you with 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 naming various points of interest, an area map gives the user advantage on any Wisdom (Survival) checks to accurately navigate the area and avoid getting lost within it.

Mess Kit. A collection of cookware and eating utensils suitable for camping or eating with on the trial. 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 liquid 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 and, 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 or plunger, a pumping tank, and a long, thin applicator. Pumping the device 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 noisy doors.

An oil can will hold 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. Warry 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 seems to be a 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 otherwise-identical cost and 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.*

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.

STARVATION RULES AS WRITTEN

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, depending on Constitution, a human only needs a pound of food every 4 to 9 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 an 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, 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.

The effectiveness of placing a knot in a rope can be determined with an Intelligence (Sleight of Hand) check. This is a non-standard pairing of ability and skill. The result becomes the DC to untie the knot using Intelligence (Sleight of Hand). The Dungeon Master will determine when it is possible or practical to get at a knot to untie it. Alternately, that DC can be used for an Acrobatics (Dexterity) check to slip out of bonds tied from rope.

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 sheathes come with normal versions, included in their costs. 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, like 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 blade drawn out of the bottom of the sheath and the removed portion of the sheath acting as the handle. The alternate "dagger" 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 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. Wearing them in other terrain types imposes difficult terrain rules.

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 a fixed position with the protective plane nearly vertical. A strap attached to the tate allows it to be slung over the back for carrying when it is not deployed.*

Placing a tate (or picking it up from a placed position) requires an action. Once placed, the user can claim half cover while behind it, or three-quarters cover while prone behind it.

The cover from a tate only applies to attacks coming from a cone-shaped region expanding in the direction the device is placed against. When using a battle mat, mark one entire side of the square you are in (corner to corner) when you place the tate. If a straight line from *either* unmarked corner of your square to *any* corner of the attacker's square touches a corner of, or passes through, the marked side, the tate provides you with cover. Alternately, draw a diagonal line through the square you are in (connecting opposite corners), with a little arrow indicating which direction the tate is facing (the side you are not on). If a straight line from the unmarked corner of your square *that is behind the device* to any corner of the attacker's square touches a corner of, or passes through, the marked line, the tate provides you with cover.

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 states, 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 feat.*

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. *This device consisting of a rotating drum around which a rope or chain can be wrapped. Turning a crank pulls the rope or chain allowing the user to more easily lift or haul anything attached.*

A winch is attached to one end of a rope or chain 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 or chain. 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 or 100 feet of chain. A large winch (double the cost and weight), can draw in twice those lengths.

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.

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

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

DESCRIPTIONS

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

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.

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.

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.	Haversack	5 gp	7 lb.
Bandoleer	2 gp	2 lb.	Jug or pitcher	2 cp	4 lb.
Barrel	3 gp	70 lb.	Ketch	2 gp	3 lb.
Basket	4 sp	2 lb.	Lockbox	10 gp	2 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.
Flask or tankard	2 cp	1 lb.			

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 15 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.

Lockbox. *A square or rectangular container made of hardened metal with reinforced banding and hidden hinges, designed to resist brute-force tampering.*

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 or lockbox	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, crossbow 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.

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 shoulder strap worn diagonally across the torso such that the container hangs at or just below the waste to the 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 form 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.*

This 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.

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 grapling 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 of an alchemical material 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.

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.

Blowgun Needle, Hooked. *This blowgun needle has several small hooks behind the tip that make it hard to remove from the target.*

This 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.

This 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*. A magical rod, staff, or wand can be used as an arcane focus unless it requires attunement and cannot be attuned by the character trying to use it as such, or unless the text for the item says otherwise.

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 staffs, 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.

An eldritch knight, or any arcane spellcaster with the ritualist feature, may create an etching arcane focus by performing a special ritual. The ritual takes one hour, uses 50 gp worth of powdered gold, and requires the caster to expend a 1st-level spell slot. [The Dungeon Master may require this effect to be prepared and cast as a *basic rite* spell.]

BASIC RITE
1st-level evocation (ritual)
Casting Time: 1 hour
Range: Touch
Components: V, S, M (Powdered gold of a value described below)
Duration: Instantaneous (see text)

You perform one of several arcane rites. When you cast the spell, choose one of the following rites. Its target must be within 10 feet of you throughout the casting. This spell is particularly useful in societies where arcane tools are illegal or hard to acquire.

Etch Weapon. You touch an appropriate weapon, empowering it to serve as an etching arcane focus. (50 gp)

Empower Staff. You can turn a quarterstaff into a staff arcane focus. (5 gp)

Suffuse Ink. You can enchant a once-ounce vial of ink, dark ink, or glowing ink, making it into rare ink, sufficient for wizards transcribing spells into their spellbooks. (100 gp)

This spell can be used by eldritch knights and by any arcane spellcaster with the ritualist feature.

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. [Note that some magical rods might not function as clubs, based on their design and the materials from which they are composed.]

Arcane Focus, Staff. *This arcane focus is created by etching a normal quarterstaff with runes and sigils or attaching a focusing crystal to the top.*

A staff functions in all ways as a quarterstaff in addition to being an arcane focus.

An arcane spellcaster with the ritualist feature may create a staff arcane focus by performing a special ritual. The ritual takes one hour, uses 5 gp worth of powdered gold, and requires the caster to expend a 1st-level spell slot. [The Dungeon Master may require this effect to be prepared and cast as a *basic rite* spell.]

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.*

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.

ADVENTURING GEAR (MAGICAL IMPLEMENTS)					
Item	**Cost**	**Weight**	**Item**	**Cost**	**Weight**
Arcane focus			Yew wand	10 gp	1 lb.
Crystal	10 gp	1 lb.	*Holy symbol*		
Etching	50 gp	—	Amulet	5 gp	1 lb.
Orb	20 gp	3 lb.	Amulet, ornamental	10 gp	1 lb.
Rod	10 gp	2 lb.	Emblem	5 gp	—
Staff	5 gp	4 lb.	Flask (empty, 1 pint)	6 gp	—
Wand	10 gp	1 lb.	Ordination	100 gp	—
Component pouch	25 gp	2 lb.	Reliquary	5 gp	1 lb.
Druidic focus			Holy water (flask)	25 gp	1 lb.
Ritual sickle	2 gp	2 lb.	Ink, rare (1-ounce bottle)	100 gp	—
Sacrifice	—	—	Spellbook	50 gp	3 lb.
Sprig of mistletoe	1 gp	—	Spellbook, travelling	30 gp	2 lb.
Totem	1 gp	4 lb.	*Spell scroll* (1st-level)	60+ gp	—
Totem, greater	35 gp	—	*Spell scroll* (cantrip)	10+ gp	—
Wooden staff	5 gp	4 lb.	Torch, everburning	50 gp	1 lb.

Druidic Focus (any). A druid can use these items as spellcasting foci, as described in chapter 10 of the *Player's Handbook*.

A magical staff or wand can be used as a druidic focus *if it is made of wood*, unless it requires attunement and cannot be attuned by the character trying to use it as such, or unless the text for the item says otherwise.

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 log half-buried horizontally.*

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.

A druid may create a ritual sickle druidic focus by performing a special sacrament. The ritual takes one hour, burns 2 gp worth of rare herbs, and requires the caster to expend a 1st-level spell slot. [The Dungeon Master may require this effect to be prepared and cast as a *sacrament* spell.]

*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. Multiple creatures can be
sacrificed, to a cumulative benefit that lasts no longer
than 72 hours. Sacrificed creatures must be restrained
during the ritual and are 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.

A druid may create a wooden staff druidic focus
by performing a special sacrament. The ritual takes
one hour, burns 5 gp worth of rare herbs, and requires
the caster to expend a 1st-level spell slot. [The
Dungeon Master may require this effect to be prepared
and cast as a *sacrament* spell.]

*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 ordain a weapon to serve as a
holy symbol.*

The affected 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 one hour 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. [The Dungeon Master may require this ritual to be prepared and cast as a *high ceremony* spell.]

HIGH CEREMONY
2nd-level evocation (ritual)
Casting Time: 1 hour
Range: Touch
Components: V, S, M (100 gp worth of powdered electrum or platinum)
Duration: Instantaneous (see text)

You perform one of several religious ceremonies. When you cast the spell, choose one of the following ceremonies. Its target must be within 10 feet of you throughout the casting.

Bless Water. You touch up to four vials of water and cause them to become holy water.

Consecrate Ground. You dedicate a temple, shrine, or other area of significance to your religion or order, affecting an area no more than 100 feet across. For the next 24 hours, creatures within the area can't be frightened. During this period, the area detects as consecrated to a *detect evil and good* spell or a paladin's Divine Sense feature.

Ordain Weapon. You touch an appropriate weapon, empowering it to serve as a divine focus.

This spell can be prepared and used by clerics and paladins.

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.

Bigger, less-portable reliquaries are often found in shrines or temples. These larger versions are typically not available to adventurers. They can be used as divine foci while a spellcaster is in physical contact with them.

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 one hour, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot. [The Dungeon Master may require this ritual to be prepared and cast as a *ceremony* spell.]

SPELLBOOKS WITH CONTENT
You found a spellbook on your adventure. What is it worth when sold? As a mundane piece of equipment, a merchant will buy it at half its listed cost, 25 gp (or 15 gp for a travelling version). But what about the value of any spells within?

Spells represent wondrous power that mundane merchants are hesitant to traffic in and wizards refuse to trade openly. There may even be government regulations or wizard guild restrictions that inhibit such sales. Whatever the case, buying or selling a used spellbook is a rare and often-perilous venture.

When selling a used spellbook, count the spells within a spellbook as a separate item, not affected by modifiers like adornments to the book cover. The sale value of these spells is a combined 10 gp per spell level. Since it is nearly impossible to find a used spellbook for purchase, the full market value is too difficult to estimate.

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 (1/10 ounce) is required for each level of an already-known spell.

An arcane spellcaster with the ritualist feature may create rare ink by performing a special ritual. The ritual takes one hour, uses 100 gp worth of powdered gold, and requires the caster to expend a 1st-level spell slot. [The Dungeon Master may require this effect to be prepared and cast as a *basic rite* spell.]

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 water-resistant case and a metal cover that locks closed with a tiny padlock.*

Each page of the traveling spellbook is suitable for recording a spell. A key is provided for the lock. Without the key, a creature can pick this lock with a successful DC 15 Dexterity (thieves' tools) check. 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, even if the component is not normally consumed.

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.

VARIANT: FORMULA

As quasi-magic items, the Dungeon Master may require that **Alchemical Brews**, **Herbal Brews**, or **Poisons** need more than just tool proficiency and ingredients to craft. To keep some items rare or inaccessible, the Dungeon Master may impose a requirement for formulas as well, a set of written and illustrated instructions necessary to make such products. (See Part 6: Magic Items for more details on formulas.)

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. *This is a viscous oil glitters like liquid silver.*

You can use an action to apply this 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.

Alchemical silver will not work when combined with other alchemical substances; only one alchemical effect can apply to the same weapon at the same time.

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, thick 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. *This oil is black like charcoal and feels dry to the touch, though applies like any other viscous oil.*

It takes one action to apply this 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 blue crystals pack a powerful punch.*

They 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 gray solution looks innocuous upon first inspection, but it begins to change coloration soon after exposed to air.*

The cream 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. *These tiny, clear crystals come in a glass vial.*

One dose 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.

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)	6 gp	1 lb.	Oil, slow-burning (flask)	1 gp	1 lb.
Clearwater solution (vial)	4 gp	—	*Potion of climbing* (large flask)	25 gp	1/2 lb.
Defoliant (flask)	25 gp	1 lb.	Salve of slipperiness (flask)	15 gp	1 lb.
Eggshell grenade			Smokestick	1 gp	—
Dust	10 gp	—	Stonebreaker acid (vial)	20 gp	—
Flash	15 gp	—	Sunrod	4 gp	1 lb.
Pepper	15 gp	—	Tanglefoot bag	50 gp	1 lb.
Smoke	25 gp	—	Thermal grease (flask)	12 gp	1 lb.
Embalming cream (flask)	6 gp	1 lb.	Thunderstone	10 gp	—
Fireworks	5 gp	1/2 lb.	Tindertwig	1 gp	—
Flash powder (paper packet)	8 gp	—	Torch, alchemical	2 gp	1 lb.
Flash pellet	50 gp	—	Tracking dust (vial)	15 gp	—
Flash rocket	40 gp	1 lb.	Whistling box	2 gp	1 lb.
Ghoststrike oil (vial)	50 gp	—	Vicious bleeder (vial)	35 gp	—

Defoliant. *Defoliant is a caustic yellow-orange liquid that slightly irritates the skin or eyes of a living creature. It can bring ruin to any plant matter it touches.*

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 full 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 the substance 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. *This thick, blue cream is used to prevent the dead from rotting.*

The content of this flask, when spread over the skin of a dead humanoid, prevents decay for 10 days. It takes 2 minutes to apply this cream to a Medium-sized humanoid. Thereafter, time spent under the effect does not count against the time limit for spells such as *raise dead*.

Fireworks. *Fireworks are small packets of explosive powder and other alchemical ingredients, fitted with short fuses.*

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 highly flammable powder is course and comes in gray, white, or black.*

A pinch (one dose) burns with a bright flare if exposed to fire. A creature within 10 feet that is not deliberately 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. *This small clay sphere is designed to explode in a flash of light when thrown against a hard surface.*

As an action, you can throw the 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. *This cylinder contains a larger firework designed to fire out one end. The device can be held by hand or propped in place when used.*

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. *This milky-white oil exudes a faint, ghostly mist.*

A weapon can be coated with the oil using an action. For one minute thereafter, 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 gray 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 luminescent 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. *This gray substance is stored in a squeezable bladder about the size of a flask. Its contents are drained out through a special nozzle that shapes the material as it is exposed to air.*

It takes one action to open this flask and pour out the liquid contents. As the substance exits the flask, it dries into a thin rope, about 100 feet in length. The substance has the same characteristics as a silk rope. It dries out and becomes unusably stiff after 30 minutes. After 30 more minutes, it disappears, crumbling into dust.

Lockgrip Grease. *This tacky white grease is applied to improve the user's grip.*

It takes an action or bonus action to apply the 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. (Alternately, it applies advantage to an attempt to hold onto something that might be disarmed if not done with an attack roll.) 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. *Longbreath is a sweet-tasting amber liquid.*

For 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 glitters with an intense array of colors.*

It can be tossed into the air, filling a cubic area adjacent to the user, 5 feet long on each side. 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 affected illusions 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. *This potent oil looks perfectly mundane, giving no clue as to its special properties until used.*

Made by rare processes of alchemical refinement, slow-burning 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.

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.

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. *This fizzy, white liquid is stored in a flask made of hardened animal skin.*

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; the substance affects only inanimate stone, stone golems, or earth elementals. Other objects and creatures 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 delicately-wrapped satchel contains a massy of sticky alchemical foam.*

It is typically thrown as an improvised missile weapon after a supporting tie is removed the device. The user can target a foe up to 20 feet away as an action. On a hit, the alchemical substance bursts out, 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 within its reach on a success.

Thermal Grease. *This white grease turns clear as it is applied.*

It takes 1 minute to apply the 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. At the Dungeon Master's discretion, the creature can also operate comfortably in very hot or cold natural climates.

Thunderstone. *This small, jagged stone packs a powerful punch.*

As an action, you can throw the 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 tindertwig is simply a hardened paste on the end of a tiny stick. It 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. It is more reliable than a tinderbox for lighting substances in the presence of wind or rain.

Torch, Alchemical. *An alchemical torch looks like any other torch until lit.*

It 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. *This red dust contains granules of varying size, some heavy like sand and others very fine. When thrown into an area, some granules settle quickly to the ground while other granules float and spread about.*

One does of this dust can be spread over a zone of up to six contiguous 5-foot square patches that lasts for 1 hour. The red 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. *This tiny box has a fuse that, when lit, can create a big distraction.*

One round after lighting the fuse, the chemicals within create a gas that expands violently, creating an ear-splitting, osculating whistle as it exits the contraption's narrow holes. The sound persists for 1 minute and can easily be heard up to 500 feet away.

Vicious Bleeder. *This oil has the look and smell of slightly-coagulated blood.*

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. Sometimes herbal brews require no more than the proper packing and storage of plant ingredients that naturally possess magical properties.

RAW HERBS

Many of these concoctions have effects that are no different than the natural, unprocessed plants from which they are made. When these herbs are found in the wild, "crafting" the raw ingredients into herbal brews simply extends their life expectancy. Otherwise, those herbal brews can be crafted using the normal crafting rules.

Raw herbs are craft components, described in Part 4: Wealth.

DESCRIPTIONS

The following items have their own specific rules.

Alertness Draught. *This viscous, sweet drink is often consumed before standing watch to promote 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 against magically-induced sleep.

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 holds dozens of bottles containing antidotes and curatives for poison. These meant to be used individually or mixed in combinations.*

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. Failure indicates that you cannot affect that poison with this poison kit.

Antiparalytic. *A clear liquid that smells of mint.*

A creature that drinks this vial 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 chalky, foul-tasting tablet or dust that can be swallowed or can be mixed with food or drink.*

A creature that consumes this gains advantage on saving throws against diseases for 8 hours. It confers no benefits to undead or constructs.

ADVENTURING GEAR (HERBAL BREWS)

Item	Cost	Weight	Item	Cost	Weight
Alertness draught (vial)	2 gp	—	Meditative draught (vial)	15 gp	—
Aniseed (vial)	8 gp	—	Menga leaves (vial)	2 gp	—
Antidote kit	150 gp	3 lb.	Nature's draught (vial)	8 gp	—
Antiparalytic (vial)	40 gp	—	Nightlight (vial)	5 gp	—
Antipathogen (vial)	30 gp	—	Nilhogg's Nose (vial)	1 gp	—
Antitoxin (vial)	50 gp	—	Ormu paint (jug)	1 sp	4 lb.
Beastbane	5 gp	1/2 lb.	Plague mask	5 gp	1 lb.
Burn balm (large vial)	10 gp	1/2 lb.	*Potion of healing* (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.	Tongue of Madness	15 gp	—
Herbal poultice	6 sp	1/2 lb.	Torchstalk	12 gp	1 lb.
Insect repellent (gourd)	1 gp	1/2 lb.	Wildroot (vial)	25 gp	—
Insect repellent (incense)	1 sp	—	Wukka nut	1 gp	1/2 lb.

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. *This paper package contains slow-burning herbs and other noxious substances designed to produce a haze of thin smoke.*

Igniting this package 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.

Burn Balm. *This potion's blue liquid glimmers when agitated.*

By drinking this potion or applying it directly to a burn, you regain up to 10 hit points, but only hit points lost to fire damage.

Candle, Focusing. *A small, green candle, entirely mundane in appearance.*

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. *A small, gray candle, entirely mundane in appearance.*

This candle aids healing during a short rest. Everyone resting within 20 feet of the candle who rolls Hit Dice for healing can treat any rolled 1s as 2s instead, so long as the rolls occur soon after the candle is lit, and the candle is not extinguished prematurely. A candle burns for 1 hour, the entire length of the short rest.

Warlock with padded armor, staff focus, and potion bandoleer

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. During this period, the substance causes disadvantage on Wisdom (Perception) checks that call upon the user's sense of smell.

Clearsense Powder. *A white powder meant to be inhaled, providing clarity and vibrancy to the user's perceptions.*

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.*

An herbal poultice 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 and cannot be reused.

Insect Repellant (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. *This oily liquid is consumed to aid with meditations.*

The imbiber has advantage on concentration checks for 1 hour following the consumption of this 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.

Natural, unrefined menga leaves have the same effect if consumed within 24 hours of being plucked from the bush.

Nature's Draught. *Consuming this musky brew affects the imbiber's sweat glands, causing her scent to be less offensive to animals, even calming to them.*

For 8 hours after drinking nature's draught, the imbiber has advantage on Wisdom (Animal Handling) checks.

Nightlight. *A dose of this dark liquid is typically prepared in a thick glass vial.*

The substance is activated by shaking it vigorously as an action or bonus action. Thereafter, the substance emits light for a period of one round, then goes out for a round, then emits light for a round, continuing this strobing pattern until it has emitted 1d6+2 total rounds of light. When lit, the nightlight produces bright light in a 30-foot radius and dim light for an additional 30 feet. The interval of light and darkness switches at the start of your turn each round.

Nightlight is made from a tall, tubular bioluminescent mushroom of the same name that grows in the Underdark. A living nightlight emits bright light in a 15-foot radius and dim light for an additional 15 feet. If a living nightlight is touched, either by a creature or object, its light goes out until it is touched again.

Nillhog's Nose. *This small mushroom heightens the consumer's sense of smell.*

Consuming one dose grants advantage on Wisdom (Perception) checks based on smell for 1d4 hours. During this period, the consumer suffers disadvantage on saving throws against harmful effects based on smell, like a troglodyte's poisonous stench.

One fresh Nillhog's nose mushroom has the same effect if used within 48 hours of being picked.

Ormu Paint. *This green phosphorescent paint is crafted from bioluminescent moss harvested in the Underdark.*

Ormu paint sheds dim light in a 5-foot radius for 24 hours after it is applied. This jug holds one gallon of paint.

Plague Mask. *This mask covers the nose and mouth with a filtering layer of medicinal herbs. These provide a pleasant aroma to mask the miasmic 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; it can also be used as an expensive form of animal feed.

Regenerative Elixir. *This red liquid glimmers when agitated. It is often confused for a* potion of healing.

The elixir gives the drinker 1 temporary hit point, which lasts up to 24 hours. Any time the drinker rolls

a death save within the coming 24 hours, the save is made with advantage.

Ryath Root. *This chalky orange root has fortifying powers when consumed fresh or in properly-preserved form.*

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.

Unprocessed ryath root retains its potency for 10 days after being harvested.

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.

Tongue of Madness. *This concoction has delightfully-earthy scent and is designed to be administered orally.*

Drinking this requires the imbiber to make a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. The effect can be ended with a *lesser restoration* spell or similar magic.

Unprocessed tongue of madness is an edible fungus that looks like a large human tongue. It has the same effect if used within 72 hours of being picked.

Torchstalk. *A torchstalk is a mass of thin fungal fronds about the size a torch bound together around a flint striker.*

The device can be thrown as an improvised missile weapon, targeting a foe up to 20 feet away as an action. On impact, or if lit, the torchstalk bursts in a cloud of fiery spores. Creatures within 10 feet of the target (or the square where it lands in the case of a miss) take 1d6 fire damage.

Unprocessed torch stalks have a 1-in-6 chance to explode when lit. The head of an unexploding frond otherwise burns like a torch, lasting up to 24 hours.

Wildroot. *This pungent, curative liquid is made from the juices of a rare root.*

The 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 light will fade after 1 minute, but the nut can be shaken again to reactivate it. If the shell is ever cracked, the special 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 affect the physiology of living creatures. When combined with weapons, even a light cut can become a deadly wound. 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 from the *Arms and Equipment Guide* published for the 3rd Edition of **Dungeons & Dragons**. For these, a new condition is described here in a sidebar.

A small portion of the poisons in this section 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 Fifth Edition books. These monster poisons are translated into rules useable for character interactions, provided for players to use after collecting the toxins from defeated monsters.

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.

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. If the DM prefers, she can ignore this new condition and use the standard poisoned condition instead.

Crafting. Characters can craft the poisons presented on the first poison chart (Crafted Toxins) but not the second chart (Creature Toxins). 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. These 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 normally 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 no longer effective. 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 4: Wealth. Attempting to purchase such illicit substances risks running afoul the local authorities.

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.

Using Poison

Poisons come in four types.

Injury. A creature whose skin is penetrated by the blade or point of a weapon, trap component, or other

sharp object 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.

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 12 hours. Anyone touching the affected object at the point of application is subjected to the poison.

Inhaled. These are powders or gases that take effect when they are inhaled or when they otherwise encounter living creatures. Holding one's breath is ineffective against inhaled poisons because they also affect nasal membranes, tear ducts, and other parts of the body; inhaled poisons will even affect creatures that do not breathe.

An inhaled dust or 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. Alternately, if you pour a dose of an inhaled dust poison onto the palm of your hand, you can use an action to blow it into an adjacent space, filling a 5-foot cube.

Normally, the small cloud of gas or particles persists in the affected area for 1 round before it dissipates. If a poison is listed as "ingested" with a die, like "(Ingested 1d4)," the gas persists that many rounds instead. 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.

> ## Variant: Viscids
>
> At the DM's discretion, certain poisons can be acquired as "viscids." These long-lasting poisons persist until used. This option facilitates certain important gaming tropes. Without it, the poison on the spike traps in that ancient tombs will have expired long before the player characters get to it!
>
> A purchased or crafted viscid is worth twice the listed value for the appropriate dose on the charts below. A dose of creature-derived poison can be turned into a viscid using a poisoner's kit and additional materials worth the same listed value as the dose.
>
> A viscid injury poison does not dry out when exposed to air; it lasts until the coated sharp object delivers a wound or is otherwise wiped clean.
>
> A viscid contact poison does not expire after half a day; it lasts until the affected surface contacts a single creature. The remainder of the substance is not sufficient to inflict the poison's effect.
>
> A viscid ingested poison does not expire after a day; it lasts as long as some of the affected food or drink is consumed. (If multiple creatures partake of the poisoned fare, splitting the dose, each consumer rolls its saving throw with advantage.)
>
> Inhaled poisons are, by their nature, thin, light substances. They are not available as viscids.

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.

ADVENTURING GEAR (POISON, CRAFTED TOXINS)

Item	Cost	DC/Dice	Item	Cost	DC/Dice
Adlevine extract	100 gp	11/—	Malice	250 gp	15/—
Alforna	75 gp	10/—	Malyss root paste	500 gp	13/—
Anemis	750 gp	13/—	Mesmer paste	300 gp	12/—
Asabi mist	1,000 gp	12/—	Midnight tears	1,500 gp	17/9d6
Assassin's blood	150 gp	10/1d12	Nitharit	650 gp	13/—
Banelar essence	300 gp	11/—	Oil of taggit	400 gp	13/—
Basic poison	100 gp	10/1d4	Pale tincture	250 gp	16/1d6
Black lotus extract	4,500 gp	12/—	Raeliss smoke	2,000 gp	15/—
Bloodroot	100 gp	12/—	Redek vine extract	1,500 gp	13/—
Blue whinnis	450 gp	9/—	Retch	250 gp	15/—
Brain dust	1,300 gp	12/—	Rill leaf	120 gp	14/—
Burnt other fumes	500 gp	13/3d6	Roshon vapor	1,750 gp	11/—
Cretel leaf residue	50 gp	14/—	Sassone leaf residue	300 gp	9/—
Crippling vine	300 gp	13/—	Scorcher fumes	800 gp	11/—
Culum powder	200 gp	12/—	Shadow essence	250 gp	11/—
Dancing monkey fruit	5 gp	14/—	Shreef oil	100 gp	12/—
Dark reaver powder	400 gp	13/1d8	Sleeping weed	500 gp	13/—
Deathblade	1,800 gp	20/—	Striped toadstool	180 gp	11/—
Dragon bile	1,500 gp	17/—	Svirfneblin poison	150 gp	12/—
Drider poison	150 gp	—/1d8	Terinav root	750 gp	13/—
Drow poison	200 gp	13/—	Thever fumes	3,000 gp	14/—
Essence of ether	300 gp	15/—	Thever paste	1,500 gp	12/—
Faralin	150 gp	14/—	Timmask	450 gp	14/—
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/—
Lockjaw	120 gp	12/—			

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.

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 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.

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.

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	*Verminous Venom*		
Green dragon breath			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
Myconid spore			Yahcha beetle	1 gp	—
Hallucinogenic	250 gp	12/—	Yochlol mist	250 gp	14/—
Euphoric	350 gp	12/—	*Yuan-ti venom*		
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/—			

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 Formulas 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 Formulas 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-feet 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 (Inhaled). 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 (Inhaled). 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 (Inhaled). 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 (Inhaled). 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 (Inhaled). 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.

Malyss 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-feet 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-feet 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 Formulas 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.

Timmask (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 suffers "confusion." The creature can attempt a follow-up saving throw at the beginning of each of its turns. 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.

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 (Inhaled). 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-feet 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 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 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-feet 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 (Inhaled). 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-feet 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, and use any special functions of a tool provided in its description. Proficiency also implies knowledge of the trade or profession involved in the tool's marketable products.

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.

SKILLS WITH TOOLS

Some skills have overlapping functionality with tools. Sometimes, using both can provide advantages. This requires the character to be proficient with the skill and the tool.

Each tool below indicates one or more skills that lore, coaction, or synergy may apply to, sometimes with examples. Even when not specified, some of these pairings given in the tool descriptions only overlap in certain circumstances or applications. The Dungeon Master is the arbitrator of when these advantages apply.

When deriving Lore from a paring, character need not possess or make use of the tool to claim the added knowledge. This is not true of coaction or synergy between skills and tool.

COACTION

If a check could be performed with either a skill or a tool, the Dungeon Master may choose to apply advantage to the roll.

For example, harvesting poison from a creature may be done with either an Intelligence (Nature) or Intelligence (poisoner's kit) check. Proficiency with both (and use of the tools) gives the check advantage.

There are myriad other ways that skills and tools can overlap in function, thus granting advantage, subject only to the (reasonable) imagination of the player and the moderation of the Dungeon Master.

When the abilities called upon for a skill or tool use in this overlapping area are not the same, the player determines which ability to use, unless the Dungeon Master asserts that a specific ability is needed for the circumstances.

SYNERGY

Often, a successful check that applies to both a skill and a tool can yield exceptional results. Specific synergy benefits go beyond just applying advantage to a check. These are entirely at the Dungeon Master's discretion.

For example, a character using Charisma (Persuasion) to sway a crowd to a certain viewpoint could synergize the attempt by playing a musical instrument with proficiency. A patriotic background tune really jazzes up an inspiring speech. In this case, the Dungeon Master might decide that the crowd's starting attitude is shifted one category before the Charisma check is rolled.

For another example, proficiency with cobbler's tools might let a character roll Wisdom (Survival) to track a specific person across a busy area like a dirt road through the center of town, doing so when it would not be possible for other characters to differentiate the similar footwear.

Synergistic benefits might make tests easier or provide better results for successful tests; the Dungeon Master chooses whether they are the sort that applies before or after rolling. Many synergy situations also benefit from a coaction advantage to their rolls.

Some synergistic benefits have no effect on die rolls whatsoever. Many of these are described in *Xanathar's Guide to Everything*, starting on page 80.

LORE

Any time proficiency with a tool would provide additional information to the user of a skill, or vice versa, the information derived is specific to the tool or skill brought in on the check.

For example, an Intelligence (History) check to determine the origin of a painting might gain additional insight into the value and age if the investigator is proficient with painter's tools. This is

due to familiarity with the appearance of such crafts when exposed to the ravages of time.

Xanathar's Guide to Everything lists a variety of lore opportunities for specific skills, starting on page 80.

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 ink used in military documents. The purpose of this ink, with its odd mixture of pigments, is to deter just this sort of forgery! 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. This does not apply to rolls other than ability checks; if a bard were to use the shoddy lyre as a spellcasting focus, spell attack rolls would not be impeded.

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.

PROFESSIONAL WORK

During downtime periods, artisan's tools also let you craft items for yourself or others, or earn a living.

REPAIRS

When used in the field, each set of artisan's tools is assumed to contain a small quantity of important components useful for repairing and upkeeping equipment without additional cost. For example, your smith's tools might contain extra rings to replace lost bits of your chainmail armor.

Normally, this means that repairing an item requires only time, not additional costly materials. (Repair components are periodically restocked as incidental, untracked expenses.) The damaged parts of the gear itself counts as the materials needed for the project of crafting the item back to its completed form.

In the case of particularly-ruinous breakage, as suffered by armaments with the ersatz property, additional materials might need to be purchased, usually costing 5% of the item's normal price.

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. These come in a box with velvet-lined cut-outs designed to hold the delicate instruments safely in place.

Use alchemist's supplies to produce a thick puff of smoke (DC 10), identify poison (DC 10) or another substance (DC 15), start a fire (DC 15), or neutralize acid (DC 20).

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.

You can use your tools to purify up to 6 gallons of water as part of a long rest, or 1 gallon of water as part of a short rest.

Use brewer's supplies to detect poisons or impurities in a drink (DC 10), identify alcohol (DC

15), or ignore the effects of alcohol (DC 20). This last roll is a Constitution (brewer's supplies) check.

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.

Use these tools to identify the writer of nonmagical script (DC 10), determine a writer's state of mind (DC 15), spot forged text (DC 15), or forge a signature (DC 20).

Tools

Item	Cost	Weight	Item	Cost	Weight
Artisan's tools			*Musical instruments*		
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.
Sculptor's tools	15 gp	7 lb.	Shawm	2 gp	1 lb.
Smith's tools	20 gp	8 lb.	Songhorn	2 gp	1 lb.
Tattoo artist's tools	15 gp	2 lb.	Tantan	5 sp	1/2 lb.
Tinker's tools	50 gp	10 lb.	Thelarr	35 gp	2 lb.
Weaver's tools	1 gp	5 lb.	Tocken	10 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.	Viol	30 gp	1 lb.
Gaming set			Wargong	12 gp	7 lb.
Dart-and-board set	3 gp	2 lb.	Yarting	30 gp	1½ lb.
Dice set	1 sp	—	Zulkoon	50 gp	25 lb.
Dragonchess set	1 gp	1/2 lb.	*Miscellaneous Tools*		
Hnefatafl set	2 gp	1/2 lb.	Appraiser's tools	8 gp	5 lb.
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.

Carpenter's Tools. Mallets, nails, measuring cords, cutting templates or triangles, smoothing planes, and a small saw. Carpenter's tools are used to shape wood on a large scale, crafting furniture, buildings, large agricultural tools, and the like.

With 1 minute of work and raw materials, you can make a door or window harder to open, increasing the DC to do so by 5. As part of a long rest, you can construct a basic shelter that will last for 1d3 days. Until the shelter collapses, it will keep up to six small or medium humanoids dry. Prevailing temperatures within the shelter are 10 degrees more favorable.

Use these tools to build a simple structure of wood (DC 10), design a complex structure of wood (DC 15), find weaknesses in wooden constructions like siege weapons or walls (DC 15), or pry apart a door (DC 20).

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.*

These tools let you map your journeys without slowing your speed of travel.

Use cartographer's tools to determine a map's age or origin (DC 10), estimate direction and distance to a landmark (DC 15), determine whether a map is fake (DC 15), or fill in missing terrain on a partial map (DC 20).

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.*

As part of a long rest, you can maintain up to six pairs of shoes, allowing the wearers to travel 10 hours in the following day before starting forced march checks.

You can create a hidden compartment in a piece of footwear for no cost, taking 8 hours for the construction. (See hidden compartments, above in this Part.) You can use an Intelligence (cobbler's tools) check in the place of Investigation to find hidden compartments in shoes.

Use cobbler's tools to determine a shoe's age or origin (DC 10) or find a hidden compartment in a boot heal (DC 15).

Cook's Utensils. *Pans, knives, bottles of assorted seasonings, a journal of recipes, and tools used to produce food.*

During a short rest, you can "prepare" up to 5 rations with cook's utensils to make them more nutritious and rejuvenating. Anyone who eats one of these rations during the same short rest may regain 1 extra hit point per Hit Die spent.

Use cook's utensils to create a typical meal or duplicate a particular meal (DC 10), spot poison or impurities in food (DC 15), or create a gourmet meal (DC 15).

Glassblower's Tools. *This kit contains crimps and clamps, a pouring block, shears, and a blowpipe, items used to manipulate glass with a kiln or another source of high heat. It also contains rods of glass in various colors.*

With one minute of study, you can identify weak points in glass objects such that your successful attacks, or the successful attacks of others that you direct, are automatically critical hits.

Use glassblower's tools to identify a source of glass (DC 10) or determine what a glass object once held (DC 20).

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.*

You can identify and appraise the value of gemstones at a glance, applying your proficiency modifier to any such checks.

Turning a raw gem into a standard one is a crafting project that requires 1 day of work per 5 gp of value added, up to (the missing) half of the standard value of the gemstone. This is not the same as modifying a gem's appearance; that task requires a Dexterity (jeweler's tools) check and turns a gemstone of one shape or cut into a gemstone of another.

Use jeweler's tools to modify a gem's appearance (DC 15) or determine a gem's history (DC 20).

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 processed leather into clothing and accessories.*

You can automatically determine what animal a hide came from and whether any special techniques were used to treat it.

Use leatherworking tools to modify a leather item's appearance (DC 10) or determine its history (DC 20).

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.*

With one minute of study, you can identify weak points in masonry such that your successful attacks, or the successful attacks of others that you direct, are automatically critical hits.

Use mason's tools to chisel a small hole in a stone wall (DC 10) or find a weak point in a stone wall (DC 15).

Painter's Supplies. *Small pots of paints in various colors, alchemical mixtures for paint thinning, a painter's palette, 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 or murals.*

As part of a short or long rest, you can produce a painting that accurately portrays or illustrates an object or landscape you have seen that day.

Use painter's supplies to paint an accurate portrait (DC 10) or create a painting with a hidden message (DC 20).

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.*

Examining two or more shards of a piece of pottery allows you to automatically identify its original shape.

With one minute of study, you can identify weak points in ceramic objects such that your successful attacks, or the successful attacks of others that you direct, are automatically critical hits.

Use potter's tools to determine what a vessel once held (DC 10), create a serviceable pot (DC 15), or find a weak point in a ceramic object (DC 20).

Sculptor's Tools. *This satchel contains chisels, mallets, files, and finishing polishes for sculpting statues out of minerals (typically stone or clay), or applying decorative engraving to the mineral surfaces of walls, doors, and other edifices.*

With one minute of study, you can identify weak points in inanimate sculptures such that your successful attacks, or the successful attacks of others that you direct, are automatically critical hits.

Use sculptor's tools to modify a statue (DC 10) or detect hidden messages in the designs engraved into a wall or similar surface (DC 20).

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.*

With access to a hot enough flame, you can make metal pliable; you can repair up to 10 hp of damage to a metal object per hour of work.

Use smith's tools to sharpen a dull blade (DC 10), make an item repairable if it was previously too broken to have hit points restored (DC 15), or sunder a nonmagical metal object (DC 15).

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.*

You, or another spellcaster you are working with, can use these tools to inscribe a spell scroll into the skin of a living creature. Each limb and the torso of a humanoid is large enough for a single spell scroll. The costs and time needed for inscription are the same as for an equivalent spell scroll. A humanoid can read her own spell scrolls on her body, causing them to disappear, so long as they are uncovered. Another spellcaster can read uncovered spell scroll tattoos if the decorated creature is cooperative, restrained, or unconscious.

Use tattoo artist's tools to identify tattooing techniques or origins (DC 10) or create tattoos with hidden meanings or messages (DC 20).

Tinker's Tools. *Various tools for used for crafting or repairing 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. Most tool sets also include an array of mundane materials to repair almost any simple object.*

These tools can be used to repair most portable items made of metal, leather, or cloth, regardless of the artisan's tools needed to craft such things. You can

restore 10 hit points to a damage object per hour of work. You need access to the appropriate materials for this task, and a hot enough flame if you are repairing metal objects.

Use tinker's tools to temporarily repair a disabled device (DC 10), repair an item in half the time (DC 15), or improvise a simple temporary item using scraps (DC 20).

Weaver's Tools. *A small, collapsible loom and shuttle used for weaving, plus various dies and tools used to treat and store wool and other types of thread. These materials are suitable to the creation of cloth-based of clothing.*

You can repair a single damaged garment as part of a short rest.

Use weaver's tools to repurpose cloth (DC 10), mend a hole in a piece of cloth (DC 10), or tailor an outfit (DC 15).

Woodcarver's Tools. *A set of chisels, files, carving knives, small lathes, and other instruments for making fine impressions on wooden pieces.*

Use woodcarver's tools to craft a small figuring (DC 10) or carve an intricate pattern in wood (DC 15).

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 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.

Characters can use gaming set ability checks to gain insight into an opponent's personality (DC 15), or catch a player cheating (DC 15) if not using the Fixing the Game variant rule below.

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 three or five rounds, but some games are played on a single roll of the dice. The overall winner is the player who wins the 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, or they can 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. A character can only bluff someone if her Charisma (Deception) check at the start of the game was higher than the bluffed person's Wisdom (Insight) check. 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.

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. Anyone whose roll is higher than the cheater's check has noticed 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, identifying 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 15 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 Playing Games variant rule, 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

Each type of musical instrument requires a separate proficiency. 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. Spellcasting this way, even without verbal components, creates sound; a musical instrument cannot be used as a spellcasting focus within a zone of *silence*.

Proficiency also allows you to compose original music pieces, with or without lyrics.

Use a musical instrument proficiency to identify a tune (DC 10) or improvise a tune (DC 20).

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.*

Thelarr. *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.

Appraiser's Tools. *A satchel containing a multi-tiered scale with a set of weights, a jeweler's loupe,*

vials of substances for identifying minerals through alchemical reactions, and a set of thick manuals to classify materials and index market values.

If proficient, your bonus applies to Intelligence checks to appraise valuables.

Use appraiser's tools to identify the techniques used to refine a gemstone (convert it from a raw state) and determine the technique's origin (DC 10) or spot costume jewelry or costume adornments to clothing armor, or weapons (DC 15).

Disguise Kit. *A box containing cosmetics, hair dies, 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.

You can use a long rest or one day of downtime to create a disguise. Each disguise weights 1 pound and takes one minute to put on or take off. This ready-made disguise uses quite a few of your disguise kit components; you can only keep one disguise together at a time. When composing and applying a disguise not previously-created, you must use 10 minutes for one that involves moderate changes to your appearance, or 30 minutes for one that involves more-extensive changes.

Use a disguise kit to cover distinguishing marks or injuries (DC 10), spot a disguise in use by someone else (DC 15), or copy a specific humanoid's appearance (DC 20).

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.*

You can produce a forged document that is up to 1 page long or up to 4 pages long, using a short rest or long rest, respectively. Your Intelligence (forgery kit) check result sets the DC for an Intelligence (Investigation) check to spot the fake.

Use a forgery kit to mimic handwriting (DC 15) or duplicate a wax seal (DC 20).

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.

Use a fortune teller's kit to understand someone you are telling a fortune to, determining a characteristic or ideal (DC 15), or determining a bond or flaw (DC 20).

Herbalism Kit. *This kit comes in a satchel compartmentalized for storing myriad herbs. It includes various tools for safely harvesting plants as well as the grinding tools, mixing tools, and additives needed to make potions, salves, and similar curative products.*

Proficiency allows you to identify all common plants automatically and to add your bonus to checks to identify rare ones. Herbalism kits are used to craft several curative products, including *potions of healing*.

Use an herbalism kit to find uncommon plants (DC 15) or identify herbal poisons (DC 20).

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.

Use navigator's tools to plot a course (DC 10) or discover your position on a nautical chart (DC 15).

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.*

You may use your proficiency bonus for uses of poison (poisoning food, weapons, etc.) and checks to collect or craft poisons. You need not worry about poisoning yourself merely by handling or applying poisons.

Use a poisoner's kit to spot a poisoned object (DC 10) or determine the effect of a discovered poison (DC 20).

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.*

These tools let you create a trap using parts you have on hand. The result of your Dexterity (thieves'

tools) check sets the DC to discover or disable the trap. A new-made trap deals damage appropriate to the materials used to create it, or half the total of your check, whichever the DM determines fitting. Additives like poisons, ball bearings, or bells can add additional functionality or warning to these makeshift traps.

You can also reset a disabled trap if your check meets the original DC to disable it. Reset traps use their original DCs to discover or disable, along with their original damage (unless a vital component is missing, like poison for the spikes).

Use thieves' tools to disarm traps or open locks, rolling against variable difficulties (DC 5 - 30).

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 4: 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 3: 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 a character in a pinch 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.

RIDER TRAINED

All creatures listed on the Mounts chart are trained for use as mounts. (Untrained versions are priced in Part 4 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."

| Mounts | | | | | | | Carrying |
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	Capacity
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.
Horse							
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.

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.

DESCRIPTIONS

Tack and harness items are described below.

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; this is additional 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.

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 1: 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 item prevents 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 creature. 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, 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 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.

Tack and Harness

Item	Cost	Weight	Item	Cost	Weight
Barding			Hobble	2 gp	2 lb.
Canine (Large)	x3	x2	Hobble, exotic	5 gp	4 lb.
Canine (Medium)	x2	x1	*Howdah*		
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	*Muzzle*		
Exotic (Large)	x5	x2	Gargantuan or Huge	8 gp	4 lb.
Exotic (Medium)	x4	x1	Large or Medium	2 gp	1 lb.
Bit and bridle			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.	*Saddle, canine (Large or Medium)*		
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.	*Saddle, equine (Large or Medium)*		
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.	*Saddle, exotic (Gargantuan)*		
Body harness			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.	*Saddle, exotic (Huge)*		
Small	3 gp	3 lb.	Military	105 gp	50 lb.
Tiny	1 gp	1 lb.	Pack	30 gp	35 lb.
Cage			Riding	60 gp	45 lb.
Gargantuan	950 gp	3,800 lb.	Strap	120 gp	50 lb.
Huge	300 gp	675 lb.	*Saddle, exotic (Large)*		
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.	*Saddle, exotic (Medium)*		
Feed			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.

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 of 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.

Proficiency with a land or water vehicle allows the operator to add her proficiency bonus to the vehicle's AC and saving throws.

Use vehicle proficiency navigate rough terrain or waters (DC 10), assess a vehicle's condition (DC 15), or perform a difficult maneuver making a tight turn at high speed (DC 20).

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*.

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 halve 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 (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.

Vehicles (Waterborne)

Item	Cost	Speed	Crew	Passengers	Cargo (tons)	AC	HP	Damage 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 3: 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.

> The class-and-background system for starting equipment locks in a standard array of gear. This option allows other, new equipment to be selected instead, not just exotic gear from this Part.
>
> ### VARIANT: ITEM SWAPS
> When a character is created, she can replace any item given by her class or background with another item of the same "type" with 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.

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 were 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.

OPTION THREE: NATIVE LIST

Two of the exotic lists in this Part (*Adventures in the Orient* and *Village Market*) are designed to serve as "native" lists. A native list can replace some of the normal equipment options available, or it can be used like any other exotic list.

When using a native list, characters built with the class-and-background method for starting equipment must employ the variant Item Swaps rule in the sidebar above to trade starting armor and weapons for items from these lists.

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

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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," and although there is a chart at the end of Part 1 that would otherwise apply some new proficiencies by race and class, the foreign nature of these new weapons 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 or race proficiencies tables at the end of Part 1: Armaments.

For example, a wizard wishes to become proficient with the teppoyumi. This weapon appears on the wizard line of the Class Proficiencies chart; except when using this special rule, the wizard would already be proficient with it. This means the wizard can become proficient using the training 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.

of rock gnomes that has developed fantastical flying machines; now the players have new options to acquire that they didn't have starting out.

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 were 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

Where an exotic list introduces a weapons chart, a parenthetical weapon name following a new weapon indicate that the new weapon is identical to that parenthetical weapon, and uses the same special rules.

ADVENTURES IN THE ORIENT

This exotic list provides rules for an East Asian themed campaign setting.

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.

NATIVE LIST

For this option, the array of armor and weapons in this list replaces the standard armor and weapons lists.

Except for musical instruments, all other types of equipment are available in a campaign using this as a 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.

For additional exotic list options, the "early" segment of the Firearms exotic list is particularly suitable to an Oriental Adventures campaign type, adding the bajozutsu (handgonne), bo-hiya (fire lance), tanegashima (arquebus), and other equipment.

WEAPON NAMES

Some weapons are noted with parenthetical names or descriptors. Where a noted name corresponds to a standard weapon listed in Part 1: 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

Adventures in the Orient item descriptions are provided below. These cover armor, weapons, and musical instruments.

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.

Bokken. This wooden practice sword can be used as a fearsome weapon in its own right.

Chain Coat. A hauberk of light chainmail that fastens up the front, typically without head protection.

ARMOR (ADVENTURES IN THE ORIENT)					
Item	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
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.
Medium Armor					
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.
Heavy Armor					
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.
Shields					
Shield	10 gp	+2	—	—	6 lb.
Additions					
Dastana	10 gp	+1	—	—	3 lb.
Hoshi	10 gp	—	—	—	2 lb.
Sangu	12 gp	—	—	Disadvantage	5 lb.

Chainmail Egawa. *An egawa is a padded undershirt often worn beneath clothing or other armor. This version is reinforced with lightweight chainmail.*

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.*

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.

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.

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.*

Fukimibari. *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.

Haramaki. *A series of medium-size lacquered plates, interlocking in a suit that covers the torso, tying in the back.*

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.*

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.

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.

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.*

Hyoshigi. *These two wooden clappers are connected by a thin ornamental rope. The clappers produce a cracking sound, evoked in a varying tempo.*

Jitte. *A metal rod tapering to a dull point, with one curved prong curving forward from the handle.*

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.*

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.*

Kikko. *Kikko armor consists of small hexagonal plates connected by metal links and sewn over a canvas suit.*

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.*

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.*

Daimyo in o-yoroi, with naginata and tachi, holding her helmet

WEAPON-LIKE DEVICES (ADVENTURES IN THE ORIENT)				
Item	**Cost**	**Damage**	**Weight**	**Properties**
Fukimibari (*mouth darts*)	4 cp	—	—	Special
Kakute (*spiked rings*)	3 gp	—	1/2 lb.	Unarmed (P)
Nekote (*finger blades*)	5 gp	—	1/2 lb.	Unarmed (S)
Shimegoroshi (Garrote)	1 gp	—	1/2 lb.	Special, two-handed
Tekko (*knuckle weights*)	2 gp	—	1/2 lb.	Unarmed (B)

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.

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.

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 (*sectional staff*)	4 gp	1d8 bludgeoning	3 lb.	Reach, tripping, two-handed
Siangham	4 sp	1d4 piercing	2 lb.	Light
Tessen (*iron fan*)	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 (*short handle*)	2 cp	1d2 bludgeoning	1/4 lb.	—

Lajatang. A short polearm with two crescent shaped blades affixed perpendicularly to each end, tips pointed away from the haft.

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.

Manrikigusari. A short chain with a small weight at each end.

Meteor Hammer. A medium chain with large, heavy weights at each end.

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.

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. 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.

Nerigawa Kozane. A supple set of treated leather scales, riveted together to provide a flexible protective suit.

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

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.

Otsuzumi. An hourglass-shaped drum, typically used in theater and folk music.

O-Yoroi. A complex suit of lacquered metal pieces, this armor is both ceremonial and functional. It provides exceptional protection in all areas.

Padded Egawa. An egawa is a padded undershirt often worn beneath clothing other armor. Some versions are reinforced with other materials.

Polearm, Getsugasan. 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. 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.

Item	Cost	Damage	Weight	Properties
MARTIAL MELEE WEAPONS (PART 1, ADVENTURES IN THE ORIENT)				
Ararebo, heavy	7 gp	1d8 bludgeoning	6 lb.	—
Bokken (*practice sword*)	2 gp	1d6 bludgeoning	2 lb.	Versatile (1d8)
Chigiriki (Morningstar)	15 gp	1d8 piercing	4 lb.	—
Chijiriki (*javelin and chain*)	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 (*rope dart*)	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.	[Disarming], 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
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)
Polearm				
Bisento (Glaive)	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Getsugasan (*monk's spade*)	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 (*claw staff*)	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 (*spear fork*)	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 (*sleeve tangler*)	6 gp	1d4 piercing	5 lb.	Reach, special, two-handed
Tsukobu (*pushing stave*)	4 gp	1d6 bludgeoning	6 lb.	Reach, tripping, two-handed
Sang kauw	35 gp	1d8 piercing	4 lb.	Alternate (S), defensive, two-handed

MARTIAL MELEE WEAPONS (PART 2, ADVENTURES IN THE ORIENT)				
Item	**Cost**	**Damage**	**Weight**	**Properties**
Sword				
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 (*claw sword*)	18 gp	1d5 slashing	4 lb.	Defensive, disarming, heavy, light, tripping
Shikomizue (*sword staff*)	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 (*hand claws*)	6 gp	1d3 slashing	2 lb.	Deadly, finesse, light, special
Tetsubo (Maul)	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Umayari (Lance)				
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

Polearm, Sasumata. *A polearm used for nonlethal restraint, the blunt crescent crosspiece is used to deflect weapon attacks and hold attackers at reach.*

Polearm, Sodegarami. *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. *A polearm used for nonlethal restraint. A short, perpendicular bar sits atop the long haft.*

Quilted Coat. *A thickly-padded coat stitched into small quilt segments to keep the batting from settling into the lower portions of the armor.*

Ryuteki. *A bamboo transverse flute, also called a "dragon flute."*

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.*

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.

Sansetsukon. *This sectional 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.*

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.*

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.

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.*

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

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.

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."*

Taiko. *A generic style of drum built in various sizes and for various uses.*

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. *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.

Tsuchibu. *A flute made of baked clay, globular in shape like an ocarina.*

Yawara. *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.*

TOOLS—MUSICAL INSTRUMENTS

Item	Cost	Weight	Item	Cost	Weight
Hichiriki (*double-reed flute*)	3 gp	1 lb.	Mukkuri (*bamboo idiophone*)	2 gp	1/2 lb.
Horagai (*conch shell horn*)	20 gp	2 lb.	Otsuzumi (*hand drum*)	11 gp	2 lb.
Hotchiku (*vertical bamboo flute*)	1 gp	2 lb.	Ryuteki (*transverse bamboo flute*)	3 gp	1 lb.
Hyoshigi (*wooden clappers*)	4 gp	1 lb.	Sekkin (*lithophone table*)	20 gp	15 lb.
Kangura suzu (*multi-tiered bells*)	35 gp	8 lb.	Sho (*multi-pipe mouth organ*)	40 gp	1/2 lb.
Kokiriki (*string of wooden blades*)	7 gp	1 lb.	Taiko (*great drum*)	3 gp	4 lb.
Mokugyo (*woodblock and striker*)	8 gp	1 lb.	Tsuchibu (*globular clay flute*)	6 gp	1/2 lb.

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 types!

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.

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.

VEHICLES (WATERBORNE) Item	Cost	Speed	Crew	Passengers	Cargo (tons)	AC	HP	Damage Threshold
Ship of the line								
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
Warship								
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
Unrated ship								
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	—

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).

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.

MARTIAL MELEE WEAPONS (DOUBLE WEAPONS)				
Name	Cost	Damage	Weight	Properties
Chijiriki	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)
Getsugasan (monk's spade)	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
Kusarigama	6 gp	1d4 bludgeoning	4 lb.	Disarming, reach, special
	—	1d4 piercing	—	Tripping
Kyoketsushoge	5 gp	1d4 bludgeoning	4 lb.	Reach, special, tripping
	—	1d4 slashing	—	Disarming
Lajatang	25 gp	1d8 slashing	4 lb.	—
Meteor hammer	21 gp	1d8 bludgeoning	12 lb.	Heavy, reach, tripping
Quarterstaff (*bo*)	2 sp	1d6 bludgeoning	4 lb.	*This is a simple weapon*
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
Swallow (*dire falcata*)	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 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 shaft with a point 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
Ahlspiess	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, and two of them are, from a mechanics-standpoint, perfectly indistinguishable from one another. This exotic list was included to both expand character options and 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**?

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 (from Part 1: Armaments) also qualify but other polearms from that Part 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 it 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, it's 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.*

Elf with buckler and bill-guisarme hybrid polearm

Poleaxe. A blunt-topped polearm with a perpendicular axe head opposite a spike or hammer head.

Renseur. 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.)

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	—

AIRBORNE VEHICLES

The new proficiency "vehicle (air)" covers the use of airborne vehicles.

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 suit a medieval campaign. They are unstable and unwieldly 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.

Using this rule, 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.

With this option, long range shooting remains the province of characters trained with martial weapons or the firearms expert feat; 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	—
Firearm loads			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	—

Soldier with musket, powder horn, slow match, and bombs

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. *[Continued below…]*

Martial Ranged Weapons (Advanced Firearms)

Name	Cost	Damage	Weight	Properties
Open bore				
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
Rifled bore				
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
Wide bore				
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), heavy, 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
Field gun								
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
Ship's gun								
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.
Firearm loads			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.	*Weapon attachments*		
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**
Artisan's tools		
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.

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.

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.

Like all siege equipment, siege guns are immune to poison and psychic damage.

The ammunition required to fire a siege gun costs 2 gp per pound of the shot's weight, which includes the cost of gunpowder.

Unless using the following variant rule, a siege gun normally requires one action to load, one action to aim, and one action to fire, just as with other siege weapons.

VARIANT: SLOW FIRING

Using this variant, firing times depend on gun teams working in unison to operate their weapons. This variant is particularly suited to ponderous siege warfare or ship battles in the age of sail.

With this rule, siege guns require 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 (every 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.

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.

This 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). Alternately, the fuse can be lit at a length allowing detonation to occur up to 10 rounds later.

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, consuming triple the normal shot and powder.* Reduce the damage to 1d10 piercing 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 mortal 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 mortal 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 weapon is charged as normal and loaded with a fire dart. 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 foul.*

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, affecting creatures in a 10-foot radius. A DC 12 Dexterity saving throw reduces damage to half. A pound of gunpowder, as contained in a powder horn, inflicts 3d6 fire damage when it

explodes. Setting fire to eight pounds of gunpowder, as within a powder keg, inflicts 7d6 fire 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, within the next 24 hours, 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 culverin, sized for use with one hand.*

Hydra. *The long barrel of this 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.*

Musketoon. *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 light early firearms or siege guns while operating 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 (any advanced firearm). *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 other actions, bonus actions, or reactions between aiming and firing.

Weapon Attachment, Second Barrel (any advanced firearm). *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 by 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 4: Wealth, are not repeated here, nor are the standard mounts described in Part 2: 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 2: Gear are not applicable to the monsters described in this section. All monsters with Intelligence 2 or higher and entries in the Saddle columns can be rider trained for an additional cost equal to their base values.

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 4: 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)							Carrying
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	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.
Fungi							
Gas spore	750 gp	1	Un.	½	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.	¼	n/a	5 ft.	45 lb.
Gibbering mouther	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.
Oozes							
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.	½	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.	½	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 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.	½	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.	½	n/a	10 ft. (30 ft.)	240 lb.
Death dog	1,000 gp	3	Un.	1	Canine	40 ft.	225 lb.
Dinosaur							
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.	¼	Medium exotic	30 ft. (20 ft.)	210 lb.
Hadrosaurus	200 gp	2	Un.	¼	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.	¼	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.	¼	n/a	30 ft.	45 lb.
Froghemoth	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.	½	Medium exotic	40 ft.	195 lb.
Stench kow	750 gp	2	Un.	¼	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-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.

Monster Markets (Monsters)							Carrying
Creature	**Cost**	**Intel.**	**Align.**	**CR**	**Saddle**	**Speed**	**Capacity**
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.

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.

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.

| Monster Markets (Chromatic Dragons) | | | | | | | Carrying |
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	Capacity
Black							
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.
Blue							
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.
Green							
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.
Red							
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.
White							
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 Dragons, Part 1) | | | | | | | Carrying |
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	Capacity
Brass							
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.
Bronze							
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.
Copper							
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.

| Monster Markets (Metallic Dragons, Part 2) | | | | | | | Carrying |
Creature	Cost	Intel.	Align.	CR	Saddle	Speed	Capacity
Gold							
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.
Silver							
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.

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.

VILLAGE MARKET

This exotic list describes equipment from a village of no more than 1,000 residents. Unlike other exotic lists, which have the purpose of adding new equipment, this list restricts items to a basic array. Therefore, each item category is given with a list of items that are available, rather than charts of new gear.

The available equipment tends to be only the most common and low-value items, not the full range of options available in this product or in the *Player's Handbook*.

USING THIS LIST

This exotic list can serve several intended functions.

Native List. Village Market can be used to restrict characters to a small array of starting equipment, suitable for beginning a campaign in a small town. The remoteness and the low population means that few people will have need of adventuring gear, so a limited variety will be available at the town's small shops or directly from locals. For this option, the array of armor and weapons in this list replaces the standard armor and weapons lists, just as with any other native list.

Additional List. If the DM uses another native list to enforce a non-Eurocentric equipment availability,

such as the Adventures in the Orient exotic list, she might decide that she also wants a basic set of Eurocentric fantasy medieval equipment available too. Perhaps there is a small but significant crossover of cultures. This works just like adding any exotic list; the items on the Village Market list become available in addition to any others already designated.

Shopping. The most anticipated use of this list is to restrict what characters can purchase or have access to when they encounter a remote village of few inhabitants. In this case, weapons and armor should have no more than 1d4 – 1 of each type available. Anything rare, particularly weapons and armor, is probably not purchased from a store but from a villager who used to adventure and is willing to sell the item. Inquiring with a shopkeeper is often all that is needed to determine if someone in such a small village has such an item for sale.

AVAILABILITY

In addition to the new weapons listed below, the following are available through this list. If an item is followed by a parenthetical cost, use this price for purchasing instead of the standard one. (This does not affect the resale price of such goods.)

Trade Goods (Dry Goods). All

Expenses. All *except* wealthy and aristocratic

Spellcasting Services. Cantrip, level 1, level 2

Armor. Banded mail (100 gp), brigandine (50 gp), chain shirt (75 gp), hide, layered furs, leather, leather scale, padded, ring mail (50 gp), shield (15 gp), scale mail (75 gp)

Weapons. Basic whip, club, crook, dagger, flail, greatclub, hatchet, light crossbow (50 gp), light

hammer, longbow (100 gp), longsword (30 gp), mace (10 gp), machete, maul, net, scythe, shortsword (20 gp), sickle, shortbow, short spear, sling, slungshot, spear (2 gp), wooden stake

Adventuring Gear (General). Bedroll, bell, blanket, block and tackle, caltrops (bag of 20), candle, chalk, cold weather clothes, common clothes, crowbar, fire kit, fishing tackle, hammer, hempen rope, hunting trap, hooded lantern, iron spikes, ladder, lamp, mess kit, miner's pick, oil, peasant clothes, pole, raiment repair kit, rations, robes, saw, shovel, slate board, sledge hammer, snow shoes or skis, soap, string or twine, tinderbox, torch, traveler's clothes, two-person tent, whetstone

Adventuring Gear (Containers). All except hidden compartment and lockbox

Adventuring Gear (Ammunition). Broad-tip crossbow bolts, flight arrows, leaden sling bullets, sheaf arrows, steel needles, stone sling bullets

Adventuring Gear (Ammunition). Amulet, component pouch, holy water, *potion of healing*, sprig of mistletoe, staff, totem, wooden staff

Tools (Artisan's Tools). All *except* alchemist's supplies, calligrapher's supplies, cartographer's supplies, glassblower's tools, jeweler's tools, tattoo artist's tools

Tools (Gaming Sets). All

Tools (Musical Instruments). Birdpipes, drum, flute, hand drum, horn, pan flute, shawm, songhorn

Tools (Miscellaneous Tools). Herbalism kit

Martial Melee Weapons (Village Market)				
Name	**Cost**	**Damage**	**Weight**	**Properties**
Machete	1 gp	1d4 slashing	2 lb.	—
Pitchfork	5 sp	1d4 piercing	5 lb.	—
Rake	3 sp	1d3 piercing	4 lb.	—
Shears	8 sp	1d3 piercing	1 lb.	Alternate (S)
Shovel	5 sp	1d3 slashing	4 lb.	Alternate (B)

DESCRIPTIONS

Village Market weapons are essentially farm implements used as improvised weapons.

Machete. A short, sword-like slashing tool used for clearing dense vegetation.

Pitchfork. A long-hafted weapon with thin prongs, vaguely resembling a trident, suitable for lifting hay and straw.

Rake. A long-hafted weapon with hooked tines at the end, used for smoothing or cultivating crop fields.

Shears. These large scissors can be wielding as a piercing weapon. Alternately, the joint can be unfastened, producing two weapons that resemble single-bladed knives with awkward handles.

Shovel. A medium-hafted digging tool consisting of a broad, slightly rounded blade, suitable for scooping earth.

PART 4: 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.

MATERIAL 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:

Aaureus, argenteus, dahekan, dong, daric, denarius, dinar, drachma, dram, dupondius, elymais, escudo, farthing, florin, franc, guilder, kartez, 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. As an example, pages 20-21 of the *Dungeon Master's Guide* give a full description of coins for the Forgotten Realms campaign setting.

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

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.

Trade Goods (Dry Goods)	
Value	**Goods**
1 cp	1 lb. of wheat
2 cp	1 lb. of beans, cheese, flour, potatoes, or turnips; per board ft. of unusual lumber
5 cp	1 lb. of coffee, 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 or 1 sq. yd. of cotton cloth
1 gp	1 lb. of cooking spices, ginger, or honey
2 gp	1 lb. of cinnamon, pepper, wool, or per board ft. of exotic lumber, or 1 common pelt (beaver or wolf)
3 gp	1 lb. of cloves or 1 uncommon pelt (fox or mink)
5 gp	1 sq. yd. of linen or 1 rare pelt (ermine or seal)
10 gp	1 sq. yd. of silk
15 gp	1 lb. of chocolate or saffron

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.

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

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" 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.

SLAVES AS TRADE GOODS

Many evil races and societies, like the drow of the Underdark, trade in slaves. Most slavers prefer to own members of their own race, but some trade in a variety of races that are less civilized or less technologically-developed.

Slaves are used for labor, status, consumption, ritual sacrifices, and other, viler purposes. Their values vary widely by race, health, age, training, innate capabilities, and that slaver society's exact proclivities. It is difficult to create a baseline value for slaves due to these many variables.

For this reason, and because the commercial aspect of slavery is rarely a fun focus for a roleplaying game, this product does not include values for using sapient beings as trade goods. It's usually better for the game to keep those numbers abstract.

TRADE BARS

A common alternative to coins, trade bars exist in various weights, typically one pound each. (The values on the chart here are for one-pound bars.) 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 (TRADE BARS, 1-LB.)			
Value	Goods	Value	Goods
1 sp	Iron	50 gp	Gold
5 sp	Copper	100 gp	Mithral
5 gp	Silver	250 gp	Adamantine
25 gp	Electrum	500 gp	Platinum

MISCELLANEOUS

Certain other materials are like trade goods but do not hold the same value. Craft components sell for half the amount they would be purchased for.

CRAFT COMPONENTS

This category of wealth covers unfinished materials suitable for crafting specific items. The value of a craft component is half the value of the item that can be crafted from it. Such components could be sold for half that amount or instead crafted (with the right tools) into whatever whole product the components are suitable for.

For example, after raiding the alchemy lab in an abandoned wizard's tower, the party finds enough leftover ingredients and materials to craft one flask of alchemical fire. (These materials are specific to this single product.) The craft component is worth 25 gp (half the value of a flask of alchemical fire) when it comes to offsetting the material cost of crafting alchemical fire, but if unfinished will sell for only 12 gp and 5 sp. With five days of work using alchemist's tools, the ingredients could be turned into a completed flask of alchemist's fire, ready to use (or to sell for 25 gp).

Alternately, the DM could rule that certain craft components are applicable to a variety of potential products. For example, the DM might say there are unfinished blade "blanks" in a treasure pile amounting to a certain value, and that these craft components can be made into any type of sword or a bladed weapon of similar size.

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.

VARIANT: COMPONENTS BY USEFULNESS

This rule allows more variety in the value of components for certain crafts. This is particularly useful for craft components that are gathered in the wild, like the plants that can be useful with an herbalism kit or poisoner's kit.

With this variant, craft components for a crafting type come in three varieties: those specific to a single product, those specific to a small range of products, and those rare components that are useful for any product craft-able by the associated artisan's tools. In the latter two cases, the Dungeon Master can determine that the components are useable for certain items in different crafting disciplines, like a noxious herb that can be used in any alchemical, herbal, or poisonous concoction. Such items make for rare treasure indeed!

Using this rule, item-specific craft components can be sold for one-eighth of the item's market value. Specific-list craft components can be sold for one-quarter, and perfectly generic components can be sold for one-half. A component that transcends a single type of artisan's tools doubles these sale values. Weights for such materials are left to the Dungeon Master.

VARIANT: UNIVERSAL ALCHEMY

This example of the above rule provides absolute flexibility to using craft components for alchemist's tools.

Universal alchemy ingredients weigh 1 pound and take up about one quart of space for every 50 gp spent. Universal ingredients count as craft components for making any alchemical brew. As normal, half the standard price of the item crafted is deducted from the universal components when creating the product. As "perfectly generic" craft components, universal alchemy components can be resold for half their purchase value.

This rule can be used as a template to apply to simplify the craft components for other tools like herbalism kits.

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

MONSTER ARMAMENTS (VALUE x0)

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 x1/2)

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 x1)

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.

Dwarf with maulaxe, shield, and half plate armor

Magic Items (Value x?)

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.

If using the standardized item prices in Part 6, the Dungeon Master may prefer to make magic items sell for their full listed values.

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 her 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 used for selling other valuable 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.

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

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 buyer is found, the next step is to set 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.

DM's Corner: Haggling

Take care when using this random system. There's a good reason that appraisal and haggling aren't made a big deal of; selling treasure is not very entertaining. Once you go down that road, will merchants begin to charge exchange fees to convert gems to coins or service fees for handling sales of objects of art?

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, even if a character elects to take proficiency with an appraiser's tools. 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 base price, no questions asked

MAGIC SELLING PARTIES

A magic selling party is an event where a collection of magic items is for sale by one or more wealthy owners. Magic items are so expensive that these opportunities to buy must be found by ingratiating oneself into the upper crust of society in a place no smaller than a large town. Because these items are held by wealthy socialites, bargains are not subject to as much risk as when finding items sold by those of less repute.

This search requires setting a schedule of important high-society events to attend, requiring 5 downtime days and 100 gp of expenditures. This cost includes a wealthy lifestyle for the affected time. For every additional 5 downtime days and 100 gp spent to enhance and lengthen the seeker's social calendar, a +1 bonus will apply on the following roll, to a maximum of +10 following a 55-day schedule.

Once the seeker has schmoozed enough high-society types (at the end of this social schedule) she can make her bid to get invited to a magic market. The seeker rolls Charisma (Persuasion). In a high-magic campaign, add a +10 bonus to this roll. In a low-magic campaign, apply a –10 penalty to it. If the result is 1 or higher, the character is invited to a private social event where magic items are for sale. The higher the roll, the better the party and the rarer the magic items available.

A very influential character, one that makes waves in wealthy social circles, can try to arrange for the owner of a specific magic item to be at a party, willing to sell. If the Dungeon Master determines that the item sough is suitable to the campaign, it will be available if the check result is high enough for the item's rarity: 10+ (common), 15+ (uncommon), 20+ (rare), 25+ (very rare), or 30+ (legendary).

MAGIC PARTY ITEMS

Check	Available to Buy
1–5	1d6 rolls, Magic Item Table A
6–10	1d4 rolls, Magic Item Table B
11–15	1d4 rolls, Magic Item Table C
16–20	1d4 rolls, Magic Item Table D
21–25	1d4 rolls, Magic Item Table E
26–30	1d4 rolls, Magic Item Table F
31–35	1d4 rolls, Magic Item Table G
36–40	1d4 rolls, Magic Item Table H
41+	1d4 rolls, Magic Item Table I

The Magic Item Tables are found on pages 144 to 149 of the *Dungeon Master's Guide*.

DM's Corner. These rules flavor the additional options for finding magic items described in *Xanathar's Guide to Everything*. As a rule, applicable to any part of this section, do not make a magic item available if the rarity would exceed what characters should get according to their level. (See Part 6, below.)

NON-MATERIAL ASSETS

Non-material assets must also be mentioned here, as they can be extremely valuable. The *Dungeon Master's Guide* calls these "Marks of Prestige."

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.

LETTERS OF RECOMMENDATION

An influential person or organization will often show its favor by granting a letter of introduction (or letter of recommendation). This finely-calligraphed letter is probably offered in an ornate scroll case or leather folio. It is marked with a signature, seal, or coded message that confirms its authenticity.

A letter is typically only valuable in a way that reflects the importance of the person who wrote it; a noble's favor probably has no value in a neighboring kingdom. If a letter is used frivolously, used too often, or otherwise used to the writer's detriment, a messenger might come to revoke it.

A letter of recommendation usually names the intended bearer(s) and provides a brief description to prevent it from being transferred or stolen. Selling or trading such an item constitutes a fraud, typically with dire results. Likewise, forging such a letter is a risky

prospect; while potentially profitable, the use of letters of recommendation is usually noted with formal observation or record-keeping, and they will be investigated if suspicious.

Here are some common letters and their effects.

Declaration of Authority. This letter typically conveys the authority of an important person, instructing and allowing the bearer to act as the issuer's agent in a limited capacity. For example, the bearer might be empowered to negotiate a certain border dispute on behalf of the duke. Such letters typically come with a mandate to act as well as the authority to do so. They are distinguished from similar letters in that they are very narrow in scope.

A particularly gruesome form of this letter comes from a ruler and obliges the bearer to hunt and kill a named person, perhaps a political enemy or a spy in the court. This letter might come from a ruler who wants the target killed, or granted as a favor to a bearer who wants to kill the target. Such letters are expected to be shown only if the bearer is caught and has no other option.

Hospitality. A letter of hospitality allows the bearer to command room and board at any public inn or eatery within the affected region. The owner may record these expenses and pass them along to the letter's issuer to receive repayment, but often the cost is not worth the effort. Ingratiating business owners may find it commercially useful to host a famous or well-regarded patron. Repayment is more commonly sought if the bearer is requiring several days of support, and the establishment's owner may well follow up with a complaint to the issuer if the bearer imposes herself for much longer.

Indulgence. This letter is granted by a religious authority and can be used to demand forgiveness for a religious or moral crime, typically the "victimless" sort, or to demand a favor from a member of the faithful. The letter might specify the exact crime, or it might be open ended. Such letters typically have no influence on civil authorities, but carry great weight to the followers of that religion.

An indulgence is often used to preemptively protect the faithful from the moral weight of certain duties. When sought out sincerely and issued with the proper authority, such a letter can act as preemptive forgiveness or divine intercession for a cleric or paladin. For example, a paladin who breaks an important oath to go undercover and rescue a group of

innocents may seek out an indulgence from the master of her order to salve her conscience and prevent her being an "oathbreaker" in a mystical sense. A cleric may have to make a bargain with the clergy of an opposing faith for the good of his congregation, and an indulgence would grant him the confidence of knowing that a higher authority within the religion approved of the act; any divine retribution is likely to befall on the issuer, rather than the bearer of the indulgence.

Letter of Marque. This letter grants license to the bearer, a private citizen, to act as a military agent of the issuer. The bearer may enter enemy territory, attack military and commercial interests, and personally profit thereby. If captured, the law of nations probably requires that the bearer be treated as a prisoner of war rather than a brigand or pirate. A letter of marque can only be given by a person who governs an area and has the authority to make war. It is only useful during a time of war.

Noble's Favor. This letter explains that the bearer holds the favor of the undersigned noble. The bearer, and any companions, might receive preferential treatment by showing the letter. It can open doors and grant access to parties and people who would otherwise only associate with the nobility. It can also be used to clear up "misunderstandings" with local authorities who would normally not take the bearer at her word. The value of this letter depends on the importance of the noble who granted it. Some people may react poorly to a letter from a noble based on politics or past grudges; showing a noble's favor can occasionally get the opposite of the desired reaction!

Trade Option. Granted by a trading conglomerate or merchant's guild, this letter allows the bearer to buy and sell goods at *standard* rates, even when these rates might otherwise be unfavorable due to regional shortages, fluctuations in the market, or the presumed foreignness of the bearer.

Warrant. A ruler so well trusts the bearer as to grant her broad investigative and policing powers. A warrant is proof against retribution or prosecution for any offense given or minor crimes committed in the course of the bearer's investigations. It requires all citizens to cooperate with the bearer's inquiries, under penalty law for failure to do so. The bearer of a warrant may also carry weapons in places where normally disallowed, like in the presence of the issuing monarch or in a city or district where weapons are forbidden.

This is an appropriate reward for characters who have repeatedly aided a kingdom by foiling criminal enterprises or intrigues.

A "lesser warrant" is a weaker version of this letter that grants only the right to bear weapons where they are otherwise forbidden.

MEDALS

Typically fashioned in intricate forms using precious materials, medals are symbols of favor or accomplishment granted by a ruler. They are meant to be worn prominently.

A medal can provide the wearer with a certain measure of respect. Members of the realm to which the medal applies are likely to recognize the medal and its meaning. Under the right circumstances, this can give a character certain social advantages. For example, a member of the royal army who recognizes a military medal may approach the wearer with a better starting attitude in a social interaction. (See page 244-245 of the *Dungeon Master's Guide*.)

A medal sometimes comes with a degree of military, religious, or civil authority. A medal in such cases can act as a letter of recommendation, after a fashion. For example, a medal in the shape of a star or shield is commonly associated with the bearer of a warrant, signaling that authority to everyone around without the wearer having to present the paperwork. A special pin indicating a lesser warrant could serve as a functional device to let the city watch know the wearer has the right to carry weapons in public.

A medal can typically be sold for 10 to 50 gp, at least for its material value, but wearing an unearned medal is often crime.

TITLES

Rules can dispense titles, as can many nobles or lesser authorities within a government. A title usually comes with a grant of land, if it is a noble title in a feudal system, but it can instead by the type to merely convey the status and authority of a political or military position. Political and military positions often grant the same benefits as a letter of recommendation, but without having to show the paper. Having a title also means the character's identity is widely known.

Noble titles come with grants of authority, nobility, lands, strongholds, or royal stipends. They typically come packaged with these and other rights,

but are subject to removal at the whim of the sovereign. Lands and strongholds are discussed in Part 7: Investments.

A character can hold multiple titles. Some titles can be inherited by the holder's heirs. Some titles come with actual duties. Failure to attend to such duties, or acting in a manner not befitting such a title, can result in it being revoked, along with any authority, benefits, or lands that go with it.

RIGHTS

Rights are typically granted by the maker of the right, or its previous holder, often in written form. A right typically flows from a letter of recommendation, from being awarded a medal, from a possessory interest in certain land, or from a title.

Rights typically flow from a ruler, but they might simply be granted by the owner of the thing over which the right is granted. For example, a deed is normally the written expression of a right to possess and use land, given by the sovereign. Such writings can describe other rights; 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 the bearer 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 the grantee to build a stronghold on select land, raise armies, and tax the peasants living in the bearer's territory. These rights typically require payment of taxes upward to higher-ranked nobles or royals, 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 uncontemplated 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 worth much less. 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 the lauding of praises and acknowledgement, grants of privileges related to political power, or bestowal of lofty-sounding titles that otherwise have no associated benefits. While these will not fill an adventurer's pockets, they might help her renown.

Favors held against skilled persons can be very valuable for adventurers. Particularly when such persons cannot afford a monetary repayment, they might craft items for the character (if provided materials), train the characters in skill or weapon proficiencies (given sufficient time), or otherwise use their time on the characters' behalf without compensation.

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 return favors in unusual or inequitable ways.

Renown is also a ready prerequisite for rights or letters of recommendation. 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 a 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. Additional rules for renown are provided in Part 7: Investments.

TIME AS TREASURE

Along with gold and magic items, "days off" function like "treasure" awarded by the Dungeon Master. Free time means breathing room for the characters, a few days to do their own thing instead of having to chase down the story.

DOWNTIME

Time is usually measured in downtime days. It can be provided between adventures, or during lulls within adventures. Each downtime day represents a potential wealth amount that characters can earn from crafts or professions. In lieu of converting them to wealth, characters can use these days for other advantageous activities like training a new proficiency or researching a new spell.

There is no guideline for how many downtime days a Dungeon Master should award, despite the inherent value. Too many downtime days will allow the characters to generate excessive wealth, while too few will prevent them from crafting or accessing various other options available in downtime. Often, the pacing of the story will control whether the characters get any downtime or how many days they get when they do.

Even when downtime might be available, some players will have no interest in downtime activities. Downtime rules call for lifestyle expenses and other bookkeeping that players might not want to deal with. On the other hand, some players might be very interested in downtime. It is up to the Dungeon Master to make sure it's available in reasonable quantities when the players want it, or to dispose of it entirely when they don't.

DM's Corner. If using the rules for rivals and complications from *Xanathar's Guide to Everything*, be aware of the reduced value of downtime days awarded. The reduction is based on the number of rivals, as well as their assets and activities. Value is reduced if the player characters cannot use downtime actions for fear of interference or attack.

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 artisanal or professional activities 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 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.

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

DESCRIPTIONS

These descriptions also apply 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 venders 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 gruit or hops.

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.

Meat. Meat cooked and ready for eating.

A chunk is a cut of meat suitable for a single meal, while a flank is a portion of the animal equivalent to 15 cuts.

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).

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.

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

Services

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

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 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 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 were 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.

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

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 work alongside the crew. The accommodations aboard a shipping vessel are often cramped and miserable.

SPELLCASTING SERVICES

Spellcasters are usually not transactional with their magic. 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 also 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 *up to* the indicated multiplier 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 simply represents an ideal cost derived from ideal circumstances.

SPELLCASTING SERVICES

Spell Slot	Pay	Multiplier	Availability
Cantrip	2 gp	x1 to x2	Small village
Level 1	10 gp	x1 to x2	Small village
Level 2	40 gp	x1 to x3	Village
Level 3	90 gp	x1 to x3	Town
Level 4	160 gp	x1 to x4	Large town
Level 5	250 gp	x1 to x4	City
Level 6	360 gp	x1 to x5	City
Level 7	420 gp	x1 to x5	Major city
Level 8	720 gp	x1 to x5	Major city
Level 9	810 gp	x1 to x6	Major city

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; a spellcaster that makes her casting commercially-available has 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 (10 gp) of its acquisition price. After a while, the spellcaster may recoup the investment cost of having such a component on hand, and might eventually turn a small profit on it.

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 costly material components consumed in the casting. Many clerics see this sort of thing as their duty and don't mind supplicants who supply their own material components. Some clerics also see this as a great 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 afford 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.

(In this case, the cleric might cast the spell first, on condition that the party complete the quest, taking this "payment" after casting so they have better odds of success.)

Wish Spells. Because there is a 33% chance that a spellcaster casting *wish* will never be able to cast the spell again, this spell is essentially unavailable for purchase through spellcasting services. This "finality effect" does not apply when duplicating other spells, so a spellcaster might be hired to cast *wish* with the spell-duplication functionality. This might be useful when only a wizard is available for hire and the party needs a cleric spell cast. Otherwise, the party could simply pay the lower cost to have the lower level spell cast directly.

MAINTENANCE COSTS

Among the most notable expenses are the extensive maintenance costs for properties, garrisons, and businesses.

A small chart in the *Dungeon Master's Guide* on page 127 reflects costs for structural maintenance. But 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 other investments, including their maintenance costs and returns, are more fully addressed in Part 7: Investments.

STARTING WEALTH

This section addresses starting wealth for characters made higher than 1st level. Poling data indicates that more than half of campaigns start at higher level. Although most such campaigns begin in the range of 2nd to 3rd level, there is still a significant number that start even higher.

Naturally, the question of starting equipment is important in such cases. Likewise, when a new player joins an existing campaign, or an old player makes a new character, a rational system of starting wealth is required if these new characters come in at a level higher than 1st.

EXISTING SYSTEMS

Prior editions had robust systems and uniform charts for starting wealth by level. From this wealth, magic

items could be purchased. The Fifth Edition takes a different approach. The *Dungeon Master's Guide* envisions four "tiers" of character power and, for *new* characters above 1st level, it provides a chart that separates wealth and magic items.

Because this additional wealth cannot be spent on more magic items, readers are left wondering what else a starting character could buy with such gold. The starting equipment systems in the *Player's Handbook* already tend to ensure that characters have enough equipment to get by.

The chart on page 38 of the *Dungeon Master's Guide* has problems, but those can be ignored if your whole campaign (every player character) is beginning at the same level. Your characters will be relatively balanced against one another and, if they are too weak to face the challenges of the game, the Dungeon Master can reduce those challenges to suit.

But the chart fails utterly where new characters enter an existing campaign. Existing characters will likely have wealth and magic items (at least) conforming with the guidelines on page 37. Those treasures will significantly exceed what is held by new characters made with the chart on page 38. A new character with this system can feel unfairly down-powered, and it can be a detriment to the party if not suitably-equipped to face the same challenges.

Moreover, the breaks at each tier are problematic. Imagine a situation where a new character is made at level 10 (+525-750 gp and no magic items). Another player joins the game only one level later and makes his new character at level 11 (+5,250-7,500 gp *and 2 uncommon magic items*). By coming in one level later, the character many times as wealthy as the early one. The chart makes abrupt jumps at each of the tiers, lacking a smooth and useful level-by-level progression.

For the above reasons, we do not recommend that DMs use the chart on page 38! Instead, this Part provides a more-nuanced chart for new characters above 1st level. Large jumps still exist between each tier, but these are mitigated somewhat by distributing wealth unevenly through each tier's levels.

WEALTH BEYOND FIRST LEVEL

The following chart provides wealth for individual characters made higher than 1st level. A newly-made character adds the wealth listed in the chart, and may buy mundane or magical equipment with it.

The listed magic item instances show the maximum number of items by rarity that a character may purchase. (A character may forego a higher rarity to buy a lower-rarity item to fill that slot, but not vice-versa.)

Minor magic items can be purchased without restriction; these include consumable items, common-rated items, and any permanent magic items found on Magic Item Tables A through E. (See the *Dungeon Master's Guide*, pages 144-145.)

RESTRICTIONS TO MAGIC ITEMS

If one of the character's chart-given magic items has an additional value based on material or special features, as explained in Part 6, wealth from this chart must be used to cover that added value.

Additionally, certain magic items are not available to starting characters, either as chart-given items or as wealth-purchased items. These magic items are listed in the sidebar here.

Level	Wealth	Magic
STARTING TREASURE BY LEVEL		
1st (Tier 1)	0 gp	—
2nd	15 gp	—
3rd	45 gp	—
4th	135 gp	1 UN
5th (Tier 2)	325 gp	1 UN
6th	1,265 gp	1 UN
7th	2,390 gp	2 UN
8th	3,765 gp	2 UN
9th	5,515 gp	2 UN
10th	7,765 gp	2 UN, 1 RA
11th (Tier 3)	10,390 gp	2 UN, 1 RA
12th	16,015 gp	2 UN, 1 RA
13th	23,515 gp	2 UN, 1 RA
14th	31,015 gp	2 UN, 1 RA, 1 VR
15th	40,390 gp	2 UN, 1 RA, 1 VR
16th	51,640 gp	2 UN, 1 RA, 1 VR
17th (Tier 4)	62,890 gp	2 UN, 1 RA, 1 VR
18th	162,890 gp	2 UN, 1 RA, 1 VR, 1 LE
19th	262,890 gp	2 UN, 1 RA, 1 VR, 1 LE
20th	387,890 gp	2 UN, 1 RA, 1 VR, 1 LE

FEATURE-DEPENDENT OPTIONS

Some class features require wealth expenditures to fully realize their potential, particularly wizards and any character proficient with medium or heavy armor.

To effectuate the intended versatility of a wizard's spellbook, allow that character to add additional starting spells to it at a cost of 100 gp per spell level (double the normal price of adding a found spell to a spellbook). These spells can be of any level for which the wizard can prepare spells. No more than 2 additional spells per wizard class level should be added this way.

To allow classes that need expensive armor to realize the potential of their armor proficiencies, the DM may provide any mundane suit of armor from the armor table in Part 1 *instead of a chart-given uncommon magic item*. This suit is mechanically identical to a normal suit of armor, but is probably old, battered, or otherwise shabby in appearance.

RESTRICTED MAGIC ITEMS

When players get to select their own magic items, problematic combinations too often crop up, particularly with any items that provide exploitable numerical bonuses.

Exploitation in this sense means gaining an unfair advantage during character creation or stacking bonuses to break out of the balanced ranges intended by the game.

For these reasons, characters may not start with an *amulet of health*, *belt of giant strength*, *gauntlets of ogre power*, *headband of intellect*, or any similar ability-setting items. These are too potent when combined with character-creation ability decisions.

For example, a new barbarian puts a score of 8 in Strength, counting on a belt of hill giant strength *to replace that 8 with a 21. The advantage works out to +6 on to hit, damage, and other Strength-based rolls, and it improves encumbrance calculations. Having such a low Strength, despite it being her most important ability, allows the new character to put much better numbers in her other abilities. This sort of nonsensical arrangement, building with the knowledge of what items can be purchased, is not be allowed.*

Neither may characters start with multiple magic items that add to Armor Class or to all saving throws, unless those bonuses are incompatible. Such combinations are described later in this Part, with characters approaching an untouchable 30 Armor Class.

Characters may not start with more than one item that stores spells or spell slots, or that restores or provides additional spell slots to the user. A spellcaster's daily slots are intended to balance her casting between cantrips and higher-level spells within the span of various rest periods. Imagine a sorcerer with a whole necklace of *pearls of power*, casting as many 3rd-level spells (quickened or twinned) as she wants during every encounter, or infinitely feeding her sorcery point pool.

Each of these limitations can be overcome with explicit permission of the DM, who can moderate whether any individual item or combination of items is unbalancing.

Alternately, the armor comes with strings attached, like association with a demanding noble patron or membership in a knightly order that imposes strict behavioral standards.

OPTION: WHOLE PARTY TREASURE

When a completely new campaign begins, with all characters starting together at a level higher than 1st, the Dungeon Master might choose to forego normal starting treasure in favor of this option.

The Dungeon Master in this scenario pools all the wealth and starting magic items for all the characters and makes one list of it. The players or their characters then select from the list in turn, or through some other fair system, to divide the pile of treasure.

This option is particularly suitable for certain kinds of campaigns. For example, the characters begin as professional gladiators until, one fateful day, they are ordered to go on an important mission in service to the city. The lord mayor escorts the characters to a treasure room where they may outfit themselves as desired before embarking.

This sort of system avoids many of the pitfalls that come with players choosing their own equipment and magic items for their new high-level characters.

OPTION: LARGE SHARED ITEMS

New campaigns often begin with a unifying factor for the player characters. And often this takes the form of some shared thing that might otherwise cost a lot of wealth to obtain.

For example, the characters lead a band of merry men in the king's forest, stealing from the rich to give to the poor. They already have a small band of military hirelings, fully financed, along with some safehouses and a fortification deep in the forest. Similarly, the characters might own a ship from which they operate their privateering enterprise and employ a trained crew. Perhaps the characters begin as powerful merchants and their allies, and they begin the campaign with a large merchant inventory for various story reasons.

Whatever the nature of the shared item or items, the Dungeon Master can simply award ownership of it to the group without any cost, or can reduce each character's starting gold to compensate. The method used should probably depend on the nature of the item; the merry men or the privateers have set goals that require them to make use of the items in question. These should not call for starting wealth reductions. On the other hand, with a bit of work, the powerful merchants could liquidate their inventory and directly bolster their own wealth. In this case, a shared reduction of starting wealth is appropriate.

TREASURE DISTRIBUTION

This final asks the question, how much gold should players get as treasure as they level? How many magic items? These difficulties have long haunted Dungeon Masters, regardless of experience level, from new fledgling storytellers to seasoned, expert world-smiths.

How many DMs, a year into a campaign, have discovered that the characters are relatively poor? That few magic items or other material rewards were distributed? Conversely, how many DMs discovered that wealth had accidentally become inconsequential in a campaign; that there is very little the player characters can't afford? (Old-timer DMs will probably admit to making both errors, perhaps repeatedly.) Somewhere between these extremes, there is a happy medium, and finding that balance can be harder than it initially appears.

With the publication of *Xanathar's Guide to Everything*, the Fifth Edition now offers a better explanation of the magic item distribution rates hinted at on page 37 of the *Dungeon Master's Guide*. As for wealth, almost no guidance is available for DMs.

Regardless of distribution rates used, the game tries to insulate its balance points against too much treasure, allowing it to operate within a broad range. It limits characters to three attunements and provides a lower range of numerical bonuses for items that affect rolls. Selling excess magic items for a mountain of gold, or finding an excess of gold in a game, does not unbalance play because there are no gold expenditures readily-available that increase character power.

The Fifth Edition works hard to remove the impact of treasure on the game, but it only succeeded in widening the range of treasure that will not break it. Too little treasure still prevents some characters from fully utilizing their class features, and it puts characters at a severe disadvantage while fighting certain creatures and in other situations. Too much treasure (and too much of the wrong kind) still puts characters at too great of an advantage against

monsters and can create balance disparities within the party.

RATES OF DISTRIBUTION

This system is inspired by the one used in prior editions of **Dungeons & Dragons**, but it is designed with purposeful flexibility.

These treasure bundles can be an enormously helpful guideline, so long as the Dungeon Master does not feel constrained by their contents and knows how to raise or lower their values based on the party's actions. Clever and heroic deeds call for greater rewards, while significant bungling might bypass an opportunity to find some of the treasure. Tips for flexible implementation are given later in this section.

OFFICIAL RATES

The *Dungeon Master's Guide* provides several reference points for interpreting its intended rates of treasure distribution. These are reinforced by the charts in *Xanathar's Guide to Everything*, which finally separates what are (mostly) consumable "minor" magic items from permanent "major" magic items.

Although the final numbers are not stated explicitly, we can see the pattern by comparing the tier descriptions for treasure on page 37, the chart for new character items on page 38, and the hoard roll charts on pages 137-138. These have been painstakingly analyzed, here at Wraith Wright Publishing, and out on the Internet. The fact that these points relate to one another with relative precision shows the Fifth Edition's purposeful design to have a specific treasure distribution rate. The core material is philosophically consistent about this treasure rate, right down to the flavor text in the *Dungeon Master's Guide* describing magical items as extremely rare.

However, the official published adventure books blow these numbers out of the water. An in-depth analysis of all Fifth Edition adventures published to-date shows a wealth and magic item distribution rate more consistent with prior editions (assuming players are diligent and collecting most of it). Not only are treasure rates doubled or tripled, but characters often get access to magic items of a too-high rarity either one or two whole tiers early. DMs should be on guard to regulate what comes out of the official adventure books; once players accept those treasure rates as the

standard, rather than the numbers in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*, suddenly there is too much gold and the official magic item value ranges begin to look very small.

CALCULATING TREASURE

The treasure bundle system is designed for DMs that want a solid baseline for treasure distribution—it may not suit the play style of all DMs or groups. It borrows from prior editions to ensure wealth consistency with flexibility, fairness, and game balance.

A treasure bundle is a collection of treasure designed to be found or earned by the player characters all at once. It is designed ahead of time so that the DM doesn't have to roll on charts or spend time imagining forms of treasure while the players wait to hear what they've found.

Dividing treasure into bundles also helps the DM calculate treasure values and distribute it with ease. Bundles aren't divided by encounter; most monsters have no treasure whatsoever, while other encounters might provide pieces of a single bundle or multiple bundles at once. Bundles might be found in a monster's layer, or perhaps given by a noble as a reward for rescuing his grandson, while other challenges do not receive such rewards.

Over the course of each character level, the party should find 4 to 7 wealth-related bundles and might find a couple of magic items. The standard number of bundles is 5 per level, but characters, through poor or exceptional play, should earn fewer or more bundles. For each party level, the Dungeon Master should have 5 bundles written out ahead of time, and perhaps a couple of spare bundles in case of exceptional player results.

WEALTH BUNDLES

To get the true wealth value of each bundle, multiply the gp number in the wealth column by the number of party members (the number of characters that will get an ostensibly-fair split of the treasure).

For example, five 11th level characters should collect treasure valued at about 11,250 gp in each bundle, doing so about five times before reaching 12th level (a total of 56,250 gp).

If characters in the party are different levels, use the average of their levels for this calculation.

TREASURE VALUES		
Party Level	Bundle	Magic Items
1st (Tier 1)	6 gp	¼ UN
2nd	12 gp	—
3rd	36 gp	¼ UN
4th	76 gp	—
5th (Tier 2)	375 gp	¼ UN
6th	450 gp	¼ RA
7th	550 gp	¼ UN
8th	700 gp	¼ RA
9th	900 gp	¼ UN
10th	1,050 gp	¼ RA
11th (Tier 3)	2,250 gp	¼ UN, ¼ VR
12th	3,000 gp	¼ RA
13th	3,000 gp	¼ UN, ¼ VR
14th	3,750 gp	¼ RA
15th	4,500 gp	¼ UN, ¼ VR
16th	4,500 gp	¼ RA, ¼ LE
17th (Tier 4)	40,000 gp	¼ UN, ¼ VR
18th	40,000 gp	¼ RA, ¼ LE
19th	50,000 gp	¼ UN, ¼ VR
20th (per 30,000 XP)	30,000 gp	¼ UN, ¼ LE

WEALTH MATH

A character that saved every gp in her share for levels 1 through 19 (an impossible task) would have 775,780 gp as she hit level 20. This figure is based on average results of the hoard rolls in the *Dungeon Master's Guide* (pages 136-139).

Each table has an anticipated number of times a party will roll on it (page 133). The average wealth roll for each table was multiplied by its anticipated number of rolls and divided by four, the number of party members contemplated in those rules.

The result for each tier was distributed across each level within it, using a ratio to match each level's XP requirement, rounding off to whole-gp figures. The ratio of gp to XP earned is 2:20 in the first tier, 5:20 in the second tier, 15:20 in the third tier, and 100:20 in the fourth tier.

That standard per-level wealth gain was then divided by five, splitting it among the average number of treasure bundles earned at each level.

MAGIC ITEMS

In addition to five wealth bundles, a magic item or two might also be among the treasure. Multiply any ¼ magic item value indicated at a level by the number of party members (the number of characters that will get an ostensibly-fair split of the treasure). At the level where that value reaches a whole number, one magic item of the indicated rarity will also be among the treasure for that level. Carry forward any remainder values.

For example, six 1st level characters should reach a total uncommon magic item value of 1½ during 1st level, meaning one uncommon magic item is among their treasure. The remaining ½ uncommon value carries forward. Nothing is added during 2nd level. At 3rd level, the six characters accrue another 1½ uncommon magic item value, for a total of 2 with their prior remainder. The party finds two uncommon magic items during their 3rd level, and has no remainder value to carry forward.

LEVEL 20 TREASURE

Characters at 20th level continue to earn treasure. The party finds a level's worth of bundles for every 30,000 experience points they earn above 355,000.

The party also calculates additional magic items at those intervals. When the party reaches at least 1 legendary item per member, exchange future-indicated LE fractions (and any remainder) for VR fractions. When the party reaches at least 1 legendary and 2 very rare items per member, exchange future-indicated VR fractions (and any remainder) for R fractions.

STOCKING THE TREASURE CHART

For ideal results, the DM should make a "treasure chart" of each character level at the start of the campaign, each level having five "bundle" lines, a couple of "magic item" lines, and maybe a couple of spare bundles charted in case of exceptional play. (Keep these latter bundles separate from the others.)

On each bundle line, the DM should write in treasure with a wealth value based on the chart and the number of players. If one bundle goes a bit over, toss the remainder into one of the coin bundles. Likewise, if a bundle goes over a bit, subtract the difference from one of the coin bundles.

On the magic item lines, the DM should write in any magic items that will be discovered within that level. These results are again based on the chart and the number of players.

WEALTH BUNDLES

For a balance of items, consider using (2) coin bundles, (1) simple magic bundle, (1) objects of art bundle, and (1) mundane object bundle.

Bundles should probably be themed to make their treasure seem like a logical collection of items based on the setting and their owners. To help you quickly find suitable items for each bundle, you can consult the treasure charts in this Part.

Coins. fill two bundles with "money," like coins, gemstones, trade bars, and other lightweight highly-fungible assets. These should be easy for the party to carry and readily spendable.

Coins should be described colorfully where possible. "Loose" coins usually come in purses (tiny pouches with no weight or value beyond their contents), tied together with strings looped through the coins' center holes, or kept together by some other simple method. The coins themselves should indicate where and when they were minted, sometimes providing a bit of history to the treasure. Most coins should be local in origin, but you can mix things up by making some coins foreign or ancient in origin. Where the source of the coins doesn't matter, mix in some trade bars.

Letters of credit are also good coin alternatives. Their value may depend on what banking house or financial account they are drawn on. Letters of credit are worth a fraction of their face values unless redeemed at the appropriate financial institutions. Some letters could be for accounts that are overdrawn, or they could be expired, reducing their worth or making them entirely worthless. A truly ancient letter of credit will have no value except to historians. When placing such objects, use their true values to fill the wealth bundle, not the amount written on these letters.

Simple Magic. Fill one bundle with potions, scrolls, magical ammunition, or any other magic item that is useable once (or a limited number of times) before being completely and permanently expended. This includes limited-use magic items like a *necklace of fireballs*. It also includes wands if your campaign uses the rule variant: Wands That Don't Recharge. In

addition, you may occasionally include common-rated permanent ("simple") magic items in this bundle.

Simple magic items include all non-consumable common-rated magic items, such as those that only have special properties (see Part 6), as well as the following "minor" magic items: *alchemy jug*, *bag of devouring*, *bag of holding*, *cap of water breathing*, *chime of opening*, *cloak of the manta ray*, *decanter of endless water*, *driftglobe*, *eyes of minute seeing*, *folding boat*, *goggles of night*, *helm of comprehend languages*, *Heward's handy haversack*, *horseshoes of speed*, *immovable rod*, *lantern of revealing*, *mariner's armor*, *periapt of health*, *portable hole*, *ring of swimming*, *robe of useful items*, *rope of climbing*, *saddle of the cavalier*, *sending stones*, *wand of magic detection*, *wand of secrets*. Permanent magic items in this category should be dispensed rarely, but should not interfere with the distribution rate for normal ("major") magic items.

Be mindful of party levels when selecting item rarity. Do not place consumables that are rare until the party reaches level 5, or very rare until the party reaches level 11, or legendary until the party reaches level 17.

Be particularly careful not to exceed the one-bundle value of simple magic items if you use the *essentia* rules found in the next Part. Each character should find, on average 20 simple magic items in the course of reaching 20th level.

If your party has a wizard, be sure to place at least one or two wizard spell scrolls, at least one at the highest spell level the wizard can prepare. Without these occasional spellbook additions, the intended versatility of that class feature suffers. Finding another wizard's spellbook is a great alternative to scrolls.

Objects of Art. Place objects of art in one bundle. This category covers an endless variety of objects, from sculptures and paintings with value based only on the talent and popularity of the artist, to jewelry and other objects manufactured from inherently-precious materials.

Some art objects, like jewelry, are easy to carry. Others, like a set of gilded antique chairs, are harder to carry away. Provide a range of items with variable portability; don't always make these too easy or too hard to carry home and cash in.

A list of example objects of art from the *Dungeon Master's Guide* is provided below.

Mundane Objects. Use the final bundle to include mundane items into this final <u>one bundle</u>.

Armor, weapons, tools, and various non-precious trade goods make up the content, so long as they're worth hauling home to sell. *Remember that mundane objects sell for half cost, so build this bundle up to double its normal value in mundane goods.* Treat masterwork or ornamented items as trade goods, worth full value when stocking treasure bundles.

Characters proficient with medium and heavy armor will not achieve the full potential of these class features without obtaining expensive suits of armor. Considering placing such suits when the party is between 4th and 6th level, even if their values would take up multiple bundles or would displace future levels' bundles. Alternately, count a good suit of expensive armor as the equivalent of an uncommon magic item.

Mundane objects should be relatively portable; eight bleating goats, a 200-pound cask of oil, and a troubadour's wardrobe of colorful costumes are valuable things, but they might leave your players wondering why they still play in your campaign.

If the players are wholly bent toward commercial endeavors, like running a large mercantile business or collecting taxes as important landholders, treasure bundles can be awarded in very different forms. Instead of dividing treasure among coins, art objects, and the like, you can award it as rising bank balances, notes of debt, and accounts receivable.

Example Objects of Art

While the other categories of equipment are fully explained and priced in other Parts of this product, objects of art are not. Following are some standard objects from the *Dungeon Master's Guide* to place in treasure bundles or to inspire you to create your own. These are provided here so you don't have to pick up another reference book when making treasure bundles. Each object of art is grouped alphabetically with items of like value.

25 gp. Black velvet mask stitched with silver thread, carved bone statuette, cloth-of-gold vestments, copper chalice with silver filigree, embroidered silk handkerchief, gold locket with painted portrait inside, pair of engraved bone dice, silver ewer, small gold bracelet, small mirror set in a painted wooden frame

250 gp. Box of turquoise animal figures, brass mug with jade inlay, bronze crown, carved ivory statuette, gold bird cage with electrum filigree, gold ring set with bloodstones, large gold bracelet, large well-made tapestry, silk robe with gold embroidery, silver necklace with a gemstone pendant

750 gp. Bottle stopper cork embossed with gold leaf and set with amethysts, carved harp of exotic wood with ivory inlay and zircon gems, ceremonial electrum dagger with a black pearl in the pommel, gold dragon comb set with red garnets as eyes, obsidian statuette with gold fittings and inlay, silver and gold brooch, painted gold war mask, silver chalice set with moonstones, silver-pated steel longsword with jet set in hilt, small gold idol

2,500 gp. A necklace string of small pink pearls, embroidered glove set with jewel chips, embroidered silk and velvet mantle set with numerous moonstones, eye patch with a mock eye set in blue sapphire and moonstone, fine gold chain set with a fire opal, gold circlet set with four aquamarines, gold music box, jeweled anklet, old masterpiece painting, platinum bracelet set with a sapphire

7,500 gp. Bejeweled ivory drinking horn with gold filigree, gold cup set with emeralds, gold jewelry box with platinum filigree, jade game board with solid gold playing pieces, jeweled gold crown, jeweled platinum ring, painted gold child's sarcophagus, small gold statuette set with rubies

In addition to these examples, the ornamentation rules in Part 1 can be used to turn a variety of useful armaments and equipment into objects of art.

Magic Items

Half the magic items you place for your party should be generically-applicable, at least somewhat useful to more than one member of the party. The other half should be tailored to specific characters, either usable only by that character, or to a better effect by that character. This is not hard to do; an attentive DM knows what items would be useful to each character in the game.

The previous edition suggested that Dungeon Masters poll their players to find out what magic items they wanted to find. This approach (and "tailoring" in general) got a poor reception. Players like to think they're earning their magic items through adventure, discovery, and good fortune, not having them handed

out in exactly the form desired. Therefore, direct player inquiries should be avoided when using the bundles distribution method lest the players acquire a sense of inevitability to the magic items they find. To avoid that appearance, make sure that most tailored items are not *exactly* to the specifications that a character might wish. A dwarf that favors a battle axe might get along just as well with a new magical warhammer.

About every eighth or tenth magic item that a party encounters should have a curse or some sort of serious quirk or drawback to it. Without tracking this, it is easy to go through an entire campaign and not remember to include such staples of **Dungeons & Dragons** as a *sword of vengeance* or the old *bag of devouring*!

Except for cursed items, the Dungeon Master should take care to avoid placing magic items that have little or no use to the party, unless there is a specific, story-driven reason. After all, if you give an item that no one can use, have you really given a magic item at all? Or is it just an expensive paperweight?

SAMPLE TREASURE CHART (PARTIAL)

This sample chart is for the first level of a party of five characters.

LEVEL ONE (30 GP PER BUNDLE):

- **Coins (34):** A sack of 18 gp, a stack of 6 ep, a string of 27 sp, a purse of 30 cp, one azurite (10 gp)
- **Coins (15):** Three silver trade bars (5 gp each)
- **Magic (50):** A *potion of healing*
- **Art (25):** A gold locket with painted portrait inside (25 gp)
- **Mundane (26):** Calligrapher's tools (5 gp) and three additional vials of bright purple ink (5 gp each) within a velvet-lined box (5 sp), thirty sheets of clean paper (1 sp each) in a scroll box (25 sp)
- *Uncommon:* A *+1 morning star*, with ¼ UN remainder

GIVING TREASURE

This segment talks about the circumstances that can change the distribution of treasure. Running the bundle system is quite simple; only managing the vital deviations requires the DM's careful attention.

WEALTH BUNDLES AND MAGIC ITEMS

If the DM already knows the number and nature of the encounters a party will face, she can determine how the party will acquire each bundle. Otherwise, the DM may consult her campaign's treasure chart and select bundles (or parts of bundles) and magic items ad-hoc as players search monster layers, execute heists, or get rewards from the king.

Often characters meet their experience or milestone requirements after dramatically changing plans or otherwise foiling the DM's attempt to give out some treasure in a timely, measured manner. The nature of bundles allows the DM to easily catch up if she forgets or is unable to dispense bundles within the applicable level. Characters don't have to get everything on the treasure chart that the DM wishes to give before they go to the next level.

The suggested number of treasure bundles per character level is 5 (a "baseline"), but *the party should earn up to 1 less or 2 more in any given level, based on their own actions.* For particularly-notable deeds or failures, the DM can also adjust the number or nature of magic items discovered.

TREASURE GAINS

Sometimes the characters acquire additional bits of treasure, often things not planned by the Dungeon Master and not on the five bundles of the treasure chart.

Allowing a gain to exceed what is on the chart encourages the utilized treasure-collecting method. Likewise, not rewarding an attempted gain will instead discourage that specific behavior.

All gains made within a level should be recorded by the DM to ensure that total values are no higher than twice the wealth value of that level's treasure bundles.

Here are the primary ways treasure gains occur, and the recommended ways to handle them, whether you wish to encourage them or not.

Earned Reward. Earned rewards should be the most common deviations from the treasure chart. They occur when characters go above and beyond what is expected, using bravery, cunning, or just excellent dice-rolling, to earn rewards the DM would not normally have provided. Earned rewards (and earned deficits, described in the next section) are critical for tying treasure to player deservedness. Without these, treasure rewards will feel too automatic or predestined to satisfy the players' sense of reward.

Investment income is one example of earned rewards. Successful business ventures should earn rewards that exceed the treasure chart. Otherwise, why would anyone bother? The various degrees of deviation are discussed more in Part 7: Investments. At the same time, investments should not be allowed to exceed the chart by so much as to unbalance the game. After that point, it's likely that the focus of the game has shifted into whatever activity is causing the additional gains. For example, if the characters' investments are so lucrative as to exceed the suggested limitation for bundle gains, the characters have probably stopped adventuring to focus on banking. The DM should therefore strike future rewards from the treasure chart to balance; the characters start getting normal game rewards, doing so by investment instead of adventure.

Whatever their form, earned rewards should flow from competence and diligence, heroism and risk. But they should not become commonplace. Even if the players are constantly playing well, you should only reward the very best instances of play.

Scraping. Scraping is any distracting activity that intends to scrape every ounce of "treasure" out of the game. When players spend all their time thoroughly searching every corner of every room in the dungeon, or stopping to collect every fallen enemy's weapons and armor to drag back to town for sale, the focus of the game shifts from fast-paced adventure to slow-paced logistics and unnecessary dice rolls. (To reduce scraping, the *Players Handbook* provides that "weapons and armor used by monsters are rarely in good enough condition to sell.")

Some games encourage scraping. Historically, published **Dungeons & Dragons** adventures hid important treasures in places characters would not normally think to look. This created the tradition of rolling checks to search every nook and cranny, every deep ravine or icy riverbed, despite there being no rational basis for treasure to be there. If your players truly enjoy scraping, you can decide when and where to lay additional treasure and what means are needed to collect it or carry it back to town. (You can often recognize a scraping party by the mules or wagons they bring to the dungeon, intending to haul away even the cheap, goblin-made furniture.)

If you wish to discourage scraping, do not reward searching *random* locations at all, let alone providing gains from the treasure chart. (And make sure that local merchants have no desire to buy things like battered equipment, used furniture, or chunks of wolf meat.) Conversely, where a thorough search is a rational activity, perhaps in response to clues, feel free to reward the characters with something valuable. As a quick guide, a find of incidental treasure should be no more valuable than the level-appropriate Wealth rating on the Treasure Bundles chart, above. This deviation from the treasure chart rewards successful rolling and proper interpretation of environmental signals. But it should not be successful very often. (Nor should permanent magic items be awarded so fickly.)

Stealing. Like scraping, stealing is an activity traditionally encouraged through the various editions of **Dungeons & Dragons**. But it is also one that distracts from the game and defies the Dungeon Master's usual plan for treasure.

Stealing often takes the form of pickpocketing. A random person's incidental possessions should rarely include more than a few silver pieces in a "purse" (a tiny pouch with no weight or value of its own). Purses should also include random tidbits like a handful of ammunition pieces, a few small mundane items, personal letters, or anything else likely to be found in pockets. Roll on the charts in Part 5: Trinkets, for additional inspirations. (Picking every pocket in the market is another form of scraping.)

Stealing becomes problematic when the plunder is an important magic item. Sometimes a powerful NPC ally will possess a legendary magic item, one you did not intend the characters to possesses. Or perhaps an important temple houses some powerful religious relic in its halls, the pride of the whole city. However, against all odds, through a series of clever, lucky, or brutal maneuvers, the characters manage to take the magic item. If the item can be kept by the party without being too disruptive or unbalancing, the DM should strike a magic item of the same rarity from a later

position on the treasure chart. If it is unbalancing or maybe just because it is of a rarity for which the characters are not high enough level, it can be removed from the party's grasp using the methods described in the next section. Alternately, the magic item's powers can be diminished or negated by various quirks or requirements that the party cannot (yet) fulfil. Possessing the item might also attract additional danger comparable to what would be involved with finding such an item in the normal way.

If the DM wishes to encourage or reward stealing from NPCs, the DM should feel free to apply no penalties or additional risks due to the players' daring or ingenuity, and let them have their ill-gotten loot as an addition beyond the treasure chart. A good DM will recognize when such an acquisition was a significant and fun part of the story, to be rewarded rather than diminished.

Story Treasure. Treasure that the party acquires that is dictated by important story events can sometimes be disruptive to the game. This often happens when utilizing pre-made adventures. For example, *Curse of Strad* provides your party with legendary magic items (albeit it weak ones) while they are still within the first two tiers of character power. Some such items are necessary for the advancement of the story, but the characters might be left over-powered if they play those same characters beyond the end of the adventure.

As with stealing powerful magic items, if the item is of a rarity for which the characters are not high enough level, it can be removed from the party's grasp using the methods described later or the magic item's powers can be diminished or negated when its story-need has concluded. If the item is not too disruptive or unbalancing for the party to keep, the DM should simply strike a magic item of the same rarity from a later position on the treasure chart. In this way, certain unique magic items, particularly weapons, can become "signature" items for characters, carried the rest of their careers.

When the story treasure is a massive amount of wealth, perhaps because the characters recovered the king's stolen treasure but then kept it for themselves, it is best to use a couple of the treasure loss techniques described below before eventually striking enough of the treasure chart's lower wealth bundles to get the characters' treasure back toward the baseline. Of course, if some imbalance was particularly earned due

to clever play, feel free to allow the characters to keep a greater measure of it. Whatever the case, wealth reductions toward the baseline should be spread out over time, perhaps several levels, so as not to create the impression of "balancing" or invalidating the party's victories.

Half-orc pirate with cutlass and repeating hand crossbow

TREASURE LOSSES

Sometimes the characters get too much treasure; for whatever reason, they end up with a great surplus of wealth or magic items. This section talks about simple, organic ways to diminish a too-potent advantage on the treasure front. It also talks about reducing baseline treasure rewards based on party failures.

The first question the DM must ask is whether the excess treasure should be removed or left in place. The game is designed so that a surplus of magic items will not break it. (The balance will not break down within a certain range of magic item distribution.) This resilience allows the Fifth Edition to boast that a DM can fairly apply her own rate of magic item distribution, although that claim fails when the rate goes above or below certain points.

Likewise, having essentially nothing to spend excess wealth on in the core rules means that character

power is not disrupted by too much treasure. (Even when magic items can be purchased, the costs and item availability are explicitly DM-controlled.)

Moreover, the problem of magic items isn't always too many, it's often the wrong combination. Certain of the game's balancing points can be thrown off with the wrong equipment. (Some of these the DM will not notice until the characters already have the wrong combination in-hand, thus these rules address diminishing previously-given rewards.) Particularly treacherous terrain includes any items that give numerical bonuses. Armor Class ratings, to-hit bonuses, saving throw modifiers, and DCs for all types of rolls are carefully balanced within this edition.

Particularly, the bounded Armor Class of the Fifth Edition is subject to disruption. A character wearing *armor +3* (legendary) and using a *shield +3* (very rare) can have an Armor Class as high as 26. Throw on a *ring of protection* (rare) and a *cloak of protection* (uncommon), and the value jumps to 28. This doesn't count additional character-specific features like the Defense Fighting Style or a *shield of faith* spell.

If the Dungeon Master allowed the party to get these items, perhaps believing that the players would spread out the wealth instead of putting everything on their "tank-like" fighter, this might be a time to employ some treasure loss mechanisms to restore the balance of the bounded accuracy system. However, if different characters each wore only one of the items, the effect of too many items (or too-powerful items) might not be unbalancing and might not call for any magic item removal. These analyses tend to be fact-specific and cannot all be avoided by DM foresight.

When deciding whether existing treasure should be reduced, one of the most important questions to ask is whether it has made other treasures worthless. Having the legendary sword means the fighter no longer cares about most other magic items. If she has 17 more levels of advancement ahead of her in the campaign, that can be disincentivizing. Likewise, having a vault of endless gold means that characters lose all sense of material worth, putting them out of touch with how the rest of the world operates and approaches problems. These issues rob the DM of important character motivators, the enticement of future gains and the satisfaction that comes with achieving them.

Earned Deficits. The other techniques in this list are used to remove treasure that was improvidently rewarded. But this technique is different. It exists because of the notion that *treasure bundles and magic item finds are not guaranteed rewards*. The treasure chart exists so the DM doesn't have to continually calculate the balance of existing treasure in the party each time she goes to distribute new treasure. (Doing that would also discount the times where players earned the right to have less or more treasure than expected.) Nothing says the characters must accrue everything on the chart. When the characters operate particularly poorly, miss multiple or obvious clues, or simply refuse to correctly perform the tasks that would otherwise be rewarded, the DM should feel free to reduce the value of a bundle, or to strike off a whole bundle or magic item instead of distributing it.

For example, the characters agree to bust a ring of bandits operating out of the nearby forest. They discover that the mayor has been in on the operation the whole time, tipping off the bandits and collecting half of their take. Fearing political reprisal, the characters decide not to confront the mayor, despite their good alignments. The town is safe again (and experience points or milestones thus earned) but the party does not get the cut of ill-gotten plunder that the mayor stored in his basement. The DM strikes a whole bundle of gold coins from the treasure chart for that level.

Foregoing treasure can often come with other rewards. Sometimes a gain of reputation or influence might occur instead of treasure bundles. If the bandit-busting party reported the mayor to the religious authorities and left them the simple task of bringing the mayor to justice (and collecting his ill-gotten gains), the characters might find themselves in the favor of that temple despite being poorer than the DM expected. If the party did nothing about the mayor, the mayor may see them as potential allies who are owed an important favor. See the Miscellaneous Assets section of Part 4 for more ideas about non-material rewards.

Importantly, poor results on Wisdom (Perception) or Dexterity (thieves' tools) checks, the failure to decipher a treasure map, or other disasters of the dice might also lead to the reduction of a treasure bundle. It is important to enforce that the characters' own successes and failures are what drives their rewards, and to let players know that such rolls are not meaningless. However, luck-based results (poor rolling) should not be used too frequently or to reduce

treasure too much. It is usually better to reward good rolls than punish bad ones. This reduction is best left to wealth bundles—the extreme step of striking off a permanent magic item should be based on player decisions rather than a few die rolls.

Chart Balance. The easiest way to balance having given out excess treasure, whether intentional or unintentional, is to simply mark off an equal value of gains for later levels from your treasure chart. Did the players get an extra magic item because they let an NPC ally die in battle, hoping to get his enchanted armor off him? Simply mark off the next magic item the party would have found of the equivalent rarity. In this way, keeping a treasure chart is an incredibly useful system, not just to distribute treasure in a balanced way, but to cure imbalances that naturally occur. Without a point of reference, a DM will find that it is nearly impossible to keep track and accordingly reduce a treasure award as it is being crafted later. This is particularly easy to do with wealth bundles, since the amount of gold given at each level in the higher tiers is much greater than what is found in the previous tiers. The wealth-to-earned-XP ratio is 50 times higher in the 4th tier than it is in the first!

Chart balancing is a great way to use published adventure modules designed by others. Instead of changing where magic items are found, or changing the treasure these adventures award, the DM can maintain balance by simply crossing off equivalent wealth and magic items from the treasure chart. Only when the chart is being fully depleted at its levels will the DM need to reign in what the published adventure is providing. Likewise, an adventure that gives too little treasure will be evident by the remaining wealth and magic items on the treasure chart. If this is the case, the DM can easily add in some or all the leftovers from the chart to keep things fair, particularly if the party is playing well.

This technique is also appropriate if a player character dies, leaving her equipment to the party. Either the replacement character should come in with no equipment, trusting the new party to equip her, or it should come in fully-equipped and the old character's gear should be divided up and offset by striking equivalent treasure from later in the chart. This prevents a series of new characters from being an endless source of additional wealth and magic items for the party.

Chart balancing, striking later rewards off the treasure chart, only works if excess treasure has not yet become a problem. A reduction later is often enough to take care of a similar increase now, but sometimes the DM must take more immediate balancing actions. This is particularly true when a glut of treasure is demotivating the players.

Diminished Magic. A quick-and-easy way to reduce the excess of magic items or the power of magic items held by characters of too low levels, is to reduce the power of the item.

For example, the party destroys Count Strahd von Zarovich and escapes Barovia (see the *Curse of Strahd* adventure book). Now they have a handful of legendary items, which rarity they should not be using for another 7 to 10 levels. The DM can reduce the power of these items to bring them in line with rare magic items (they're already very close, much lower in power than standard legendary items), saying that their legendary powers were tied to the realm they were found in. This works for almost all legendary magic items (and artifacts) that are story-provided, and it also works for items acquired in other ways.

Incompatibility is another way to reduce magic item power, particularly items that give numerical bonuses. If the party in our Armor Class-stacking example above surprised the DM by putting all the magic items on one character, it is a simple matter to rule that the bonuses provided by these items (or all magic items) are not cumulative. "Incompatibility" can also apply between an item and a certain character who wants to use it. Perhaps an NPC's artifact only works for members of her bloodline, thus foiling the characters' dastardly intentions for it.

Adding new power to an item seems counter-productive to this goal, but it can work. If the new magic necklace turns out to be sentient, and it won't let its powers function under many circumstances, the DM is positioned to allow or prevent overpowered effects on a case-by-case basis. Similarly, a character might discover that certain powers or + ratings of a magic item will only function for characters of a specific power level, reputation, religious rank, or other mutable restricting factor. This can bring the item back into balance and allow the item to grow in power as the character grows to be worthy of it.

If the question is one of too many magic items, hidden curses or side-effects (like the Possessive special feature), can work to diminish the owning

character's inventory of other magic items. Perhaps one item demands the periodic consumption of *essentia* or the sacrifice of other magical items, and will lose its power if the owner does not comply.

The Tax. Taxation, guild dues, upkeep costs for fortifications and similar properties, the cost of diamonds to raise trusted retainers from the dead, and other unexpected expenses can serve to diminish unintended excesses of party wealth.

Such direct methods should be used carefully. Players will notice if these costs come due exactly when they get their excess treasure. It is usually better to have a debt growing or simmering in the background just in case of such an error, a debt that can keep getting put off until the characters find themselves with too much wealth. Then, having heard of their amazing good fortune, the debt holder suddenly decides to press her claim and pressure the characters to settle the debt now, even in part. Perhaps the bank calls in the mortgage on a beloved ally's farm, and the characters decide to pay the loan. Or perhaps they loan the ally enough to pay the bank, letting the ally yearly pay the party small portions of the loan. By holding such a debt, the characters theoretically still own an asset of the stated amount, but the DM now controls the rate at which the players can access it.

Another form of the tax is when the rightful owner of the treasure (or anyone who disputes ownership) comes to collect. If an item was stolen from an NPC (or taken from an allied NPC's corpse after a battle), the item's true owner or the NPC's heirs might come looking for it, and they might enlist the aid of local authorities to enforce their claim. If the party found great wealth in the bandit camp, the clergy might press them to distribute a certain amount back to the local peasants from which it was originally stolen, and failure to do so might earn a reputation as just another band of thieves, hunted or hassled by the authorities.

When using this technique to reduce wealth, never make the taxed amount the same as the treasure the party just found; doing that makes it look like they never actually found anything, and it degrades the sense of agency and reward that most players desire.

The Trade. With this option, the characters participate in their own reduction of treasure. Once the characters accrue too much wealth, or a valuable magic item, a commercial opportunity shows itself that wasn't previously available.

Too much gold? Well, that ship the characters wanted to purchase as a home base just happened to go on sale. It's a once-in-a-lifetime opportunity, and the characters can convert their wealth into something that isn't overpowering them and doesn't diminish their desire for future treasure. In fact, the ship might need additional repairs and upkeep, motivating additional adventuring.

When converting wealth to magic items or vice versa, the opportunity that presents itself often comes at a steep price. The wizard that can cast the *enchant magic item* spell, described in Part 6, wants a steep fee in addition to the material costs. It's a small price to pay since he's the only one who knows how to make this special magic item. This might mean double or triple the standard price for an equivalent magic item.
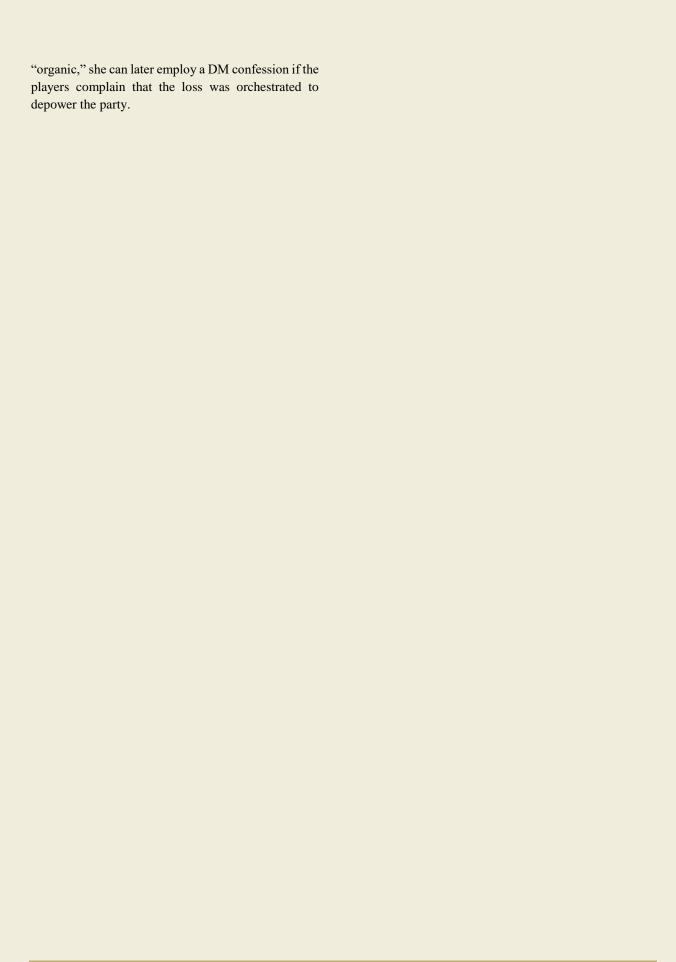
Likewise, the young noblewoman willing to pay good money for that unbalancing magic item, despite its now-evident flaws, only wants to put the item in a museum. She's not worried about the item's curse, but she's not going to pay the full price because of it. She knows no one else wants to buy.

The simplest form of the trade is exchanging an item for cold, hard cash. You can reduce the value of an item at its sale point by limiting the number of people willing to pay full price. An object of art that has no use except for its sale value might only get offers for half its worth, or even less. The players are left to decide if they want cash or if they want to hold on to it, waiting for a better buyer. And while they're holding the item, its value is not disrupting the economy of your game.

DM Confession. Most players will understand if the DM admits that the treasure award had a negative impact on the game and informs the players that some changes will be made. Many players will have already noticed they are receiving an unfair advantage if their characters have something too potent. Most players prefer a balanced game (although some will not).

After a DM confession, the Dungeon Master can simply remove the item from play with no in-game explanation, or she can employ one of the other techniques described on this list, using the DM confession to reduce any sense of arbitrary punishment the players might feel because of the loss.

A DM confession is not a necessary tool. But it is a useful one, particularly for new DMs with understanding players. Even if a DM uses a removal technique with no explanation, preferring to keep it

"organic," she can later employ a DM confession if the players complain that the loss was orchestrated to depower the party.

PART 5: 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 real-world 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 goblinoid society or metal-poor world, 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 narrow 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-leafed 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
055	A switch or other implement that was used to discipline you as a child
056	A decorative ceramic plate
057	An old little doll made from a dark, dense wood and missing a hand and a foot
058	A leather case (pouch) holding 20 intricately-carved leaden sling bullets
059	Dice made from the knuckles of a notorious charlatan
060	A set of high-quality steel sewing needles
061	A mummified bird claw
062	A woven sun hat that doubles as a basket
063	An urn containing the ashes of a hero or a politician (or a hero politician)
064	The shattered pieces of a small jade statue
065	A dead insect or unidentifiable winged creature inside a clear glass bottle
066	A 10-foot string, incrementally-knotted for use as a measuring tool
067	A military patch or other rank insignia from a lost legionnaire
068	A note of thanks from an unknown person
069	An ancient arrow or crossbow bolt of delicate design
070	A journal recording every lie that the original owner ever spoke, from small white lies to grand fabrications
071	A knife that belonged to a relative
072	A receipt itemizing a wealthy noble's dowry
073	A fan that, when unfolded, shows a sleeping dog
074	A one-pound iron trade bar. On the back is carved "The king's ransom."
075	A candle that can't be lit
076	A wood carving knife with an intricately carved wooden handle
077	A multicolored disk made of stone, clay, or a similar material

Roll	Trinket
078	A map tattooed on an old piece of human skin, rolled tightly and stored in a scroll tube
079	A small wooden statuette of a smug child
080	A letter in child's script, promising revenge on a foster parent and signed in blood
081	A glass jar containing a weird bit of flesh floating in pickling fluid
082	An eyepatch that seems to be designed for wearing over the middle of the forehead
083	A single caltrop made from bone
084	A comb carved from seashell
085	An old divination card bearing your likeness
086	A quiver with a cap that, when closed, keeps the contents dry even while submerged
087	An alabaster mask
088	A wooden practice sword with the carved autograph of a famous gladiator
089	A small cloth doll with sewn-on features, skewered with needles
090	A sharpened hovel with twenty-six notches carved along the handle.
091	A tiny cage with no door
092	A flute on which every note played sounds the same
093	A bag containing forty-seven humanoid teeth, one of which is rotten, the rest of which seem to have been removed while healthy
094	The first half of the best novel you've ever read
095	An old chess piece made from glass
096	Two heavy iron boot inserts designed to protect against caltrops
097	Two wooden toy soldiers, one with a missing head
098	A doll built for a shaman's ritualistic purposes
099	A whistle made from gold-colored wood or bone
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 monogramed 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 *right* 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 *left* 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
251	A jar containing a tiny frog that, if removed, reappears in the jar within a week.
252	A vial of black liquid labeled "unholy water"
253	A tiny glass jar with an unidentifiable brown lump of dried material stuck to the bottom. The label reads "demon heart."
254	A vial of perfume, the scent of which only certain creatures can detect
255	A silver teardrop earring made from a real teardrop
256	A needle that never bends
257	An ink pen with an internal ink well that never runs out. The pen is engraved with a name in an unknown language.
258	A ledger that changes each time it is read
259	A wooden box that holds a living worm with a head on each end of its body
260	A bit of folded cloth that, when unfolded, turns into a stylish cap
261	A glove with a prosthetic finger replacement that closes when the other fingers close
262	A sheet of parchment upon which is drawn a complex mechanical contraption
263	A tiny padlock that opens when the right sequence of numbered dials is displayed
264	A brass ring that never tarnishes
265	A child apprentice's spellbook containing incomplete notes about cantrips
266	An electrum top that, when dipped in ink, draws beautiful patterns as it spins
267	A cog or gear from an intricate machine
268	A pipe that blows bubbles
269	A clockwork bumblebee that buzzes and flops about when wound and released
270	A walking cane with an iron ferule that strikes sparks on stone
271	Several scales from a suit of armor that look iridescent, like mother of pearl
272	A tin of exceptionally-bright boot polish
273	A jack-in-the-box that weeps salty tears when it opens
274	A music box that plays by itself whenever someone holding it dances

Roll	Trinket
277	A hooded lantern with an internal sparker that can light its oil without an outside fire source
278	An unusually heavy hangman's noose
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
280	A small idol of a nightmarish creature that gives you unsettling dreams when you sleep near it
281	A satchel that preserves contained food, keeping it fresh for up to three weeks
282	An enormous scale, perhaps from a giant lizard
283	A tiny wooden sphere that, when dropped on the ground, wakes every sleeping creature within 20 feet
284	A glass orb filled with moving smoke
285	A bronze laurel that gleams even in the weakest light
286	A tiny tinker-built music box that plays a song you dimly remember from your childhood
287	A packet of purple dust that that instantly dries small objects it is sprinkled over
288	A shard of obsidian that always feels warm to the touch
289	A chain of with links made of different non-precious metals and alloys
290	A small, weightless stone block
291	An invitation to a séance for an unknown future date; only the dead may attend
292	A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
293	A hand puppet with articulating facial features
294	A mechanical canary inside a tinker's lamp
295	A jar of spices that make consumers of affected food feel nauseous two hours later
296	A tiny mechanical crab or spider that moves about when it's not being observed
297	A pair of spectacles once owned by a woman who was killed by a lightning strike
298	A glove that hums softly while worn outdoors
299	A ring that feels warm while potions are active on the wearer
300	A glass orb filled with water, in which swims a clockwork goldfish

PART 6: MAGIC ITEMS

This Part is entirely optional. It is intended for use by Dungeon Masters. This Part focuses on magic items' value and interchangeability after they are acquired. It provides precise values and it talks about methods to construct, deconstruct, and otherwise alter magic items. The final section adds a wealth of new special features to better individualize magic items.

THE CLOSED ITEM SYSTEM

These rules keep magic items within a closed system. A closed system expands only at a set rate. Any intrusion into the system beyond its expected growth requires a balancing expulsion from the system. This philosophy allows the party to gain new, specific magic items that they are willing to work for according to the Dungeon Master's requirements, while keeping their total magic items to a regulated rate of growth.

Astronomical prices for magic items are the product of a game where (A) magic items can be purchased or crafted with gold, and (B) gold is not formally limited or regulated. Likewise, time, another unregulated asset, is required in high quantities to craft magic items, but this can only hope to deter crafting, not balance it. Because the levels of a party's wealth and free time are unknowable to the rules designer, being effectively unlimited, these two costs are set very high, up in the stratosphere of mere imagination.

For example, *Xanathar's Guide to Everything* suggests that creating a one-use *spell scroll* of *mass heal* (level 9) might require **a quarter-million gold pieces** and 240 days of work. That's five times the cost to craft a permanent legendary-rated magic item. That's half what it cost to build the emperor's palace! That's a third of the amount of gold a character should see across her entire 20 levels of adventuring! For that cost, there is no need to get the scroll—you could pay a handful of high-level clerics to follow you your whole career and cast that spell at your every whim.

As far as time goes, that system is a vast improvement over the *Dungeon Master's Guide*, which suggests a whopping 10,000 days (27 years) to craft such a scroll. This is beyond the adventuring lifespan of most characters. The system creates an illusion of player-made magic items, but sets costs that

are typically insurmountable. While common or uncommon items can be made within the suggested spans, rare is the campaign that allows enough downtime for a rare magic item, and almost no campaigns provide enough time for a very rare or legendary creation.

A closed system addresses this problem succinctly. It keeps the party's two treasure metrics (wealth and magic items) in separate tracks, as the game strongly suggest. Astronomical costs are no longer required for balance, even if the wealth track is potentially infinite, because there is no effective crossover of wealth into magic items. The Dungeon Master can adhere to the original magic item value ranges in the *Dungeon Master's Guide* (or the more-precise costs in this supplement) without fear that the party will buy 10 of everything. Even when using the measured distribution methods of the prior Part, this separation insulates the campaign from unexpected windfalls or errors in wealth calculations.

Using a closed system means magic items cannot be purchased unless part of the Dungeon Master's normal plan for distribution. Beside this, characters can transmute random or mismatched magic items into ones more suitable to their class features and personal preferences. The *cost* exchanged is two-for-one, but this does not really reduce value; players will likely select items that better synergize with their character sheets, improving the potency of their item collections.

ESSENTIA AND SEEDS

This closed system allows transmutations of magic items into others only within the limits set by the Dungeon Master. These limits take the form of *essentia* and *seeds*, two new concepts, influenced heavily by several prior editions. *Essentia* is a magical substance created by destroying magic items. *Seeds* are exotic components that shape the power of *essentia* into the form of specific magical items.

ESSENTIA

Essentia is created by destroying magic items using methods like the *disenchant magic item* spell. It is the marrow of magic items, the vital life force required for

their creation and continued function. The techniques for creating raw *essentia* in other ways were lost long ago.

Essentia is a dark brown mass of pulpy fibers that cling together in physic-defying ways. This material resembles wet wood pulp but is dry to the touch. Sometimes tiny tufts of the material will break off a mass of *essentia* and float away in a non-existent breeze. For safe storage, spellcasters will diffuse the fibers into a container of water. *Essentia* is typically carried in one-pound flasks, each holding up to 1,000 gp in *essentia* value. The material can be easily identified by its unique smell, like ozone.

Wealthy spellcasters sometimes trade *essentia* with one another in exchange for important favors. But they almost never sell it. The substance remains incredibly difficult to acquire without destroying a magic item; it is found rarely, and only then in very valuable treasure hoards. *Essentia* can be detected by such spells as *detect magic*, but it shows no specific school of magic.

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Variant: Magic Brews

Common-rated potions (the *potion of healing* and *potion of climbing*) are considered "quasi-magical" items. These can be crafted either with normal magical methods, or they can be created with mundane methods, even by non-spellcasters.

Likewise, the brews and poisons that can be created with alchemist's supplies, herbalism kits, and poisoner's kits are quasi-magical. These too can be crafted mundanely, or by magical means as common-rated magic items. This means that mundane or truly magic versions are both available, each with the same effect, except that a magic version could be faster to make but will not function within an area of antimagic.

For example, if you find an antitoxin or *potion of healing*, the Dungeon Master will determine if it was created with an herbalism kit using mundane means or by a spellcaster with the *enchant magic item* spell. Usually, the difference is obvious; an antitoxin made mundanely looks like a dark liquid with a foul smell, while a magical antitoxin might be a clear liquid, or one made of visibly-magical material.

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Essentia has several functions. First and most importantly, it is an ingredient to the creation of magical items. A magic item crafter must incorporate an amount of *essentia* into her process, the value of which equals the full value, or half the value, of the item being built, depending on techniques and outcomes. Details for this process are described below.

Second, *essentia* can be used in the place of costly spell components that are expended when casting spells. For example, a *raise dead* spell requires a diamond worth at least 500 gp, which the spell consumes. The spellcaster could expend *essentia* in place of the diamond or to make up the difference in value if she only had a smaller diamond on hand. Because *essentia* is so valuable, this function of the magical pulp is rarely employed. For example, a cleric needing to raise someone from the dead right away, but having no diamonds nearby, might choose to disenchant a magic item to make use of its *essentia*. This function of *essentia* works for any spell with costly, consumed components. It does not work for spells whose costly components are not consumed.

Essentia in the right amounts can also be mixed with ink to duplicate the effects of "rare ink," and is used to create *spell scrolls* or to scribe spells into a wizard's spellbook. The amount of *essentia* within the ink must be worth at least 50 gp per level of the spell to be inscribed.

Because *essentia* is detectable as magic, there are many other uses to which it can be put. An amount mixed with lacquer and coating a wooden box might foil a *detect magic* spell, masking the magic of contained items, so long as the *essentia* used was costlier than the value of any single item within. A trail of *essentia* could be left through a forest, sprinkled too lightly to notice with the naked eye, but clear to someone using *detect magic*. Additional uses, and their exact parameters, are left to the Dungeon Master.

Seeds

The *Dungeon Master's Guide* instructs that a magic item may require special materials or locations for crafting. Just as a spell might need a material component—a mundane items whose essential nature helps a spellcaster conjure and shape the magic of a spell—so too does a *seed* help an artificer conjure and shape the magic for her creation.

Every magic item requires a *seed* to create, except for *spell scrolls* and certain potions. Unlike most spell components, which are purchased in a comprehensive pouch, *seeds* tend to be difficult to acquire.

When acquired, a *seed* had some tangible physical form, or it is held representationally in some sort of container, or it is a location where all enchantment must take place to infuse certain properties. Once the *seed's* power is transferred into an object to create a magical item, the *seed* became a formless essence within the magic item, the "spirit" that defines it power and direction. (Its physical form remains, but unable to be used as a seed in future creation.) A *seed* is also the foundation for a sentient item's temperament or the personality behind an item's minor properties and quirks. The proclivities of such items reflect the pieces from which they were fashioned. A *seed* that required evil deeds to harvest gives an evil mien or alignment.

Seeds take many forms. Usually, they are not "magical" and cannot be distinguish by *detect magic* spells. The one thing common to all *seeds* is that they need some level of challenge to acquire. The rarer the magic item to be crafted, the harder it will be to find the right *seed*, although *seeds* gathered from evil deeds or sources tend are a little easier to acquire.

When characters wish to create magic items, the DM decides the nature of the *seed* required. This information is contained in a formula. (See below.) Sometimes an outlay of gold is all that is needed to buy such a *seed*. Sometimes a journey to the neighboring city, handled in downtime, is the only requirement. But more often, the crafter will need to go somewhere distant and do something dangerous to get a *seed*. As with finding a magic item by delving into a monster's layer, crafting a magic item probably requires a similar level of risk-to-reward. The DM should also allow the character to seek out one of several *seed* options for the same item. This is particularly important when describing esoteric or non-concrete items to collect. The *seed* used has deep implications for the flavor or special features of the new magic item, so the player should have some choice in the matter.

The exact form of a *seed* must match key parameters of the item; not just the magical effect, but also its shape. Such conformity is decided by the Dungeon Master. This requirement explains why some magical effects are limited to certain forms. A different form would be possible with a different *seed*, but only a few *seeds* are well known among arcanists

and arcanists. A character intending to craft a magic item can automatically determine what *seeds* would be suitable if the creation is a standard magic item or the creator possesses a formula. (See below, or page 141 of the *Dungeon Master's Guide*.)

SAMPLE MAGIC ITEM SEEDS

Rarity	Example
Common	An uncommon type of fur, as from a wolf; sweat from the artificer's brow, collected while working in a garden; moss taken from a temple roof
Uncommon	Rainwater collected in a silver basin on the night of the full moon; oak leaves from a tree that grows over a grave; the signet ring of some minor-ranked noble; a laboratory or library where great learning takes place
Rare	The ashes of a very valuable painting; mushrooms from a faerie ring; a bone from your distant ancestor; the site of a recent ritual sacrifice of a sentient being
Very Rare	The blood of a hanged person who was sentenced and executed but innocent of the crime; a flower that grows only in the distant and treacherous fire swamp; the teeth of a powerful beholder; a platform built of rare materials high above sea level and etched with runes
Legendary	The petals of a rare cactus that flowers only once in a decade; roots of a rhyme tree which grows only in the haunted forest from which no one returns; ore from the heart of a volcano; the forge of a primordial creature located in a deep fissure in the ocean floor
Artifact (for illustrative purposes)	The tears of an ancient dragon; the brain of a creature that will become extinct when you kill it; the severed voice of a powerful emperor

For example, an *oathbow* is always a longbow (*Dungeon Master's Guide*, page 183). It is never any other type of bow. If someone wanted to make a shortbow into a version of this magic item, a different *seed* would be required, one not commonly known to magic item crafters. Discovering the right *seed* might require a significant amount of exploration, research, or invention.

If the *seed* requires defeating a monster, the challenge rating (CR) of the creature should adhere to this range: 1-3 (common item), 4-8 (uncommon item), 9-12 (rare item), 13-18 (very rare item), 19+ (legendary item).

If the Dungeon Master that does not wish to regulate what magic items the party turns its *essentia* into, she can make *seeds* for standard magic items available from local spellcasters for a nominal price, or otherwise make *seeds* easy to acquire. This still allows the DM to impose special *seed* requirements if a character wishes to create a magic item that varies from the standard options.

FORMULAS

The very first requirement for crafting a magic item is acquiring a formula. Spellcasters do not automatically intuit the complex methodology of stuffing magical power into mundane items and producing specific results. Controlling access to formulas is another way the Dungeon Master can control what magic items the party has access to.

A formula imparts the various techniques needed for a specific magic item. A formula is a cross between ritual directions and the notes for a science experiment. It is usually written in a book or on a loose sheet of parchment, often accompanied by complex diagrams. When not in a book, formulas are typically kept safe in protective scroll cases.

Importantly, a formula describes at least one, but typically several, *seed* options. Two formulas for the same item can have a great deal of variance in the methods and materials used; just like *seeds*, the nature of the formula, or the deeds needed to follow its instructions, can have an impact on the flavor and special features of the resulting magic item.

A formula, particularly one not created from scratch, may or may not include minor properties or quirks. This is determined by the Dungeon Master, and may affect the value of the formula.

Alternately, the Dungeon Master may allow that minor properties and quirks themselves have their own distinct formulas, a combination of these with a normal formula allows the spellcaster to customize the craft of a magic item. (Purposefully adding quirks to an item is useful because these reduce the amount of *essentia* needed for an item's creation.) An item with only minor properties or quirks is a common-rated magic item.

Depending on the rarity of magic items in your game world, formulas can be purchased from certain sellers, experts in their fields, or they can be found as treasure. A formula typically has *double* the value of the magic item it provides directions for crafting. While not magical itself, the formula can be used to combine *essentia* and *seeds* to make the magic item in question, doing so as often as time and resources allow.

A formula might be discovered in a hoard in the place of a magic item. Or it could be pieced together from multiple discoveries using downtime activity for research. Sometimes these notes or activities simply give the ability to craft the sought formula with calligrapher's tools, using the normal crafting rules.

The copying or creation of formulas might be beyond the ability of player characters, particularly legendary formulas. Remember that the default setting makes these techniques rare, essentially nonextinct.

NEW SPELLS FOR MAGIC ITEMS

The following 1st-level spells make use of the *seeds* and *essentia* system to manipulate magic items. They are particularly useful in campaigns that do not provide years of downtime so cannot use the optional magic item crafting rules in the *Dungeon Master's Guide* or *Xanathar's Guide to Everything*.

These spells can be learned or prepared by any spellcaster, but not automatically. They represent one set of methodologies for creating and manipulating magic items. At the Dungeon Master's option, these spell effects can be produced (as if they were not spells) by spellcasters with the ritual casting feature.

To keep these systems rare or mysterious, the Dungeon Master may restrict them to non-player characters. Alternately, the Dungeon Master might only allow access to the *Brew Healing Potion* or *Scribe Spell Scroll* spells, designating them as using different, more common techniques.

Another approach to limit these spells is to prevent them ever being learned or known by a caster, while distributing a limited number of them on *spell scrolls*, just as many instances of these effects as the Dungeon Master desires. In this case, whichever classes the Dungeon Master wants can cast the spells as though they were available on that caster's class spell list.

BREW HEALING POTION

1st-level transmutation (ritual)
Casting Time: 4 hours
Range: Touch
Components: M (rare herbs valued at up to 5 gp)
Duration: Instantaneous

You cast this spell to infuse healing power into the contents of a small container, a liquid or salve that will take on curative properties and become a *potion of healing*.

You must have proficiency with an herbalism kit and construct the target substance out of the material components. Alternately, you must have a spell that heals hit points known or prepared during the casting of this spell on a target item. In the latter case, you do not need any proficiency to get the material components to mix sufficiently for the item.

After the first casting of this spell, the material components are subsumed into the object, which is then detectable as magic. Often the potion has no curative benefits after just one casting. To finish the magic item, this spell must be cast repeatedly until the total value of the rare herbs expended equals *half* the market value of the healing potion. Each individual spellcaster can only cast this spell on the same item once per day, but multiple casters can contribute to speed up the process. Additional casters must have proficiency with herbalism kits or have a spell that heals hit points known or prepared while casting.

With a spell slot of sufficient level (see below), this spell can add rare herbs to enhance an existing healing potion, turning it into a more potent version. Use the same process of enchantment described above, but subtract the item's existing value from the total value of the rare herbs required for the item's new rating. The resulting healing potion must be of a type that the spell slot's level can affect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can spend up to 25 gp worth of rare herbs with each casting and you can create a *potion of healing* or *greater healing*. When you use a spell slot of 6th level or higher, you can spend up to 100 gp worth of rare herbs with each casting and can create *potions of healing*, *greater healing*, and *superior healing*. When you use a 9th level spell slot, you can spend up to 1,000 gp worth of rare herbs with each casting and can create *potions of healing*, *greater healing*, *superior healing*, and *supreme healing*.

When you use spell slots of higher levels, you can split the rare herbs of this spell into multiple targets with each casting. This allows you to brew multiple potions at a time, and potions of various potencies.

Additional Options. A character can already create *potions of healing* just like any mundane crafts. This requires an herbalism kit, the right amount of ingredients, and no magic whatsoever. Because *Xanathar's Guide to Everything* suggests simpler methodologies for creating healing potions; the Dungeon Master may allow healing potions of any rarity to be crafted with this same mundane method. This allows a direct transfer of wealth to magic items; it would potentially spoil the separation of the party's two treasure tracks, were healing potions not so innocuous. Regardless, this choice is left to the DM.

DISENCHANT MAGIC ITEM

1st-level transmutation (ritual)
Casting Time: 10 minutes
Range: Touch
Components: V, S
Duration: Instantaneous

You maintain contact with the target common or uncommon magic item for the duration of the spell's casting, at the end of which its magic is destroyed, along with its *seed*, turning it into a quantity of *essentia* equal to half the magic item's value. The pulpy, magical substance appears on the ground at your feet or in one or more indicated containers on your person at the spell's completion. The physical form of the item remains unharmed but is now completely non-magical.

When calculating *essentia*, do not count an item's additional value based on its physical form, like the

cost of plate armor or the gold value of a magical crown. Only the base magic item value, plus the value added by special features, affects the resulting amount of *essentia*.

This spell cannot recover *essentia* from any magic item that did not use *essentia* in its crafting. This typically applies to quasi-magical items, healing potions, and some artifacts.

If this spell is used on a sentient magic item, the magic item has the option to cause the spell to fail, depending on its own interests or whims.

This spell will not work on an item that has a mystical connection with a creature, whether by attunement, the bond of a warlock's pact weapon, the magic of an active curse, or some similar effect. The connection must be severed before the spell can have any effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect a rare magic item. When you use a spell slot of 6th level or higher, you can affect a very rare magic item. When you use a 9th level spell slot, you can affect a legendary magic item.

ENCHANT MAGIC ITEM

1st-level transmutation (ritual)
Casting Time: 4 hours
Range: Touch
Components: V, S, M (*essentia* worth up to 5 gp, which the spell consumes)
Duration: Instantaneous

You cast this spell to infuse power into a mundane object with the intent of creating a common or uncommon magical item. You must begin with an appropriate mundane object as the target and the right formula and *seed* to define the resulting magic. These parameters are determined by the Dungeon Master on a case-by-case basis.

You must also be able to cast any spells that the item produces (or that it replicates in a way that is nearly identical to spells). You must have these "item spells" known or prepared at the same time you cast this spell. If the item spells have material components, these must be used in the first casting of this spell as well. If the item has the charge-capacity or the natural ability to use the spell more than once per day, multiply any necessary costly consumed components by the number of possible daily uses, or 10, whichever is lower. If an item is consumed after only one use, you need only use enough costly consumed components for a single casting. These components are additional to that of the *enchant magic item* spell.

After the first casting of this spell, the *seed* and any material components are subsumed into the object, which is then detectable as magic. Usually such an item has no magical capabilities or effects after one casting. To finish the magic item, this spell must be cast repeatedly until the total value of the *essentia* expended equals the value of the magic item. Each individual spellcaster can only cast this spell on the same item once per day, but multiple casters can contribute to speed up the process.

If the mundane item this spell targets is being crafted from raw components (perhaps using the crafting rules), this spell can be cast on the materials even before the mundane object is fully constructed, so long as the *seed* is present at the first casting. Simultaneous crafting and enchanting is a revered method for creating magic items, particularly among artisanal races like dwarves.

With a spell slot of sufficient level (see below), this spell can instead be used to increase the power of an existing magic item. The item must be one that has a variable numerical bonus, with a current rating less than +3. Use the same process of enchantment described above, but subtract the item's existing value from the total value of the *essentia* required for the item's new rating. The resulting rarity must be one that the spell slot's level can affect.

This spell does not normally give a magic item any magical special features or sentience. However, at the Dungeon Master's discretion, a specific formula or particularly rare *seed* may allow a magic item to gain one or more useful special features or sentience. If these have associated values, the total amount of *essentia* required for the enchantment is likewise increased.

For any of these processes, do not count an item's additional value based on its physical form, like the cost of plate armor or the gold value of magical crown. Only the base magic item value, plus the value added by special features or effects, determines the required amount of *essentia*.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can spend up to 25 gp worth of *essentia* with each casting and you can

create or affect a rare magic item. When you use a spell slot of 6th level or higher, you can spend up to 250 gp worth of *essentia* with each casting and you can create or affect a very rare magic item. When you use a 9th level spell slot, you can spend up to 2,500 gp worth of *essentia* with each casting and you can create or affect a legendary magic item.

Repair Enchantment

1st-level transmutation (ritual)
Casting Time: 4 hours
Range: Touch
Components: V, S, M (*essentia* worth up to 10 gp, which the spell consumes)
Duration: Instantaneous

You can use this spell to repair the enchantment of a common or uncommon magic item whose magic has been destroyed. The item's physical form must have survived or been repaired, and the Dungeon Master must determine that the item's *seed* was not destroyed, as happens with the *disenchant magic item* spell.

After a single casting, the object is once more detectable as magic. Usually, a single casting is not enough to allow any of the item's magical effects to work yet. To finish the repair, this spell must be cast repeatedly until the total value of the *essentia* expended equals *half* the value of the magic item. Each individual spellcaster can only cast this spell on the same item once per day, but multiple casters can contribute to speed up the process.

For this calculation, do not count an item's additional value based on its physical form, like the cost of plate armor or the gold value of a magical crown. Only the base magic item value, plus the value added by special features, affects the required amount of *essentia*.

Alternately, this spell can repair (remove) one or more quirks from a common or uncommon item, so long as the Dungeon Master does not rule that the quirk is essential to the item's function. The cost in *essentia* is 10 times the value reduction for the quirk. (See the expanded special features section, below.)

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can spend up to 50 gp worth of *essentia* with each casting and you can repair a rare magic item or remove its quirks. When you use a spell slot of 6th level or higher, you can

spend up to 500 gp worth of *essentia* with each casting and you can repair a very rare magic or remove its quirks. When you use a 9th level spell slot, you can spend up to 5,000 gp worth of *essentia* with each casting and you can repair a legendary magic item or remove its quirks.

Scribe Spell Scroll

1st-level transmutation (ritual)
Casting Time: 4 hours
Range: Touch
Components: V, M (*essentia*-infused ink valued at up to 5 gp)
Duration: Instantaneous

You cast this spell to create a *spell scroll* of a cantrip or 1st-level spell. *Spell scrolls* are not properly magic items; their method of creation is completely divorced from that of other magic items. Instead, they are spells partially-cast and hung in time with mystic rites, bound to a physical object. A spellcaster with the potential to cast the hung spell may read the written symbols of unbinding to unleash the stored magic.

You must have proficiency with the Arcana skill and target a single sheet of parchment, using a pen to write mystic symbols with the rare ink component.

You must also have the spell to be scribed known or prepared at the same time you cast this spell, and the scribed spell's material components are added to the casting of this spell. If a costly material component is normally consumed in casting the scribed spell, you need only expend it during the *first* casting of this spell to affect a single target.

After the first casting of this spell, the rare ink is absorbed into the parchment, which is then detectable as magic. Often the *spell scroll* is not complete in one casting. To finish it, this spell must be cast repeatedly until the total value of the *essentia*-infused ink expended equals *half* the market value of the *spell scroll*, not counting increases for costly material components. Unlike other items, a *spell scroll* cannot be collaborated on to hasten its creation process.

At Higher Levels. When you cast this spell with a higher-level spell slot, you can create a *spell scroll* scribing a spell of the same level. Alternately, you can create a lower-level *spell scroll* more quickly, taking advantage of the ability to spend more *essentia*-infused ink at a time with higher-level spell slots. As a

third option, you can create a lower-level *spell scroll* but infuse it with the power of the spell slot used.

This latter option treats the resulting *spell scroll* in all ways as having a level that matches the spell slot used, not the spell's level, including for the scroll's save DC and attack bonus, as well as any modified effects within the spell's description that may result from using a higher spell slot. This also raises the *essentia*-infused ink requirement to match the level of the spell slot used. Once you begin scribing a scroll with a higher spell slot, you must finish by using spell slots of levels at least as high. *Spell scrolls* made with spell slots of higher levels may still be transcribed into a wizard's spell book; transcription costs the same 50 gp per level of the spell (not the spell slot).

By casting this spell with a spell slot higher than 1st level, you can spend more *essentia*-infused ink, as follows: 2nd-level (10 gp), 3rd-level (25 gp), 4th-level (40 gp), 5th-level (65 gp), 6th-level (180 gp), 7th-level (210 gp), 8th-level (360 gp), 9th-level (675 gp).

When you use spell slots of higher levels, you can split the writing to cover multiple parchments with each casting. This allows you to scribe multiple *spell scrolls* at a time, and *scroll spells* of various potencies.

Additional Options. *Xanathar's Guide to Everything* suggests simpler methodologies for *scroll spells* than the normal item creation techniques, but that allows a direct transfer of gold to magic items, spoiling the separation of the party's two treasure tracks. At the Dungeon Master's option, the *essentia*-infused ink used for *spell scrolls* can be replaced with normal rare ink, the type that can be purchased from shops. If doing so, consider using the higher costs per *spell scroll* given in *Xanathar's Guide to Everything*.

TRANSFER ENCHANTMENT

1st-level transmutation (ritual)
Casting Time: 1 hour
Range: Touch
Components: V, S, M (*essentia* worth 25 gp, which the spell consumes)
Duration: Instantaneous

For the duration of the spell's casting, you maintain contact with an uncommon magic item. You also maintain contact with a mundane item into which you wish to transfer the magic item's power and *seed*. At the end of the spell, the magic is transferred, making

the target item magical and leaving the previously-magical item unharmed but non-magical.

Because of the peculiarities of *seeds*, the physical form of the new item is somewhat restricted. It must be one that matches the original if a form is suggested by the name or by other parameters of the magic item's description. For example, the magic of a shabby old *cloak of protection* could be transferred into the exquisitely-made cape or mantle that is your symbol of office, but it could not be transferred into a belt. Magic item effects that are flexible allow for more differences in the new item. For example, the description of *armor of resistance* says it can apply to any kind of armor, so you could shift its enchantment from a suit of studded leather to a suit of half plate with no difficulty.

In rare instances, the Dungeon Master may allow you to transfer an enchantment to a wholly different (or otherwise disallowed) physical form. Doing this requires the discovery and use of a new *seed*, one previously unknown to magical artificers.

If using the Rare-Material Armor variant rule (see below), *adamantine armor* and *mithral armor* derive their effects from mundane material, and are thus unaffected by this spell.

If used on an item that has special features, this spell transfers each effect that is attributable to magical power, but not the portions of special features that simply describe the magic item's original physical form or history.

If this spell is used on a sentient magic item, the magic item has the option to cause the spell to fail, depending on its own interests or whims.

This spell will not work on an item that has a mystical connection to with a creature, whether by attunement, the bond of a warlock's pact weapon, or some similar effect. The connection must be severed before the spell can have any effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can transfer the enchantment of a rare magic item. The material component for this rarity is *essentia* worth 125 gp. When you use a spell slot of 6th level or higher, you can transfer the enchantment of a very rare magic item. The material component for this rarity is *essentia* worth 1,250 gp. When you use a 9th level spell slot, you can transfer the enchantment of a legendary magic item. The material component for this rarity is *essentia* worth 12,500 gp.

PHYSICAL ALTERATION

You found a magical bronze shield carved with the face of a leering demon. You want to use the magic item, but the appearance doesn't suit your goodly clerical demeanor, nor is there room to properly emboss the emblem of your holy symbol upon it! Can you just… grind the demon face flat? How much alteration or damage to a magic item will destroy its power?

Most magical items will allow some minor alterations. The two changeable factors to consider are shape and veneer. Alterations on either scale might be limited by the nature of the magic item's *seed*, or simply by the physical integrity of the item itself. These restrictions are determined by the Dungeon Master or by the magic item's own limitations to form, found in its description.

SHAPE

Shape is the general form of a magic item. An item's shape must generally remain unaltered, though it can be resized or have small modifications. A belt must remain a belt, not a bracer. A breastplate must remain a breastplate, not incorporated into a larger suit of plate armor. So long as the item remains generally intact, and most of its major components remain, the magic should remain unharmed.

For example, if it doesn't already resize itself magically, a suit of magical armor made for a dwarf might have the interior padding replaced, the straps altered, or other adjustments made to fit a gnome. (See the Variant: Equipment Sizes sidebar in Part 1 for suggested costs for such an enterprise.)

Freestanding magical gemstones are particularly adaptable, and can usually be set into jewelry or to adorn armor or weapons without damage. Despite a great alteration in overall shape, the luster and gravitas of a gemstone sets it noticeably apart from the combined item. At the DM's discretion, certain other magic items might likewise be adaptable to significant changes in overall shape.

VENEER

These alterations are done by painting, engraving, embossing, gem-encrusting, spike-attaching, and the like, or by removing such decorations. Alterations to veneer almost never disrupt the magic of an item, unless the item's veneer has a specific purpose intertwined with its magic, or the veneer is somehow dependent on the limitations of the *seed* itself.

For example, an evil item might be built so that decorating it with good-affiliated holy symbols will interfere with its power. Likewise, a sentient magic item might reject a new coloration as a defiance of its identity and cease allowing its powers to function.

DETERMINING LIMITATIONS

A DC 15 Intelligence (Arcana) check, made after examining the item for an hour, is usually sufficient to determine the limits of alteration that a magic item will bear. The DM should make this roll in secret; a failure will yield a false result as to the degree of alteration permitted. Because of the importance and rarity of magic items, a wise owner might try to get several second opinions from other skilled arcanists before making any sort of change.

MAGIC ITEM VALUES

This section assigns reasonable, individualized values to the magic items that appear in the official, published Fifth Edition game materials.

VALUATION RANGES

Each magic item fits into a broad valuation category. The chart below combines two charts found in the *Dungeon Master's Guide*, providing the general power level, costs, and restrictions on items of each type.

In this product, each item is priced individually using rarity ranges as base-lines. However, these prices are not restricted by their rarities—rarity is only one of two factors by which magic items are rated. Pricing is more faithful to the power of an item, as calculated by a categorizing system developed in-studio at Wraith Wright Productions. This system also reflects, the second official rating factor, the stratification of magic items in the magic item tables.

While artifacts are charted in this product, they are valuable beyond any mundane wealth rating. They are not assigned prices in the official materials or in this product. Artifacts should only enter the game for specific story reasons and should typically have a limited function outside the confines of story-based applications, or a limited time that they spend in the player characters' hands.

ADDITIONAL COSTS

Some magic items are version of expensive mundane items, like intricate coin armor or rare firearms. A suit of *+1 plate* armor is far more valuable than a suit of *+1 leather* armor, so why should magical plate and magical leather cost the same?

The *Dungeon Master's Guide* simply pushes *+1 plate* into a higher rarity category on the magic tables. *The Comprehensive Equipment Guide* tries to take a more nuanced approach, something needed when suppling valuation for all types of +1 armor. The remedy for the plate/leather disparity is to simply add the mundane value of the item to the value of an enchanted version to determine its final value.

Because mundane item values within a certain range are too minor to quibble over, you may wish to do this only if the item's value is above 50 gp. However, avoid this if the magic applied to the item is itself already quite cheap; you don't want an item to be made cheaper by applying a tiny magic effect to it.

RARITY, VALUE, POWER, AND MINIMUM CHARACTER LEVEL

Rarity	Rating	Value Range	Max Bonus	Max Spell	Min Character
Common (CO)	Minor	[1] – 100 gp	–	1st level	1st level
Uncommon (UN)	Major or minor	101 – 500 gp	+1	3rd level	1st level
Rare (RA)	Major or minor	501 – 5,000 gp	+2	6th level	5th level
Very Rare (VR)	Major or minor	5,001 – 50,000 gp	+3	8th level	11th level
Legendary (LE)	Major or minor	50,001 – [250,000] gp	+4	9th level	17th level
Artifact (AR)	Major	Priceless (n/a)	+4	9th level	n/a

The Secret System

Fifth Edition **Dungeons & Dragons** has two systems of power and value for magic items, one shown and one not.

The first, visible system is the set of value ranges provided for items by rarity. Rarity should reflect power, and thus cost. As expected, the value ranges increase as rarity increases. But a close examination reveals that items are not well-classified within their rarities based on power. Equivalent items like the *ring of protection* and *cloak of protection* are in different rarity categories. Sometimes weaker items like a *frost brand* (+1d6 damage) are rarer than more powerful ones like a *flame tongue* (+2d6 damage). Rarity, it would seem, means just that… how rare the item is. There is a correlation with power, but it is not exact.

The second system, the "secret" one, is hidden in the stratification of the magic item tables in the *Dungeon Master's Guide*. The nine tables separate items by escalating value categories and by "minor" and "major" categories. Minor items (Tables A through E) represent consumable items and a handful of permanent items of low power. Major items (Tables F through I) give normal, permanent items. The stratification of these charts by power deviates from rarity ratings.

Any attempt to give precise values to magic items, as this product does, must be aware of (and work within) both overlapping systems. Prices cannot simultaneously conform to rarity and power.

Added Costs. Certain special features applied to magic items are so useful or powerful as to be worth an additional increase in cost. The expanded rules for magic item special features (below) addresses these added costs in detail. If a magic item has additional powers or benefits that are not represented in these rules, the Dungeon Master should feel free to modify the overall value of the magic item to suit.

A permanent item that only has minor powers or quirks is a common-rated magic item. Regardless of the balance of costs, such an item has a minimum value of 50 gp. For example, a magic item with a minor power rated at 15 gp and a quirk rated at -75 gp would normally apply a -60 gp modifier to the item's overall cost. However, since these are the item's only magical effects, it would be a common-rated magic item, valued at the minimum cost of 50 gp. An item is still considered common-rated if it costs more than 100 gp, so long as it has only minor powers and quirks.

Sentience. This alone does not generally increase the value of a magic item; although having an extra set of "eyes" (or other senses) to keep watch at night can be valuable, the potential for conflicts more than makes up for the added value. However, if the sentience has some additional power that can be brought to the wielder's aid, the Dungeon Master should feel free to modify the item's value accordingly.

Scrolls. For *spell scroll* costs, remember to add the value of any costly material components that the spell needs to consume; these are "baked in" to the scroll at creation so that the spellcaster does not need them on hand to use the scroll.

Chart Values

The charts below set base prices for each standard magic item, to be modified as described above. Each chart addresses one tier of rarity.

Prices. The Fifth Edition has multiple official examples of exact values for certain magic items. However, these are not meant to be "true" values; they conflict with one another, with the values in the *Dungeon Master's Guide*, and with values used in Adventure League games. As a result, it is best not to rely on any official price examples.

The following prices are pegged to functionality and work within the original ranges given in the *Dungeon Master's Guide*. Their costs are internally consistent with one another; using a closed system for magic items, their costs remain reasonable regardless of the amount of gold a party has. *If any value is "wrong" for your group, feel free to adjust it to match the usefulness your players will get from it.*

Key. Magic items include those from the *Dungeon Master's Guide* and other sources. Other books are noted as follows: *Lost Mines of Phandelver* [LMoP], *Hoard of the Dragon Queen* [HotDQ], *The Rise of Tiamat* [[TRoT]], *Prince of the Apocalypse* [PotA], *Out of the Abyss* [OotA], *Curse of Strahd* [CoS], *Tomb of Annihilation* [ToA], *Xanathar's Guide to Everything* [XGtE].

Consumable Magic Items (By Rarity)

Item	Value	Item	Value
Common (level 1+)		*Potion of gaseous form*	150 gp
Arrow of walloping [XGtE]	15 gp	*Potion of heroism*	200 gp
Bead of nourishment [XGtE]	6 gp	Potion of invulnerability	1,500 gp
Bead of refreshment [XGtE]	2 gp	*Potion of mind control, beast* [TotYP]	640 gp
Candle of the deep [XGtE]	1 gp	*Potion of mind control, humanoid* [TotYP]	1,000 gp
Perfume of bewitching [XGtE]	50 gp	*Potion of mind reading*	100 gp
Pot of awakening [XGtE]	25 gp	Potion of superior healing	500 gp
Uncommon (level 1+)		*Quaal's feather token, anchor*	200 gp
Ammunition, +1	25 gp	*Quaal's feather token, bird*	270 gp
Bottled breath [PotA]	160 gp	*Quaal's feather token, fan*	110 gp
Dust of disappearance	30 gp per use	Quaal's feather token, swan boat	165 gp
Dust of dryness	75 gp per use	*Quaal's feather token, tree*	75 gp
Dust of sneezing and choking	110 gp per use	Quaal's feather token, whip	110 gp
Keoghtom's ointment	200 gp per use	*Scroll of protection, any*	250 gp
Oil of slipperiness	150 gp	Spell scroll, 4th-level	320+ gp
Philter of love	75 gp	*Spell scroll, 5th-level*	500+ gp
Potion of animal friendship	75 gp	**Very rare (level 11+)**	
Potion of fire breath	100 gp	*Ammunition, +3*	2,500 gp
Potion of greater healing	150 gp	Arrow of slaying, any	7,505 gp
Potion of giant strength, hill	150 gp	*Candle of invocation*	550 gp
Potion of growth	100 gp	Nolzur's marvelous pigments	525 gp
Potion of poison	150 gp	*Oil of sharpness*	2,600 gp
Potion of resistance	150 gp	Potion of flying	1350 gp
Potion of water breathing	150 gp	*Potion of giant strength, cloud*	550 gp
Seeker dart	55 gp	Potion of invisibility	210 gp
Spell scroll, 2nd-level	55+ gp	*Potion of longevity*	4,800 gp
Spell scroll, 3rd-level	135+ gp	Potion of mind control, monster [TotYP]	7,200 gp
Storm Boomerang [PotA]	65 gp	*Potion of speed*	370 gp
Rare (level 5+)		Potion of supreme healing	950 gp
Ammunition, +2	250 gp	*Potion of vitality*	1,100 gp
Bead of force	500 gp	Spell scroll, 6th-level	1,800+ gp
Elixir of health	150 gp	*Spell scroll, 7th-level*	2,100+ gp
Necklace of fireballs	270 gp per bead	Spell scroll, 8th-level	3,600+ gp
Oil of etherealness	1,500 gp	**Legendary (level 17+)**	
Potion of clairvoyance	150 gp	*Potion of giant size* [SKT]	7,600 gp
Potion of diminution	100 gp	*Potion of giant strength, storm*	950 gp
Potion of giant strength, fire	500 gp	Sovereign glue	1,000 gp
Potion of giant strength, frost	200 gp	*Spell scroll, 9th-level*	8,100+ gp
Potion of giant strength, stone	200 gp	Universal solvent	1,000 gp

All consumable magic items (on the chart above) are "minor" magic items, as are any below noted with an asterisk (*). For details, see the Secret System sidebar on the previous page and the wealth distribution rules in Part 4.

Magic Items (Uncommon, Part 1)

Item	Value	Item	Value
Adamantine armor	300 gp	Mask of the beast [ToA]	60 gp
Alchemy jug*	125 gp	Medallion of thoughts	165 gp
Amulet of proof against detection and location	350 gp	Mithral armor	270 gp
Bag of holding*	400 gp	Necklace of adaptation	200 gp
Bag of tricks	425 gp	Night caller [TotYP]	1,350 gp
Balance of harmony [TotYP]	100 gp	Pearl of power	500 gp
Balloon pack [PotA]	30 gp	Periapt of health*	105 gp
Blood spear [CoS]	410 gp	Periapt of wound closure	150 gp
Boots of elvenkind	115 gp	Pipes of haunting	165 gp
Boots of striding and springing	105 gp	Pipes of the sewers	120 gp
Boots of the winterlands	750 gp	Piwafwi [OotA]	105 gp
Bracers of archery	400 gp	Quiver of Ehlonna	350 gp
Brooch of shielding	200 gp	Ring of jumping	150 gp
Broom of flying	1,350 gp	Ring of mind shielding	300 gp
Cap of water breathing*	250 gp	Ring of swimming*	125 gp
Circlet of blasting	110 gp	Ring of warmth	115 gp
Cloak of elvenkind	165 gp	Ring of water walking	175 gp
Cloak of protection	1,300 gp	Robe of serpents [SKT]	10 gp per serpent
Cloak of the manta ray*	950 gp	Robe of useful items*	10 gp per item
Decanter of endless water*	435 gp	Rod of the pact keeper, +1	300 gp
Deck of illusions	7 gp per card	Rope of climbing*	110 gp
Driftglobe*	215 gp	Saddle of the cavalier*	105 gp
Elemental gem	1,000 gp	Sending stones*	210 gp
Eversmoking bottle	250 gp	Sentinel shield	200 gp
Eyes of charming	60 gp	Shatterspike [TotYP]	450 gp
Eyes of minute seeing*	100 gp	Shield, +1	225 gp
Eyes of the eagle	150 gp	Slippers of spider climbing	115 gp
Figurine of wondrous power, silver raven	55 gp	Spell gem	
Gauntlets of ogre power	1,500 gp	Obsidian [OotA]	50 gp
Gem of brightness	300 gp	Lapis Lazuli [OotA]	100 gp
Gloves of missile snaring	250 gp	Staff of the adder	350 gp
Gloves of swimming and climbing	150 gp	Staff of the python	250 gp
Gloves of thievery	100 gp	Stone of good luck (luckstone)	1,500 gp
Goggles of night*	220 gp	Stone of ill luck [TotYP]	50 gp
Hat of disguise	200 gp	Sword of vengeance	450 gp
Headband of intellect	1,500 gp	Trident of fish command	530 gp
Helm of comprehending languages*	200 gp	Wand of entangle [TotYP]	225 gp
Helm of telepathy	1,210 gp	Wand of magic detection*	115 gp
Immovable rod*	175 gp	Wand of magic missiles	175 gp
Insignia of claws [HotDQ]	300 gp	Wand of secrets*	115 gp

Magic Items (Uncommon, Part 2)

Instrument of the bard		Wand of the war mage, +1	350 gp
Doss lute	900 gp	Wand of web	225 gp
Fochlucan bandore	570 gp	Weapon, +1	250 gp
Mac-Fuirmidh cittern	560 gp	Weapon of warning	275 gp
Javelin of lightning	160 gp	Wind fan	110 gp
Lantern of revealing*	220 gp	Winged boots	400 gp
Mariner's armor*	150 gp	Wingwear [PotA]	135 gp

Magic Items (Rare, Part 1)

Item	Value	Item	Value
Amulet of health	1,500 gp	Figurine of wondrous power	
Amulet of protection from turning [TotYP]	4,600 gp	Bronze griffon	905 gp
Armor, +1	525 gp	Ebony fly	605 gp
Armor of resistance	600 gp	Golden lion	1,510 gp
Armor of vulnerability	4,500 gp	Ivory goats	3,000 gp
Arrow-catching shield	1,575 gp	Marble elephant	905 gp
Bag of beans	505 gp	Onyx dog	505 gp
Banner of the krig rune [SKT]	4,500 gp	Serpentine owl	505 gp
Belt of dwarvenkind	3,545 gp	Flame tongue	4,525 gp
Belt of giant strength, hill giant	5,000 gp	Folding boat*	840 gp
Berserker axe	1325 gp	Gavel of the venn rune [SKT]	950 gp
Blod stone [SKT]	2,200 gp (+5,000 gp gem)	Gem of seeing	1,080 gp
Boots of levitation	200 gp	Ghost lantern [ToA]	1,200 gp
Boots of speed	550 gp	Giant slayer	750 gp
Bowl of commanding water elementals	1,000 gp	Glamoured studded leather	725 gp
Bracers of defense	5,000 gp	Gulthias staff [CoS]	560 gp
Brazier of commanding fire elementals	1,000 gp	Hell hound cloak [TotYP]	3,250 gp
Cape of the mountebank	640 gp	Helm of teleportation	3,150 gp
Censer of controlling air elementals	1,000 gp	Heward's handy haversack*	350 gp
Chime of opening*	550 gp	Horn of blasting	540 gp
Claws of the umber hulk [PotA]	3,200 gp	Horn of Valhalla, brass	2,700 gp
Claw of the wyrm rune [SKT]	4,200 gp	Horn of Valhalla, silver	1,890 gp
Cloak of displacement	3,300 gp	Horseshoes of speed*	550 gp
Cloak of the bat	3,120 gp	Instrument of the bard	
Cube of force	4,200 gp	Canaith mandolin	1,094 gp
Daern's instant fortress	4,100 gp	Cli lyre	2,010 gp
Dagger of venom	525 gp	Ioun stone	
Dimensional shackles	2,000 gp	Awareness	750 gp
Dragon slayer	1,250 gp	Protection	850 gp
Dragontooth dagger [TRoT]	5,675 gp	Reserve	1,000 gp
Eagle whistle [TotYP]	405 gp	Sustenance	200 gp
Elven chain	625 gp	Iron bands of Bilarro	3,300 gp

Magic Items (Rare, Part 2)

Item	Value	Item	Value
Loadstone [TotYP]	50 gp (+150 gp gem)	*Scorpion armor* [ToA]	850 gp (+1,500 gp plate)
Opal of the ild rune [SKT]	2,720 gp	*Shield, +2*	2,250 gp
Orb of the stein rune [SKT]	1,070 gp	*Shield of missile attraction*	2,200 gp
Periapt of proof against poison	2,400 gp	*Spell gem*	
Piwafwi of fire resistance [OotA]	705 gp	Quartz [OotA]	550 gp
*Portable hole**	3,000 gp	Bloodstone [OotA]	1,350 gp
Ring of animal influence	950 gp	*Spider staff* [LMoP]	715 gp
Ring of evasion	2,700 gp	*Staff of defense* [LMoP]	1,100 gp
Ring of feather falling	75 gp	*Staff of charming*	1,200 gp
Ring of free action	3,200 gp	*Staff of healing*	1,800 gp
Ring of protection	1,300 gp	*Staff of swarming insects*	1,890 gp
Ring of resistance	600 gp	*Staff of the woodlands*	5,000 gp
Mace of disruption	800 gp	*Staff of withering*	110 gp
Mace of smiting	825 gp	*Stonespeaker crystal* [OotA]	550 gp
Mace of terror	860 gp	*Stone of controlling earth elementals*	1,000 gp
Mantle of spell resistance	2,500 gp	*Sun blade*	4,500 gp
Mirror of the past [TotYP]	3,800 gp	*Sword of life stealing*	1,050 gp
Necklace of prayer beads	0 gp (+additional beads)	*Sword of wounding*	1,450 gp
Bless bead (per bead)	+20 gp	*Tentacle rod*	1,100 gp
Curing bead (per bead)	+110 gp	*Vicious weapon*	275 gp
Favor bead (per bead)	+1,000 gp	*Wand of binding*	1,550 gp
Smiting bead (per bead)	+110 gp	*Wand of enemy detection*	770 gp
Summons bead (per bead)	+2,600 gp	*Wand of fear*	950 gp
Wind walking bead (per bead)	+2,600 gp	*Wand of fireballs*	1,490 gp
Ring of spell storing	5,000 gp	*Wand of lightning bolts*	1,490 gp
Ring of the ram	810 gp	*Wand of paralysis*	5,000 gp
Ring of x-ray vision	2,400 gp	*Wand of the war mage, +2*	2,600 gp
Robe of eyes	1,480 gp	*Wand of viscid globes* [OotA]	3,300 gp
Robe of summer [TotYP]	750 gp	*Wand of winter* [HotDQ]	940 gp
Rod of rulership	600 gp	*Wand of wonder*	810 gp
Rod of the pact keeper, +2	3,000 gp	*Weapon, +2*	2,500 gp
Rod of the Vonindod [SKT]	550 gp	*Weird tank* [PotA]	1,600 gp
Rope of entanglement	2,200 gp	*Wings of flying*	2,450 gp
Saint Markovia's thighbone [CoS]	650 gp		

Chart Deviations

Deviations in price-to-rarity occur because these prices track to the usefulness of items instead of their true rarities. While the calculated values for various effects are informed by the categories they belong to, there is no way to make every price match both the item's usefulness and its rarity category. For example, some items have identical, or near-identical effects.

The *horn of Valhalla* comes in three rarities. All versions summon berserkers (CR 2 creatures) but in slightly different quantities. Each progressively-more potent horn simply summons, on average, three more berserkers at a time. Because the effects are so similar, these items have similar costs, despite being spread across the rare, very rare, and legendary item categories.

Magic Items (Very Rare, Part 1)

Item	Value	Item	Value
Amulet of the black skull [ToA]	7,200 gp	Manual of bodily health	48,000 gp
Amulet of the planes	42,000 gp	Manual of gainful exercise	48,000 gp
Animated shield	5,250 gp	Manual of golems	6,000 gp
Armor, +2	5,250 gp	Manual of quickness of action	48,000 gp
Bag of devouring*	150 gp	Mirror of life trapping	50,000 gp
Belt of giant strength		Navigation orb [SKT]	35,000 gp
Fire giant	25,000 gp	Nine lives stealer	38,950 gp
Frost giant	10,000 gp	Oathbow	8,730 gp
Stone giant	10,000 gp	Pennant of the vind rune [SKT]	610 gp
Bracelet of rock magic [TotYP]	9,560 gp	Ring of regeneration	12,000 gp
Carpet of flying	5,500 gp	Ring of shooting stars	1,260 gp
Cloak of arachnida	2,400 gp	Ring of telekinesis	10,000 gp
Conch of teleportation [SKT]	36,000 gp	Robe of scintillating colors	5,100 gp
Crystal ball	10,000 gp	Robe of stars	20,140 gp
Dancing sword	5,300 gp	Rod of absorption	22,000 gp
Demon armor	325 gp	Rod of alertness	14,900 gp
Devastation orb [PotA]	7,200 gp	Rod of security	21,000 gp
Dragon scale mail	5,275 gp	Rod of the pact keeper, +3	30,000 gp
Dwarven plate	5,400 gp	Scimitar of speed	7,750 gp
Dwarven thrower	27,950 gp	Shard of the ise rune [SKT]	1,890 gp
Efreeti bottle	16,660 gp	Shield, +3	22,500 gp
Figurine of wondrous			
power, obsidian steed	1,280 gp	Spear of backbiting [TotYP]	5,250 gp
Frost brand	5,150 gp	Spell gem	
Helm of brilliance	5,250 gp	Amber [OotA]	3,200 gp
Diamond (per gem)	+6,300 gp	Jade [OotA]	5,000 gp
Fire opal (per gem)	+405 gp	Topaz [OotA]	18,000 gp
Opal (per gem)	+405 gp	Spellguard shield	7,000 gp
Ruby (per gem)	+906 gp	Staff of fire	5,040 gp
Horn of Valhalla, bronze	3,780 gp	Staff of frost	13,430 gp
Horseshoes of a zephyr	6,000 gp	Staff of power	49,850 gp
Ingot of the skold rune [SKT]	1,150 gp	Staff of striking	26,500 gp
Instrument of the bard, Anstruth harp	12,300 gp	Staff of thunder and lightning	3,650 gp
Ioun stone		Sword of sharpness	1,675 gp
Absorption	8,000 gp	Tome of clear thought	48,000 gp
Agility	5,600 gp	Tome of leadership and influence	48,000 gp
Fortitude	5,600 gp	Tome of understanding	48,000 gp
Insight	5,600 gp	Wand of polymorph	2,160 gp
Intellect	5,600 gp	Wand of the war mage, +3	25,100 gp
Leadership	5,600 gp	Weapon, +3	25,000 gp
Strength	5,600 gp		

Magic Items (Legendary)

Item	Value	Item	Value
Apparatus of Kwalish	55,000 gp	*Korolnor scepter* [SKT]	34,060 gp
Armor, +3	52,500 gp	*Lost crown of Besilmer* [PotA]	4,400 gp
Armor of invulnerability	11,600 gp	*Luck blade*	50,050 gp
Belt of giant strength, cloud giant	55,000 gp	*Moonblade*	Varies based on effects
Belt of giant strength, storm giant	95,000 gp	*Orcsplitter* [PotA]	5,300 gp
Blackrazor	225,000 gp	*Plate armor of etherealness*	52,000 gp
Bookmark [ToA]	26,430 gp	*Ring of djinni summoning*	28,800 gp
Cloak of invisibility	6,400 gp	*Ring of elemental command*	
Crystal ball		Air	9,570 gp
+Mind reading	12,200 gp	Earth	8,450 gp
+Telepathy	12,500 gp	Fire	5,570 gp
+True-seeing	17,200 gp	Water	10,780 gp
Cubic gate	61,200 gp	*Ring of invisibility*	1,100 gp
Dawnbringer [OotA]	4,750 gp	*Ring of spell turning*	4,500 gp
Deck of many things	100,000 gp	*Ring of three wishes*	48,600 gp
Defender	51,250 gp	*Robe of the archmagi*	70,000 gp
Dragon mask, black [HotDQ]	16,850 gp	*Rod of lordly might*	31,295 gp
Efreeti chain	76,600 gp	*Rod of resurrection*	25,200 gp
Elemental weapons		*Scarab of protection*	7,900 gp
Drown [PotA]	7,750 gp	Spell gem	
Ironfang [PotA]	10,900 gp	*Star ruby* [OotA]	21,000 gp
Tinderstrike [PotA]	12,900 gp	*Ruby* [OotA]	36,000 gp
Windvane [PotA]	10,850 gp	*Diamond* [OotA]	81,000 gp
Gurt's greataxe [PotA]	810 gp	*Sphere of annihilation*	75,000 gp
Hammer of thunderbolts	89,550 gp	*Staff of the magi*	109,950 gp
Hazirawn [HotDQ]	27,500 gp	*Sunsword* [CoS]	4,700 gp
Holy avenger	101,500 gp	*Sword of answering*	55,000 gp
Holy symbol of ravenkind [CoS]	17,200 gp	*Talisman of pure good*	177,850 gp
Horn of Valhalla, iron	4,590 gp	*Talisman of the sphere*	15,000 gp
Icon of Ravenloft [CoS]	4590 gp	*Talisman of ultimate evil*	169,750 gp
Instrument of the bard, Ollamh harp	12,540 gp	*Tome of the stilled tongue*	2,500 gp
Ioun stone		*Vorpal sword*	65,500 gp
Greater absorption	30,000 gp	*Wave*	64,000 gp
Mastery	10,000 gp	*Waythe* [TotYP]	1,495 gp
Regeneration	2,640 gp	*Well of many worlds*	200,000 gp
Iron flask	60,500 gp	*Whelm*	52,500 gp

In further examining price deviations from rarity ratings, note that consumable (single-use) magic item values are often significantly less than multi-use or constant-effect effects, particularly as their rarities increase. Consumables therefore have costs lower than their assigned rarities would suggest, usually lower than that of a similar permanent item.

Spell duplication is another common source of deviation. Items that duplicate spell effects, or allow the user to cast spells, are costed based on the level of the spell, the number of times the effect is usable per day, any restrictions on who can use it, any enhancement or reduction of the effect compared to the standard spell, whether there is a particularly-high

saving throw DC, and a host of other factors. These factors are applied consistently across all items to give uniform costs relative to actual value, meaning that some item prices fall outside their rarity categories.

This problem is particularly true of legendary magic items. Although most come close, very few of the incredibly-scarce items have powers sufficient justify costing over 50,000 gp. Many are comparable in power only to rare or very rare items. This proves the minor/major (magic Item chart) rating system to be superior to the rarity rating system for gauging value.

For example, the legendary *ring of invisibility* only duplicates a 2nd-level spell, despite being usable by non-spellcasters and functioning any number of times per day for any duration. While the item is incredibly rare, it is listed in the legendary item category for 1,100 gp, not 50,000+ gp.

In the opposite direction, some items' powers are too potent to fit the value of their rarity categories. For example, uncommon magic items typically provide only a small (+1 or +2) numerical advantage to one or two types of roll. However, the uncommon *gauntlets of ogre power* can far-exceed this, situationally granting up to +6 or higher, and doing so for every roll that includes Strength.

In each case where price falls outside rarity range, rarity still functions in its literal sense, to make some items rarer than others. The legendary *iron horn of Valhalla* remains much rarer than the uncommon *silver horn of Valhalla*, and it shouldn't normally be accessible to the player characters until they reach 17th level.

Level restrictions play an important role in rarity balance. Look at the *cloak of protection* and the *ring of protection*, which fall into different rarity categories. Even where these have similar effects, the fact that one object is rarer than the other serves to keep the party from acquiring and combining certain items until they can access the higher-level rarity category. For example, a character may acquire a *+1 shield* before a suit of *+1 armor*, preventing these cumulative pluses from applying at 1st level.

Special Features

Special features are the individual traits that serve to give each magic item a unique feel and range of capabilities. This is a powerful tool to keep magic items from feeling dull or commonplace.

Sorcerer with combined staff focus and fustibalus

Special Feature Options

Non-consumable magic items can have special features. The more an item has, the more unique its flavor.

Number of Special Features

Not every item should have a special feature from each of these four categories. Some should have less or none. Some might have more than one special feature in one or more of the categories.

The DM can randomly determine an item's features, or can select them herself, or a combination of the two. The higher the item's rarity category, the more likely it is to have a special feature in each category. However, lower rarity items particularly risk making magic items commonplace, so each should have at least one special feature.

Bringing it All Together

The hardest part of using special features, and the most rewarding part, is getting each feature to fit into a unified theme. Whatever method of special feature selection, the DM should use some creativity to ensure that all of them work together in a unifying manner;

these extra peculiarities should give the item a logical and interesting flavor, not a disparate or incongruous one.

While fully possible, it can be challenging to meld some of the roll results. A DM should not feel obligated to adhere to roll results, *or even to roll at all*. If a feature doesn't make sense, roll again, select something else, or just don't have a special feature from that category. In fact, rolling should probably only be done if the DM is not already inspired, and the DM should switch to just selecting features as soon as she gets an idea for the item's theme.

Special Feature Prices

Special properties and quirks are too useful or harmful to be considered incidental to the item's normal value. Where a special property or quirk has a parenthetical value listed, positive or negative, add or subtract that amount directly from the value of the magic item.

Identifying Features with Lore

Magic item identification, whether by the *identify* spell or by a focused examination during a short rest, reveals only the item's properties and how to use them. However, the item's special features typically remain obscure short of casting a *legend lore* spell.

This system allows characters to identify the special features of magic items with only a cursory examination, allowing quick recognition of its general details.

The following rules call upon Intelligence-based "lore" checks. Because bards have traditionally been the purveyors of such rumors and folk lore, a character with the Magical Secrets or Additional Magical Secrets class feature has advantage on any of these lore rolls.

Arcana (First Roll)

The *Player's Handbook* describes this skill as the one covering lore about magic items. An arcana roll is therefore the first roll made when using this system. To assess a magic item, a character that scrutinizes it (even for a moment) makes an Intelligence (Arcana) check against a difficulty of 15 to determine the nature and scope of all the item's special features. This check also determines whether an item is cursed, something that normal identification methods will not reveal.

If this standard check fails, some information might be gleaned from an alternate source of lore, using the same DC. A character should only get one additional check, choosing one of the following Intelligence-based skills that the DM decides are applicable:

History

This check can reveal an item's special feature(s) from the history chart. This roll might also reveal the creator or intended user if the item is something of historic significance.

Investigation

This check can reveal any special feature, so long as there is a physical detail to the item that suggests it.

For example, this skill might interpret an abstract etching on the item to be a hint to a minor property's activation command phrase, or instructions for a sinister ritual to use the item in, or the unique signature of the item's creator.

Nature

This check can explain features related to druidic magic or origins, a creator race in tune with nature (like elves), or quirks that effect or replicate natural phenomenon.

Religion

This check can reveal any of the item's special features that are directly related to religion or the divine. This applies if the item was created by a deity, produces divine magic, has a history of religious significance, or the like.

New Special Features

The following charts expand the special features found on pages 142-143 of the *Dungeon Master's Guide*, from 60 options to 400 options. Additionally, these new features are more nuanced, many providing more than one option or effect. These can be used as inspiration to create more special features of any given type.

WHO CREATED IT?

This chart describes the origins of magic items, typically their creators or intended users. Usually these are the same, but sometimes they are not. Sometimes both the creator and intended user are known, sometimes only one or neither is discernable.

Although magic items can come from many sources, some are more prevalent than others. The chart below gives a hundred options, but each should not be equally represented. Rather than randomly rolling a source, it is recommended that the Dungeon Master choose one that will make sense for the campaign and inspire the rest of the item's features. When in doubt, the source is probably related to the prior holder of the item, the most prevalent intelligent race or creatures in the region, or the most magically-gifted race or creatures in the region.

Generic. The first entries are of various classes, vocations, political positions, or even states of health. They are assumed to be of whatever race or subrace of intelligent creatures dominates the area. For many campaigns, this will mean humans.

If the campaign's focus is not on lands dominated by humans, use something more appropriate. For example, a campaign that takes place in the depths of a high elven empire would have more items that were made for and by high elves, so an entry of "Arcanist" would refer to a high elf arcanist.

If the Dungeon Master finds the following categories to be too simplistic, she can use the various roles and states suggested here to expand upon the details for any of the chart's later entries.

Civilized Humanoid. The next choices include humanoids of societies with levels of culture and civilization like humans. These are the other races typically suitable for player characters, regardless of social proclivities. These intermingle with humans and with each other in many fantasy settings, as will their magic items, but most worlds assume they will not dominate the landscapes that player characters interact with as humans do.

Monstrous Humanoid. These entries represent the humanoids that are not the typical allies of civilized humanoids. They might be quite hostile, or they might be neutral and simply have very few intersections of commerce and culture.

Items from these creatures stand out when wielded by player characters. An orc's weapon will be overlarge and crudely-crafted. A merfolk's armor will be made of foreign materials collected from below the waves. While such items may look out of place, they are well enough suited for any humanoid.

Other Creature. These are either non-humanoid creatures, or are much larger or smaller than humans. Most magic items that player characters will find were made for or by humanoids of some kind, thus having sizes and shapes suitable to be worn, wielded, carried, and otherwise manipulated by player character races. However, creatures of other sizes and shapes are often perfectly capable of creating magic items.

When such items can be used by players, they have sometimes been made for the creature's own use but are adaptable to humanoids. For example, a ki-rin might craft a narrow metal band to be worn on its horn. This item might fit a humanoid as a normal ring or a bracelet, depending on its size. A cloud giant might craft a suit of armor that magically resizes itself to the person who attunes it.

More often, magic items made by these creatures were crafted for humanoid allies or servants. For example, an aboleth might favor its most powerful slave champions with psionic weapons to aid them in conquering drylanders. A sphynx might craft a divine item as a reward for a humanoid who completes a great quest, resolves an epic conflict, or answers a riddle for the ages.

The Planes. The final entries represent the various planes other than the Material Plane. These refer to the generic planes described in the *Dungeon Master's Guide*. The Dungeon Master should feel free to adapt these to any planes, sub-planes, or other mystical realms unique to her campaign.

Items of the planes can be made by or for any race or creatures that would dwell there. Their makeup and purposes typically reflect the plane rather that the creator. For example, a halberd associated with the Plane of Fire might have been built for the elite soldiers of various races that guard the Charcoal Palace in the City of Brass. This allows the physical makeup to resemble a weapon associated with azer, even though the azer were not the creators or intended wielders.

Items with this feature might also be crafted directly by a unique denizen of the plane, a deity, elemental lord, or similar immortal. The planes are described on pages 46-68 of the *DMG*.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 1)		
d100	**Creator or Intended User**	
	Generic	
001	**Arcanist.** The item was created by or for an order of spellcasters and bears the order's symbol or various runes of power. The order may be a secret society, a public group with a good or bad reputation, or a government agency or ruling body.	
002	**Champion.** The item was made for an important champion of some group. This could be the best fighter in a noble's stable of gladiators, the head of a knightly order, or it could be the queen's executioner or her champion for trials of combat. Alternately, a champion could represent a group in a non-martial capacity, like the legal advocate for an alliance of merchants. The appearance of the item will reflect the nature of this champion's advocacy.	
003	**Clergy.** The item was created to serve the needs of a religious administration. Note that the administrators are not necessarily the "faithful" of a religion, but serve their own bureaucratic goals within the context of their religious offices. Clerical items tend to be ostentatious expressions indicating the importance or rank of the bearer.	
004	**Entertainer.** A well-regarded entertainer or group of entertainers were once the intended users of this item. Wealthy patrons or nobles, perhaps of the infatuated variety, might finance such a creation. Items of this nature are always flashy or lustrous, intended to impress.	
005	**Hunter.** This item was built for an important hunter. In a primitive society, this might be a hunter of the mundane variety who provides food for her kinfolk. More likely, it is a hunter of spies, religious dissidents, escaped slaves, or some other dangerous role backed by affluent forces. Items with this origin are likely to appear mundane or be disguised as other items.	
006	**Merchant.** Merchants span a broad gamut of prosperity, some rivaling nobles in their ability to command the creation of magic items. The nature of this item reflects the intentions and proclivities of the merchant for which it was made. Because the merchant class tends to emulate nobility, items made for its members are often ostentatious but sometimes gaudy or made with costume baubles.	
007	**Mystic.** This was crafted for a person of solitary wisdom, one who knows various secrets and deliberates upon their importance. Mystics are typically scholars, like magic-users, but just as often mundane, like monks. Usually ascetic individuals, mystics tend to prefer items of plain appearance.	
008	**Noble.** Nobles particularly desire items with a fashionable purpose and appearance. Such items tend to be ones with a variety of effects, often visually-impressive, often needlessly grandiose.	
009	**Primitive.** A society's level of civilization or technology has little effect on its magical capabilities. Items made by or for primitives serve the needs of their societies. The physical form of the item probably reflects a low level of technological or artistic refinement; simple materials, uncut gems, and rough crafting are common.	
010	**Secret Society.** This item was made by or for a group that keeps itself secret. The defining characteristic of this feature is the purpose for which the group clandestinely gathers and acts. The secret society may be one intent on overthrowing the imperial family, foiling the slave trade in the local market, or mystically drawing an ancient evil from the Far Realm into the Material Plane.	
011	**Scum.** This broad category covers broad, underprivileged segments of society, the type that can rarely afford magic. The item might have been created for a powerful master of a thieves' guild, a peasant hero who saved a wizard from drowning, or cobbler who impressed an artificer with her craft. The item is either mundane-looking or overtly flamboyant, but rarely anywhere in the middle of that range.	

Who Created It or Was Intended to Use It? (Part 2)

d100	Creator or Intended User
012	**Undead.** The item was made for or by a powerful undead like a lich or vampire. This creature might linger within a society, known or unknown, or be a solitary creature that exists apart from society. The item incorporates imagery of death, such as bones and skulls, and it might be crafted from parts of corpses. It may feel cold to the touch.
	Civilized humanoid
013	**Aarakocra.** This feathered, winged race builds items that are light-weight and usable by flying creatures. These items are often decorated with features or imagery of feathers, or incorporate aspects of the plane of Elemental Air, from which many aarakocra originate.
014	**Dragonborn.** This item was built for or by a clan of dragonborn. Its appearance and functions typically reflect the innate abilities of a specific dragonborn color: black, blue, brass, bronze, copper, gold, green, red, silver, or white.
015	**Dwarf (Azer).** Denizens of the plane of Elemental Fire, these flame-haired dwarves are renowned for their craftsmanship. Such items tend to be heat-resistant. They are often colored bronze or built with some bronze components. Azer-origin items might be built to battle efreeti.
016	**Dwarf (Derro).** Items made for or by derro are small and often intricate. Their functions tend to serve the mad aims of this race, often related to warring with other races.
017	**Dwarf (Duergar).** Gray dwarf magic items are often suited for life underground. They are finely-crafted works, perhaps less so than those of other dwarves, but they are well-shaped none the less. Many duergar items can resize themselves to be useable in a magically-enlarged state.
018	**Dwarf (Hill).** The item is durable and has Dwarven runes worked into its design. It might be associated with a clan that would like to see it returned to some ancestral hall.
019	**Dwarf (Mountain).** This sturdy dwarven-crafted item might be ornamented with jewels or inlays of precious metals. Mountain dwarf artisans each build their crafts to be peak-level quality relative to their crafting abilities.
020	**Elf (Drow).** This item is black and inscribed with spiders and webs in honor of the Spider Queen. It may have an evil purpose or history, used for subjugation or enslavement of others.
021	**Elf (Eladrin).** This elven race dwells primarily in the Feywild. Its items are often adorned with moonstones or made with silver or mithral components. Decorations tend to reflect powerful features of nature, like great trees and mighty rivers.
022	**Elf (High).** High elves prefer items with lustrous colors, often in shades of brown and green that emulate wilderness settings. While the colors are reflective of a natural state, ornamentation or fashions are typically suited for urban environments.
023	**Elf (Wood).** An item made for or by this race is probably adorned with symbols of nature: leaves, vines, stars, and the like, and made of organic materials found in nature.
024	**Firbolg.** Firbolg items are a bit larger than those built for humans. They are simply-crafted, often crude, usually making use of unrefined materials found in nature.
025	**Gnome (Forest).** This small item is crafted to appear ordinary, and it might look worn as if from constant use or labor. When decorated, the item might have images of mushrooms, berries, pinecones, and other small forest edibles, or the tiny animals who eat them, like mice, foxes, and voles.
026	**Gnome (Rock).** Such items incorporate tiny gears and mechanical components when they can, even if these aren't essential to the item's function. A rock gnome item with moving parts is never built as simply as it could have been, often with strange and useless additional features.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 3)		
d100	**Creator or Intended User**	
027	**Gnome (Svirfneblin).** Items made by or for Svirfneblin are often associated with mining. Items that are not tools might be decorated or engraved to reflect mining activities. These items are frequently ornamented with gemstones.	
028	**Goliath.** Goliath society is competitive and isolated from other races. Their magic items are frequently the sort that aid with survival or combat. Goliath magic items are often built larger than a normal human would be comfortable handling.	
029	**Halfling (Lightfoot).** A small, practical people, halflings tend to build and use magic items for personal comfort, agricultural professions, and to improve the nature of food and drink. Lightfoot items are small and well-suited to carry on long journeys.	
030	**Halfling (Stout).** Stout halflings tend to make and use items that heighten their natural endurance. Stout halflings value longsuffering character and make magic items to suit. Like other halfling items, these tend to be sized for Small creatures. Armaments look slightly less threatening, as though made for children.	
031	**Kenku.** A kenku likes any item that is a beautiful, sparkling piece of treasure. When not overly glitzy, magic items made for or by kenku are subtle enough to avoid notice. Above all, kenku like magic items that let them fly.	
032	**Lizardfolk.** Lizardfolk are natural crafters of crude-yet-effective tools. Their magic items tend to reflect these crude qualities and materials. Items crafted for or by lizardfolk are typically made of animal hides and bones, or other creature body parts. Above all, such items are rugged and utilitarian.	
033	**Tabaxi.** Magic items built for or by tabaxi tend to be simple and unadorned. These creatures prefer magic that enlightens or illuminates a mystery, or that provides new experiences. Tabaxi frequently trade the magic items of their people, quickly losing interest in things that are "old" in favor of acquiring things that are new.	
034	**Tortle.** Tortles favor items that are small and easy to carry; despite their strength, their physical form makes it hard to wear clothing or containers like backpacks. Unless it is a weapon or shield, a magic item made for or by a tortle typically fits into a pouch. Beyond that, such items can look like any other.	
035	**Triton.** This race's crusade against the evil denizens of the depths causes them to prefer ornamented weapons and armor, particularly those conferring a noble bearing. Decorations tend to feature undersea materials like pearls, nacre, or shaped seashells rather than traditional rare metals or gemstones.	
	Humanoid monster	
036	**Celestial.** Celestials beings include couatl, devas, pegai, planetars, solars, and unicorns and others. This item, made for or by celestial beings, is inscribed with feathered wings, suns, and other symbols of good. Fiends find the presence of such items repulsive.	
037	**Centaur.** Centaurs use items that fit both humanoids and horses, their tops and bottoms, respectively. They are particularly fond of magical horseshoes. Other items made for or by centaurs tend to celebrate speed and freedom, and are often marked with symbols like arrows, lightning, and fast creatures.	
038	**Darkling.** These dark fey creatures wear the colors of night and carry nothing that would betray their presences in shadows. The only exception they allow for is weaponry; their blades come out of sheathes as bright, shiny, and deadly. Like many other fey, darklings prefer their weapons to be silver or mithral, rather than iron or steel.	

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 4)		
d100	**Creator or Intended User**	
039	**Demon/Devil/Yugoloth.** Demons include babau, balors, dretches, glabrezus, hezrous, mariliths, maw demons, nalfeshnees, quasits, shoosuvas, and vrocks. Devils include barbed devils, bearded devils, bone devils, chain devils, erinyes, horned devils, ice devils, imps, lemures, and pit fiends. Yugoloths include arcanaloths, mezzoloths, nycaloths, and ultroloths. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are crafted from the hide of fiends. It is warm to the touch and features leering faces or vile runes engraved on its surface. Celestials find its presence repulsive.	
040	**Drider.** Although driven quite mad, these transformed drow retain their cunning and magical capabilities. They make magic items as well as many other creatures. Drider items resemble those of regular drow make, but are somehow crueler in construction and intent, often barbed or adorned with sharp, tiny blades in ways that make no practical sense.	
041	**Dryad.** Dryads craft items deeply linked to natural forests. They more often bestow items on those who protect their homes than use such things themselves. An item crafted by a dryad is made of natural materials found near its home.	
042	**Githyanki/Githzerai.** The gith create and use items that hone or enhance their psionic power. Githyanki prefer martial items like armaments, while githzerai revere simple magic compatible with their ascetics. These items often inflict psychic damage or impose mind-effecting conditions like charmed, frightened, and stunned.	
043	**Gnoll.** Gnolls make and use items of feral cruelty that reflect their demonic origins. Most are poorly-maintained, rough-handled, or dilapidated in appearance. The sigil of the demon lord Yeenoghu appears on many gnoll-made magic items.	
044	**Goblin.** Goblin magic manifests with that race's cowardly, opportunistic nature as evident. Items crafted for or by goblins have no art to them, only crude efficiency. Such items tend to enhance stealth, mining, or groveling. Their appearance is universally shabby, unadorned and unkempt.	
045	**Grung.** Grung magic items are rare. They take the form of things that cannot be ruined by contact with the water that these creatures frequently immerse themselves in. Grung prefer weapons and tools to hunt with or capture slaves. Decorative items tend to be painted with colorful natural pigments.	
046	**Hag.** Items made by hags are typically made for others, and typically carry a curse of some kind. Most such items appear to be pristine platonic versions of whatever form they take. Occasionally, the user or someone around the item will get a brief whiff of some awful smell, although it won't apparently come from the magic item. A *true seeing* spell or similar magic reveals these items to be stained, cracked, or otherwise corrupted versions of whatever forms they take.	
047	**Hobgoblin.** Items made for or by hobgoblins tend to be armaments and typically signify rank or martial prowess. Such items boast bold colors associated with the original user's tribe.	
048	**Kobold.** These little creatures each have a spark of magical power in them, a drop of dragon's blood, they like to say. Kobolds prefer items that require complex triggers or with traps built in for those who activate them incorrectly. Above all, kobolds like items that have to do with dragons.	
049	**Kuo-Toa.** Items made for or by this aquatic race tend to be divine in origin. This mad race has little of the cunning needed for arcane crafts, and plenty of the devoutness needed for the divine. Kuo-toa don't use armor and prefer weapons of the type designed to capture, like nets. Otherwise, these magic items can be any made of material that will not suffer from submersion in water.	
050	**Medusa.** Items made by medusas tend toward the splendorous, serving as monuments to their vanity. Every such item is decorative in appearance, except that none of them will be mirrored or have any sort of reflective surface.	

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 5)	
d100	**Creator or Intended User**
051	**Merfolk/Merrow.** These items are suitable for use in aquatic environs. Merfolk items are decorated with scales and seashells, and are sometimes made from materials salvaged from shipwrecks, beaches, and dead undersea creatures. Merrow magic items appear cruel and war-like, made of the same materials but without decoration.
052	**Mind-Flayer.** These alien beings make items steeped in psionic power. Their effects tend toward domination and enslavement of others. While having no form particular to that race, mind-flayer magic items are often marked with Qualith bumps, a braille-like language that mind-flayers read (four lines at a time) using their tentacles. Other creatures cannot decipher these alien meanings short of magic.
053	**Orc.** Like the magic items of goblinoids, orc items tend to be crudely-built. They have the martial natures of hobgoblin items, but the dilapidation and poor craftsmanship of goblin items. Many bear markings of tribute to Gruumsh One-Eye, a god to whom orcs give regular sacrifice.
054	**Rakshasa.** Magic items created for or by rakshasa tend to be anything fitting the temperament and prestige of the influential people they masquerade as. These items are frequently associated with illusions or shifting appearance.
055	**Sahuagin.** Armor and clothing are ill-suited for sahuagin. They prefer weapons of any kind and anything made of a material that will not suffer from submersion in water. Some sahuagin know how to craft delicate magic items that duplicate the cultural arts of aquatic elves. Sahuagin who look like aquatic elves (malenti) use these items to aid in infiltrating the homes of their bitter enemies.
056	**Satyr.** These fey use magic items that serve their carnal, raucous natures. They crave rich experiences above all, so items that have or give strong flavors or scents, have bright and colorful appearances, or produce sweet sounds are common among them.
057	**Thri-Kreen.** Thri-kreen magic items are simple things, suitable for a nomadic lifestyle. They are often crafted of, or adorned with, *dasl*. This crystalline substance is created by mixing thri-kreen venom with various herbs. Thri-kreen sometimes use this substance in the place of metal when creating weapons, giving their creations the ersatz weapon property.
058	**Yuan-Ti.** Because they worship a host of snake-shaped gods, yuan-ti magic items are often adorned with snakes of various shapes and sizes, often concealed among images of jungle scenery.
	Non-humanoid
059	**Aboleth.** Many of the items created by these aberrations were made in ancient times, most for the use of favored humanoid thralls. These items are utterly alien in material and have weird effects. For example, when seen from the corner of the eye, an item might to be moving.
060	**Beholder.** Beholders sometimes make magic items for their own use, but their xenophobic natures mean they never employ servants or craft magic items for others. A beholder's magic items might be rings that fit over eyestalks (suitable for a humanoid to wear as a bracelet), or they might be a free-standing apparatus of some sort. Beholders are very intelligent and magically powerful; their magic items tend to reflect a high level of skill in artificing and craft.
061	**Dragon.** Dragons often make magic items for themselves, but are typically too vain to make items for anyone else. When they do, typical to their vanity, such items are made from the dragon's own shed scales or claws. Dragons typically have many precious metals and coins from which they can also craft adorned magic items, but they tend to save such magic for themselves.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 6)		
d100	**Creator or Intended User**	
062	**Elemental.** Only the most powerful elementals have the magical arts needed to craft magic items. When they do, these tend to be incredibly potent, of legendary of cataclysmic might. Elementals powerful enough may be of the air, earth, fire, or water types, or of the ash, ice, magma, or ooze subtypes.	
063	**Faerie Dragon.** The magical craft of these creatures often reveals a whimsical sense of humor. Such items are often merely enchanted objects that can be found in a forest; sticks, rocks, pinecones, and the like, but these might have incongruous bright colors.	
064	**Genie.** Genies are elemental spirits, more refined and less primal than found elsewhere on this chart. Items with this origin are often made for the genie's favorite mortal slaves. These magic items often have a spark of the element of which the genie is born; air for djinni, earth for dao, fire for efreeti, and water for marid.	
065	**Giant.** Many items made for giants will resize themselves for smaller humanoids. Others with this origin might be made by giants for their "smallfolk" allies and servants. Hill giants do not craft magic items, wholly lacking the necessary intellect to channel magical forces. Fire, frost, and stone giants each craft magic items suited for battle. Cloud and storm giants make a variety of items, usually more potent than can be created by their lesser kin. Giants make items that resemble or illustrate their preferred habitats.	
066	**Lamia.** Lamia surround themselves with sycophants and might reward such creatures with magic items crafted for their use. Occasionally a lamia will create a magic item to lure a goodly adventurer to its lair for seduction, corruption, or consumption. Such items are often cursed. A lamia-made item will usually bear a tiny, secret mark of the demon lord Graz'zt, betraying its true nature.	
067	**Naga.** With their hordes of arcane magic and lore, naga make items that are truly frightening in power. Many are directed at dominating or ruling other creatures, and items made for a bone or spirit naga's servants tend to help those servants enforce the naga's will. A guardian naga will make items to aid its servants in protecting the weak and the innocent. Naga-made items are often of the type that do not require hands to use.	
068	**Oni.** Oni covet magic items; any they manage to craft are usually kept for themselves. Oni prefer items of demonic or frightening appearance, like terrifying masks. They also make items that can masquerade as innocuous tools, or resized to match their various disguises.	
069	**Sphinx.** The magic items that a sphinx guards (or allows access to after sufficient testing) are usually made by gods rather than the creature itself. Although they can take any form, these items are of the type that grant such important lore or mystic insight that the creator deity deems them worthy of placing in a sphinx's guardianship.	
070	**Treant.** Some treants can harness the primeval power of the forest and channel it into the creation of magic items. As they imbue the power, they grow the items as branches of their own bodies or from carefully-cultivated trees. A treant-made item is always wooden in form.	
071	**Unicorn.** Unicorns are sometimes set in place by gods to guard certain artifacts. But they are also sufficiently magical and intelligent in nature to craft items on their own. These items are often gifts for those who have helped the unicorn protect its territory from an evil threat. Such items almost always have healing or protective properties. When used in moonlight, unicorn-made items glow with pale radiance, shedding dim light in a 5-foot radius.	
072	**Ki-Rin.** A ki-rin is a bestower of gifts and omens, some of which take the form of magical items. These items are typically crafted, with the aid of the ki-rin's servants, to serve any number of goodly causes. Such items tend to sparkle or glitter with unrestrained majesty.	

d100	Creator or Intended User
073	**Neogi.** Neogi build magical enhancements and items for their most useful slaves. These items are marked with dyes or crafted in such a way as to indicate which neogi owns the intended bearer of the item. By these signs, each neogi can identify the slaves of its betters, which it will leave in peace, or the slaves of its lessers, which it may harass if it desires.
	The Planes
074	**Acheron.** Items that hail from this realm are often made of pitted iron. They are almost always tools of warfare, usually savage weapons and battle-scarred armor. This origin is well-suited to items that provide temporary hit points or other short-term defenses.
075	**Arborea.** Items from Arborea are finely crafted, often decorated in ways that evoke a sense of strong emotions. They are typically dedicated to fighting evil. An item of this origin that came from Arborea within the last year gives the holder a vague sense of longing to seek out tranquil places in nature.
076	**Arcadia.** The magic of Arcadia is ruled by balance. Physical items are usually symmetrical in shape and decoration. They often resemble regular dwarven crafts and are dedicated to the fight against evil. This origin is particularly suited to items that resist fear, poison, and disease.
077	**Astral.** Items that come from the astral plane are often things that have been adrift untold ages in its silvery void. Items in this plane do not age, so anything taken from this place might have come from any era in history. Items made for use in this plane tend to assist with navigating between color pools.
078	**Beastlands.** This land of primal animal power produces magic that is in harmony with nature and beasts. The physical forms of these items are never made from leather or animal byproducts. They are often the type to protect or enhance animals, or to deal favorably with them.
079	**Bytopia.** Items of Bytopia reflect the unbridled fertility and productivity of the land. They are often decorated with scenes of tranquil farmland or unspoiled nature, but are never made of wood or plant byproducts.
080	**Carceri.** Magic items from this plane rarely escape it. They are often the sort that aids in survival in rough climates or in conflicts with the monstrous "inmates" of that realm. Many are cobbled together from broken pieces of other items and have a makeshift appearance about them.
081	**Elemental Air.** The item feels lightweight, as though hollow. If it's made of fabric, it feels diaphanous. White and light-blue are common colors for such items.
082	**Elemental Chaos.** This item blends the characteristics of two of the elemental planes, implicating the plane of ash (air and fire), ice (earth and water), magma (earth and fire), or ooze (air and water). This item appears as a hybrid of the two or something more precisely representing that plane.
083	**Elemental Earth.** This item might be crafted from stone. Any cloth or leather elements are studded with finely polished rock. Its colors are earth tones.
084	**Elemental Fire.** This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames cover its surface. Shades of red and orange are the prominent colors.
085	**Elemental Water.** Lustrous fish scales replace leather or cloth on this item, and metal portions are instead crafted from seashells and worked coral as hard as any metal. Portions of this object are deep blue or sea-green.
086	**Elysium.** Items from this plane are often decorated with the images of guardinals, the anthropomorphic-animal celestials native to this plane, or with images of the animals they resemble. The known guardinals are called avorals, cervidals, equinals, leonals, lupinals, and ursinals. These items are built for good purposes. Fiends feel uncomfortable touching such items.

d100	Creator or Intended User
087	**Ethereal.** Items made for use in the ethereal plane or by ethereal travelers tend to have properties that allow movement through solid objects, or that can interact with such incorporeal creatures as though they were solid. Such objects may produce a thin, white wisp of smoke or haze.
088	**Far Realm.** These items are alien, reflections of the cosmic horrors that exist beyond the multiverse. They are likely found in the hands of mind-flayers and their ilk. These items are likely to have features or curses relating to madness. Their shapes tend to include tentacles, eyes, or other disturbing features.
089	**Feywild.** This item is beautiful, infused with the glittery power of Faerie. It is a more-vibrant version of whatever form it takes. Metal components gleam like silver. Wood parts are rich and lustrous. Colors are intense. Merely holding the item conveys a sense of mystery and hidden power.
090	**Gehenna.** Items from this noxious realm rarely have helpful or curative effects. They tend to help only the user and are likely to include special features or curses related to selfishness, like the Possessive quirk. The physical form of such things is likely to include once-molten minerals.
091	**Hades.** These items are marked by misery, either in physical form or otherwise. The physical shape of such a magic item inspires despair or a loss of hope, perhaps a thieves' tools set with half the picks missing, or a cracked musical instrument.
092	**Limbo.** Items from this plane have physical forms that defy the natural order. For example, steel is soft and flexible while cloth holds a sharp cutting edge. Effects from this plane are likely to relate to fast movement or teleportation. Objects that can change shape or appearance are also common.
093	**Mechanus.** Items wrought in the plane of clockwork precision are usually dependent upon complex mechanisms, complete with tiny gears and pneumatic joints. These items are often reliable or precise, helping with character rolls of various kinds.
094	**Mount Celestia.** Items from this realm are often celestial crafts intended to bestow blessings or preserve the righteous. Objects are graceful and elegant in form, whatever their composition.
095	**Negative Energy.** Items from this plane are cold to the touch and dark in color. They are often associated with darkness, shadows, or necrotic energy. They are never bright, and never associated with healing or radiant energy.
096	**Nine Hells.** This object was probably crafted as part of some evil bargain, perhaps related to the original owner's soul. The secret terms of that deal may affect how or when the item's powers can be employed. Each item is associated with the ruler of one of the plane's nine layers, currently Zariel (Avernus), Dispater (Dis), Mammon (Minauros), Abriymoch (Phlegethos), Levistus (Stygia), Glasya (Malbolge), Baalzebul (Maladomini), Mephistopheles (Cania), and Asmodeus (Nessus).
097	**Pandemonium.** Items from this plane were certainly created by mad creature of some sort. Their purposes and forms are dark reflections of the madness inflicted by that plane. Often, the combination of magic effects and physical item shapes are incongruous, like a knife that mends torn clothing.
098	**Positive Energy.** Items from this plane are warm to the touch and vibrant in color. They are often associated with light, healing, or radiant energy. They are never dark, and never associated with shadows or necrotic energy.
099	**Shadowfell.** This item is dull in coloration, shades of gray, regardless of what its colors should be. If the item is already black or dark-colored, it's tint takes on a deeper, inkier darkness. This item gives the user a vague sense of apathy or dread.
100	**Ysgard.** Items of Ysgard are useful in battle, are tools to glorify battle, or serve as remembrances for those who fell in battle. Such items are suitable to resurrection or healing magic; anything that allows a hero to return to the fight.

What Historical Detail?

A better question for this category might be, what is the item's purpose? Historical details give the manner of the item's use, building upon the item's creator or intended user.

Alternately, a historical detail better describes the group that made the item or for which it was made, combining with the prior special feature. For example, the Unicorn origin and the Archfey history together tell a tale of a unicorn-made object built to serve a forest-born fey alliance. These features are frequently the same as character options (subclasses).

Finally, this list might simply provide a specific incident involving the item that made history.

Arcane Concord. The weave of magic is divided into arcane and divine methodologies for controlling magical power. Arcane magic directly channels the weave without the assistance of divine mediation.

An arcane tradition makes a great default origin for this special feature; the item's history need not be any more specific than its common creation method.

An item with an arcane historical detail probably bears arcane markings or symbols to indicate this fact. It might be associated with bards, sorcerers, warlocks, or wizards, or even lesser practitioners of arcane magic like arcane tricksters or eldritch knights.

Divine Concord. This historical feature could be something as simple as divine magic being used to create the item, but more likely it refers to the creation by a specific religion, sect, or even the direct product of a deity's blessing.

Such items might be associated with clerics, druids, paladins, rangers, or other practitioners of divine magic.

Baleful Origin. Banes apply either to a type of creature, as defined in the *Monster Manual*, or to a specific creature within that type. Because humanoids are so varied in their purposes, places, and histories, humanoids are always a specific race or humanoid creature. Banes often apply to the same race or creature type as the creator or intended wielder; evil creatures use such tools to settle territorial disputes, end civil wars, or advance other power struggles.

Symbol of Power. Symbols are used to commemorate people or events, serve as symbols of office, represent deities in religious rituals, or simply as a decoration meant to adorn a place or person.

Great Deed. A great deed may be a heroic or sinister act, typically both, depending on the side the deed is viewed from. Sometimes the deed is one of historic significance performed by the item's former owner. In other cases, the item is made so that no one will forget the deed, for good or ill. Alternately, it may be a deed that never happened; a prophesied event relating to the magic item, one that has yet to occur or that failed to occur when it should have. Whatever the case, those who recognize the item probably expect great (or terrible) deeds from the new owner.

Minor Event. In the span of history, these events might be minor. Items made for them commemorate a monarch's birthday, a victorious border dispute, or some similar event. The event can be one that occurred in a long-ago place and time, unusual or odd to the item's new owner. Or it can be of local importance to the campaign, really bringing home the nature of this special feature. Items that commemorate minor events are often ornate and expensive, used to decorate important places or used for ceremonial purposes.

Unfulfilled Mission. This item was built for a single, specific purpose that has yet to be achieved. Some of these purposes are no longer relevant. For example, an item has no true remaining if made a thousand years ago to drive fomorians away from the maker's village, but that village was consumed by a volcanic eruption many generations ago. Other missions might still be relevant, and those hoping to carry them out might come looking for the item.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 1)		
d100	**History**	
	Arcane Concord	
001	**College of Lore.** This item is intended to advance the political or artistic goals of the college. The goals of this mostly-formal organization include collecting lore from diverse sources and proclaiming truth even in the face of political opposition	
002	**College of Glamor.** This item is intended to advance the political or artistic goals of the college. These bards have strong alliances with fey patrons, sometimes forged directly in the Feywild. Most use their power to gladden the downtrodden and undermine oppressors.	
003	**College of Swords.** This item is intended to advance the political or artistic goals of the college. Members of this secretive group often act as loners, using alter egos to perform nefarious, self-serving deeds, or to strike at the wicked and inflict justice on the cruel and powerful.	
004	**College of Valor.** This item is intended to advance the political or artistic goals of the college. The goals of this group include gathering and preserving tales of heroism and valor, often traveling great distances to find and preserve these historic tales.	
005	**College of Whispers.** This item is intended to advance the political or artistic goals of the college. These scions of intrigue use their power to collect secrets and wield them as weapons to whatever individual ends they seek.	
006	**Divine Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. These divine-origin sorcerers held a destiny related to their celestial ancestor, the identity of whom may or may not be known.	
007	**Draconic Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. Dragons are long lived; it is likely that the one who made a pact to grant blood power to the sorcerer's ancestor counted that sorcerer and its descendants as bound by the pact. The item may still be part of the pact, subject to a dragon's demands.	
008	**Shadow Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. This origin implies a still-existing source for the sorcerer's magic, a creature like the Raven Queen acting from her throne in the Shadowfell and who may lead the sorcerer into its own dark goals.	
009	**Storm Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. The abilities of this sorcerer allowed it to influence seafaring people, merchants, or navies, its purpose tied up in those affairs.	
010	**Wild Origin.** This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. The sorcerer's goals were probably pursued intensely but then changed abruptly, which might be why it no longer possesses the item.	
011	**The Archfey.** This item was made to serve the Archfey, an otherworldly patron from which arcane power flows to its followers. This whimsical lord or lady of the fey holds secrets from the time before mortal races were born.	
012	**The Celestial.** This item was made to serve the Celestial, a creature from the higher planes that provides radiant might to its arcane followers. This couatl, ki-rin, solar, or other celestial entity grants power for altruistic reasons, though its followers often serve their own aims.	
013	**The Fiend.** This item was made to serve the Fiend, an otherworldly patron and source of fiery arcane power. The followers of this archdevil, demon lord, ultroloth, or yugoloth strive to achieve their patron's evil machinations.	

WHAT IS A DETAIL FROM ITS HISTORY? (PART 2)		
d100	**History**	
014	**The Great Old One.** This item was made to serve the Great Old One, an otherworldly patron, incomprehensible even to the beings that draw arcane power from it. This creature lives in the space beyond reality where it hordes ancient, long-lost lore.	
015	**The Hexblade.** This item was made to serve the Hexblade, an otherworldly patron that manifests in the sentient weapons used by its followers. This being gives power in the form of sharp blades and shadowy magic. Some think the Hexblade to be the Raven Queen, ruling from her icy throne deep within the Shadowfell, whispering directions to her many servants in the Material Plane.	
016	**The Undying.** This item was made to serve the Undying, an otherworldly patron that reveals arcane secrets to its followers. This being holds the power of life and death, extracting a heavy price from all who would know its mysteries.	
017	**Abjurer Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Abjurer goals usually relate to protecting the weak, banishing evil influences like baleful spirits, closing fell portals to distant planes, and the like.	
018	**Bladesinger Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Bladesinger goals run toward the protection of community and kin, a specific community that may not be known to the item's new owner.	
019	**Conjuror Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Conjurors are utilitarian wizards, often motivated by greed to summon power and wealth, but frequently by a curiosity to experiment with summoned materials, or a desire to defend others with summoned servants.	
020	**Divination Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. A diviner's goals for her magic items may be to aid her in discerning shifting political terrain, or scout literal battlefield terrain on behalf of noble patrons.	
021	**Enchantment Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Many enchanters are peacemakers, intent on settling important disputes, while others use power to bind and subjugate the weak.	
022	**Evocation Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Evokers seek to channel and control raw power, usually for very personal ends. Some join military efforts or seek to destroy concrete threats to a region.	
023	**Illusion Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Illusionists are subtle spellcasters, their political and research goals often indecipherable by others. The purpose of this item might be no more revealed than this.	
024	**Necromancy Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Most necromancers seek to gain knowledge and power over the dead, a goal more important than exercising that power. Necromancer goals are often misunderstood, their arts taboo in many societies.	
025	**Transmutation Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Transmuters might have lofty goals, seeking to change themselves or the world around them.	
026	**War Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. War mages are typically trained in the context of large-scale, generational conflicts, their goals matching whatever political or military aims are held by the side that trains them.	

WHAT IS A DETAIL FROM ITS HISTORY? (PART 3)		
d100	**History**	
027	**Arcane Tricksters.** Arcane tricksters typically make magic items with the intention of furthering their pursuits of wealth and power, monetary and arcane alike. The purpose of the item is as varied as the methods by which arcane tricksters achieve these aims.	
028	**Eldritch Knighthood.** Like war wizards, eldritch knights focus on abjuration and evocation spells to aid in war, but do so as secondarily to, or supportive of, traditional service at arms. The purpose of these magic items is always to dominate the battlefield.	
	Divine Concord	
029	**Arcana Domain.** Clerics of this type make items to guard arcane knowledge or to guide and shepherd users of arcane power. Such items may conceal secrets or inspire spellcasters to goodly acts.	
030	**Death Domain.** Clerics of this type are concerned with the forces of death, some to aid them, a few in opposition to those fell powers. This item may have the purpose of inflicting death in a rare or particularly-cruel fashion.	
031	**Forge Domain.** Clerics of this type seek to support artisans who work with metal. This is typically for an important aim, like furthering a war effort or subsidizing fine plows for the farmers of a kingdom. Usually there is a higher purpose to these efforts. Items that forge domain clerics craft reflect the fruits of this support, or are themselves designed to aid in them.	
032	**Grave Domain.** Clerics of this type seek to put undead to their final rest. Items with this purpose might have powers that particularly harm the undead.	
033	**Knowledge Domain.** Clerics of this type seek to promote knowledge, protect its storehouses, and seek it out from the dark places of the world. Their items share that purpose, helping the cleric in whatever specific method she uses to advance those aims.	
034	**Life Domain.** Clerics of this type promote health and vitality through healing for the sick, caring for those in need, and driving back creatures of negative energy or undeath.	
035	**Light Domain.** Clerics of this type promote ideals of rebirth, renewal, truth, vigilance, and beauty. Their purpose, and that of any items they craft, is to stand vigil against the darkness, metaphorically speaking, seeking to guard and enlighten righteous souls.	
036	**Nature Domain.** Clerics of this type might guard natural places, hunting the monsters or humanoids that would despoil them. They might instead have the purpose of blessing harvests or withering crops to reflect the beneficence or ire of their patron deities.	
037	**Tempest Domain.** Clerics of this type keep the flock on the path of righteousness, seeking to encourage them, or perhaps just to warn them away from evil with swift justice.	
038	**Trickery Domain.** Clerics of this type serve the under-represented forces in the world. They might champion the downtrodden while mocking tyrants, puncturing the emperor's pride, or feeding the poor with an unwitting noble's grain.	
039	**War Domain.** Clerics of this type seek out battlefields, offering their services to whatever causes they find just. They tend to have purposes in alignment with whatever military force they are serving, and craft items to match.	
040	**Circle of Dreams.** Druids of this circle seek to bring the magic of the Feywild to the natural world, in dreams and reality, bringing rest, joy, and healing to the downtrodden.	
041	**Circle of the Land.** Druids of this circle are mystics and sages who safeguard ancient knowledge and rights of their orders through vast oral traditions. They tend the ancient magic sites in the wilderness and practice magics to protect them. An item crafted for or by this circle is pertinent to one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark.	

d100	History
042	**Circle of the Moon.** Druids of this circle seek to find enlightenment in becoming one with the beasts of nature. They are fierce guardians of the wild and they enforce natural cycles, keeping predators and prey in balance.
043	**Circle of the Shepherd.** Druids of this circle focus on protecting the beasts and fey creatures of the natural world that have difficulty protecting themselves. They particularly act to prevent civilization from encroaching on certain habitats to prevent threats to the population levels of these creatures.
044	**Paladin's Craft.** Paladins craft magic items to pursue their noble ends and uphold righteous oaths. The exact oath a paladin takes dictates the purpose of her magical crafts. Examples range from protecting the innocent, to avenging them.
045	**Ranger's Craft.** Rangers are silent hunters who stalk the wild places, particularly seeking to support or cull (perhaps even exterminate), one or more creature types. Their items are created to serve these goals in whatever method the ranger best approaches them.
	Baleful Origin
046	**Aberration Bane.** This item was created by the foes of aberrations, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
047	**Beast Bane.** This item was created by the foes of beasts, generally or a precise kind. Some creatures of this type might instinctually sense the item and single out the bearer as an enemy.
048	**Celestial Bane.** This item was created by the foes of celestials, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
049	**Construct Bane.** This item was created by the foes of constructs, generally or a precise kind. Constructs will typically not recognize the item unless particularly intelligent, in which case they might single out the bearer as an enemy.
050	**Dragon Bane.** This item was created by the foes of dragons, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy. A weapon intended as the bane of a precise metallic type is likely to offend all good dragons. Chromatic dragons are less considerate of their fellow evil dragons.
051	**Elemental Bane.** This item was created by the foes of elementals, generally or a precise kind. Powerful, particularly-intelligent creatures of this type might recognize the item and single out the bearer as an enemy.
052	**Fey Bane.** This item was created by the foes of fey, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
053	**Fiend Bane.** This item was created by the foes of fiends, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
054	**Giant Bane.** This item was created by the foes of giants, generally or a precise kind. Creatures of an affected precise type might recognize the item and single out the bearer as an enemy. An item built as the bane of one type of giant is not likely to offend giants of the other types.
055	**Humanoid Bane (Specific).** This item was created by the foes of a precise kind of humanoid. (Humanoids are too numerous and diverse for this to apply generally to all of them.) Humanoids of this type might recognize the item and single out the bearer as an enemy.
056	**Monstrosity Bane.** This item was created by the foes of monstrosities, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.

d100	History
057	**Ooze Bane.** This item was created by the foes of oozes, generally or a precise kind.
058	**Plant Bane.** This item was created by the foes of plants, generally or a precise kind.
059	**Undead Bane.** This item was created by the foes of undead, generally or a precise kind. Intelligent undead might recognize the item and single out the bearer as an enemy.
	Symbol of Power
060	**Office in a Dictatorship.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. A single creature, whether a politically-powerful individual, or a physically-powerful monster, dominates this society.
061	**Office in a Republic.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. At some point in history, this government threw off prior leadership, probably in revolt, and instituted systems and offices based on the desires of the backers of that change.
062	**Office in a Magocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. A magocracy is rules by magic-users at most levels of government, typically of a certain sort, perhaps necromancy-practicing noble houses or a warlock cabal of a single patron.
063	**Office in a Monarchy.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. This item symbolizes an appointment by the monarch to a position somewhere in government below the level of the crown. Alternately, it is a symbol of the monarch itself, perhaps literally the crown of a kingdom.
064	**Office in an Oligarchy.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. A small society or group rules this government, the item symbolizing membership in that secret cabal or anointed family.
065	**Office in a Plutocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. A plutocracy requires that only those of a certain degree of wealth may lead, often being composed of a council of equally-affluent merchants or guild masters.
066	**Office in a Technocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. Political office is held to high standards of scientific ability; expertise and critical thinking are key to the various posts and duties within this government.
067	**Office in a Theocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very the top of it. The government is led by the clergy of a specific religion or pantheon. The item is a symbol of the government office, though it may serve a dual role as a badge of religious office.
068	**Prophecy (Ambiguous).** This item symbolizes an important or widely-known prophecy, potentially marking the user as one who supports or looks forward to it occurring. The terms of the prophecy are ambiguous, but the event is highly anticipated, and its symbols are easily recognized. Such prophecies often mean different things to different people.
069	**Prophecy (Fulfilled).** This item symbolizes an important or widely-known prophecy that has recently occurred. The lead-up to the momentous event only reinforced the importance of the prophecy. The bearer of this item is marked as one who anticipated the event fondly, like the coming of a new imperial dynasty, or one who opposed it and seeks to reverse it.
070	**Prophecy (Unfulfilled).** This item symbolizes an important or widely-known prophecy. The user of this item demonstrates her support for the event to occur or declares her place in it, perhaps as the hand that will bring about this important change.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 6)		
d100	**History**	
	Great Deed	
071	**Military Victory/Treacherous Massacre.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. This deed ended a large or long-running military conflict, to the benefit of one side and the ruin of the other.	
072	**Political Alliance/Betrayal of the Revolution.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. A political peace was reached in this momentous event between diametrically opposed philosophies. As with many compromises, the nature of this decision seems deeply heroic or terribly sinister.	
073	**Religious Revival/Religious Persecution.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. An individual or group led a great religious movement that stamped out worship of other deities, or delegated them to lesser status in the territory. The individual or group is revered or reviled, based on religious affiliation.	
074	**Sanction/Assassination.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. The targeted killing of an important public figure brought massive changes to society, removing an evil influence or martyring a good one.	
075	**Scientific Breakthrough/Death of Tradition.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. Some single act of an individual artificer, alchemist, or arcane researcher came to a discovery that changed the world, or at least the surrounding kingdom, changing how people earn a living or subsist, and putting aside many societal traditions based on it. Perhaps farmers no longer need to rush grain to market before it rots, or a major illness was cured, displacing religious and medical industries that treated it.	
076	**Social Equality/Upheaval of the Natural Order.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. Some single act of an individual or government imposed sweeping change on society and the place of certain members within it. To some, this is a great event, no more than the elevated group deserves. To others, it is a triumph of anarchy and a loss of societal respectability.	
077	**Taming of Nature/Destruction of Habitat.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. In this case, an individual or force finally conquered the beasts or monsters of a land, opening it for settlement or making existing settlers safe once more. The territory will never be the same, and civilization will quickly come to dominate it, displacing native creatures, intelligent and unintelligent alike. Alternately, some non-violent method was used, like the construction of a mighty dam that flooded the region or the creation of a plague that affected only the enemies of the conquering group.	

d100	History
Minor Event	
078	**Holiday (Civil).** The item was made to commemorate a civil holiday, a day of remembrance for an important battle, the birthday of a renowned scholar, or any other event the society marks as important. These typically relate to events that affected the public good. Civil holidays sometimes mark civil duties, like the week wherein all citizens must report their taxable activities and holdings.
079	**Holiday (Religious).** The item was made to commemorate a religious holiday. These events are marked by ceremony and ritual. This item might be an important part of those rituals or just a sign of the user's passive participation in it or observance of it.
080	**Holiday (Royal).** The item was made to commemorate an event like the emperor's ascension or the designation of a royal heir. These holidays are common in places where the population is very invested in the person of the monarch and the royal family.
081	**Holiday (Seasonal).** The item was made to commemorate a seasonal shift. These are typically the oldest, best observed holidays of any society. These events are often combined into religious celebrations or civil observations to borrow the popularity of the seasonal holiday.
082	**Birth in the Family.** An item of commemoration for this event is typically reserved for the birth of a child that fills an important societal position based on birth, like the eldest child as one who will inherit the wealth of the noble house, or the seventh son of a seventh son who will hear the call of the Elder Song. Often the item's purpose is related to the newborn's intended role.
083	**Death in the Family.** The death of a clan matriarch or a new child can set an artisan to forging an item to remember the life of the deceased. Such items bear the names and the dates of important events in the remembered person's life. The quintessential purpose for such items is to be interred with the dead. In some cultures, this is meant to empower the spirit of the deceased in whatever afterlife she goes to.
084	**Marriage between Families.** Particularly important unions of powerful or wealthy families, those that birth dynasties (or hope to) might be commemorated with a magic item of this type, or the item might be built as payment for part of the marriage contract.
085	**Schism in the Family.** Schism of this sort are often born of feuding siblings, each bent on controlling the destiny and fortunes of a noble house or merchant dynasty. A schism divides a powerful political entity and creates a long-lasting feud between its divisions. Such items might have a purpose of reuniting the house. Or they might simply serve as vectors for one side's revenge against, or escape from, the other.
086	**Rise of a Kingdom.** A kingdom is established by conquering land, usually occupied by political enemies or unsuspecting denizens of that land. Most kingdoms begin small but will later grow through alliances, political and marital, to become larger, unified entities. An item commemorating the kingdom's origin, or perhaps used in its founding, may speak to the pride of that kingdom after being subsumed in such a merger. Secessionists might seek it out as a symbol to return the kingdom to its former independence.
087	**Ruin of a Kingdom.** When a kingdom is utterly destroyed, by cataclysm or war, its people slain or sold into slavery, a fire of revenge or rebirth may grow in the hearts of those who loved that kingdom. From this fire, magical artisans may build magic items that will return the kingdom's former glory or will encapsulate the kingdom's power or wisdom to prevent its total loss.
088	**Secession of a Kingdom.** By war or by politics, governments sometimes fracture. A queen might split her realm into two kingdoms, one to be ruled by each of her two children. Rarely do such divisions occur by the agreement of all parties. An item that commemorates this event might symbolize a promise of peace and cooperation between the divided lands. It might also be paid as part of the settlement agreement or the price for one ruler to relinquish power over the disputed territory.

What Is a Detail from Its History? (Part 8)	
d100	**History**
089	**Union of Kingdoms.** The natural state of small kingdoms is fluid. As monarchs marry, their children inherit unified realms. Military conquests or political alliances may likewise create empires, joining kingdoms that once squabbled. An item that commemorates this sort of event may symbolize great hope for a unified future while simultaneously symbolizing oppression to those forcefully included.
	Unfulfilled Mission
090	**Assassinate the Ruler.** This is a strangely-common purpose for which magic items are made. The item probably has effects that assist the user with infiltration, whether by stealth or by disguise, or perhaps it simply aids with killing. The ruler in question might have (or might have once had) protective magics in place that can only be broken by special materials or crafts, those reflected in the item's construction.
091	**Awaken the Master.** One or more members of a secret cult made this item to assist in a grand ritual, something intended to bring a powerful entity into the Material Plane. Perhaps the Master is an ancient fiend, seeking to wreak havoc. Whatever its nature, this creature is not likely to be benevolent, given the secretive nature of this item and the cult it belongs to.
092	**Deliver the People from Bondage.** The maker of this item hoped it would be used to free her people from oppression or slavery. The item might have been built in secret, or it might have been built far away from the struggle and sent there clandestinely.
093	**Destroy the Edifice.** Something important was built, mundane or magical, and it needed to be destroyed. This item was built to aid that goal. Perhaps a strategic dam was constructed, flooding an important religious site. Maybe a magical tower started spilling sickness across the land, and heroes were called to tear it down.
094	**Discover the Secret.** This item was made to help explore a wild area, looking for a lost relic. Or perhaps it was meant to assist a researcher in discovering the cure to a plague. Whatever its nature, the item was meant to assist with a difficult task; not just any secret is worthy of a magic item to seek it out.
095	**Forge the Alliance.** The item's purpose is to forge an alliance between two powerful factions or creatures. The item may have effects that assist with diplomacy, or it may itself be an example of harmonious craftsmanship of multiple types of materials.
096	**Lead the Army.** The court magician crafted this item to aid the kingdom's general in leading its noble army. Or maybe an evil wizard made it to equip the hobgoblin commander of her hungry goblinoid army. This item is probably ostentatious or inspirational in form.
097	**Protect the Asset.** This item was built for the guardians of the great life-sustaining tree at the heart of the empire, or perhaps for use by the king's elite bodyguards. It might have been built to fend off a prophecy that would destroy something. An item like this probably has protective effects to it.
098	**Recover the Heir.** A lost or kidnapped child required a perilous quest to rescue. This item was made to aid with that mission. Perhaps the item has an identifying illustration, like an exact duplicate of the child's birthmark.
099	**Slay the Dragon.** Unlike the baneful origin, this item's purpose is to kill an individual creature. It is probably designed to work against that creature's specific weakness. For example, a weapon made to slay the night hag that lives in the heart of the neighboring swamp probably has a silvered blade.
100	**Stop the Wedding.** The maker of this item wanted to foil an important social event, perhaps a wedding. The method of stopping the event is probably reflected in the effects and composition of the item. This is an excellent feature for limited-use or charged items.

WHAT MINOR PROPERTY?

Minor properties are small magical effects that either give the user a utilitarian benefit, or are of no practical use. Many affect the mood of the user or provide unnatural motivation toward certain acts.

Special features that give a beneficial power should be no more potent than a cantrip. Unless otherwise noted, minor properties will not provide a benefit cumulative with any similar effect. For any special feature that gives a useful benefit, an equivalent gp cost should be added to the item's value. These additions are typically +50 gp or +100 gp. By costing these effects, magic item balance is improved even when multiple minor properties apply, or when an item has more than one.

Some magical effects are specific to the way the user interacts with the item. To ensure that these effects apply to the correct types of item, minor properties are grouped into four categories. The Dungeon Master is not limited to applying these special features as indicated if she can rationalize how the mechanics work on a different type of item.

Basic. These effects can apply despite the form or function of the item in question. Most quirks that affect mood or motivation fall into this category.

Apparatus. This item operates without being in contact with the user, or being only in nominal contact. Alternately, it is a device that is not portable despite the wielder interacting directly with it during use. *Daern's instant fortress*, *mirror of life trapping*, and the *apparatus of Kwalish* are examples.

Wielded. A wielded item is typically carried in a "put away" state and drawn into the hand when used. Weapons are prime examples, along with wands, staffs, and rods. Magical ammunition is included. Examples include an *oathbow*, a *wand of polymorph*, and an *arrow of slaying*.

Worn. Worn items are usually worn as clothing, armor, or shields. These powers often enhance or protect the wearer. Worn examples include a *belt of giant strength*, *armor of invulnerability*, and a *shield of arrow-catching*.

WHAT MINOR PROPERTY DOES IT HAVE? (PART 1)

d100	Minor Property
	Any
001	**Audible.** This item has 10 charges dedicated to this minor power and regains 1d6 + 4 expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance to lose this minor property.) As an action while contacting the item, the user can spend a charge can generate a precise sound from a set of 10 similar sounds. The sounds can be heard up to 60 feet away. It could all be wolf barks of different sorts, bird calls of different birds, or curse words in a foreign language. Each version of this item has its own set of sounds it can produce. (50 gp) A louder version can be heard up to 500 feet away. (75 gp) A more adaptable version of either minor property creates multiple, simultaneous sounds, like the chorus of wolves or the music of an orchestra. A single charge creates enough sound to last while the user is concentrating (+25 gp)
002	**Beacon.** The bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light. (15 gp) An alternate version provides light of up to triple these radiuses but requires specific circumstances, like an object that glows brightly to 15 feet and dimly to another 15 feet, but only underground. (20 gp)
003	**Blood Beacon.** The item can be used as a spellcasting focus for sorcerer spells. The wielder can use an action to cast any unknown sorcerer cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a sorcerer)
004	**Clear Hearing.** The item's user can suppress the effects of the deafened condition while holding the item to her ear. If the item is worn, the wearer need simply cup one ear with a hand. (50 gp)

What Minor Property Does It Have? (Part 2)

d100	Minor Property
005	**Collapsing.** With an action, the user can shrink the item to one-tenth of its normal size or return it from its shrunken state. The item's weight remains unchanged. It will not revert from a shrunken state if in an area with insufficient room to do so. (50 gp)
006	**Compass.** The wielder can use an action to learn which way a specific direction is, usually north. This could be the direction toward a specific location, from which the user may orient herself. This power only functions on the Material Plane. (15 gp) A version that also works in the Feywild, Shadowlands, or Border Ethereal is worth more. (+25 gp per additional plane)
007	**Conscientious.** When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience. The wearer gains advantage on saving throws to resist any magical compulsion that would force the user to undertake such an act. (25 gp)
008	**Dark Shard.** The item can be used as a spellcasting focus for warlock spells. The wielder can use an action to cast any unknown warlock cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a warlock)
009	**Delver.** While underground, the bearer of this item always knows her depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward. (25 gp) A stronger version can determine the direction to the nearest underground planar portal if within half a mile. (100 gp)
010	**Detecting.** The item indicates the presence of a general creature type, or a specific member of that creature type. Humanoids are too numerous and varied to be affected generally; they can only be detected as specific races. The range of the effect is 120 feet, and the indicator is a glow, a sound, or a smell when one or more of the offending beings are within the range. (50 gp) A version that alerts only the user is available, perhaps warming to the touch or issuing a sound heard only by the user (+25 gp), as is a version that extends the detection range to 180 feet (+25 gp).
011	**Doppelganger.** While the user maintains concentration, she can change herself to match the last person she touched of the same creature type as her, like the spell *alter self*, affecting only appearance. She can use this for 10 rounds, but the rounds do not need to be consecutive. A bonus action activates or deactivates the effect. Once 10 rounds of imitation have been used, the power ceases working until the user finishes a long rest. (75 gp)
012	**Dormant.** With an action, the user can transform this weapon or tool into a wooden object of basic shape and roughly similar proportions, usually cylindrical or rectangular, or transform it back. For example, a spear or fishing pole becomes a 10-foot wooden pole. A crossbow becomes narrow, rectangular block of wood. A backpack (and its content) becomes a wooden cube. (35 gp) A more valuable version turns into something with more detail to its form; something utilitarian but equally innocuous. For example, a longsword might turn into a walking cane and vice versa. (55 gp)
013	**Dread Visage.** The item's user takes on one or more dread aspects like sharp teeth or glowing red eyes. (15 gp)
014	**Earth Warded.** The item can be used as a spellcasting focus for druid spells. The wielder can use an action to cast any unknown druid cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a druid)

d100	Minor Property
What Minor Property Does It Have? (Part 3)	
015	**Eavesdropping.** While the user maintains concentration on this effect, she can hear all speech taking place within 25 feet of her as though it were spoken at normal volume right next to her. This power allows the user to hear whispering as normal talk; even thick walls won't keep her from hearing what is said. The power does not allow comprehension of languages or codes not already understood. It has no effect on speech that comes to the user at a volume already as loud as normal. (75 gp)
016	**Enduring (Basic).** This item is the sort that might normally be damaged by fire or water, but these elements no longer hurt it. Clothing or other protective gear does *not* convey this benefit to the wearer; only the item is protected. (35 gp)
017	**Expression Making.** This item has one humanoid facial expression associated with it. The item has 3 charges dedicated to this minor power and regains all its expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance that the associated expression changes to another determined by the Dungeon Master, usually an opposite expression.) While in contact with the item, the user can use an action and expend 1 charge to make a humanoid target within 30 feet take on the facial expression associated with this minor power for 1 minute. The target can avoid the effect with a successful DC 10 Charisma saving throw. (50 gp)
018	**Expressing.** This object has a face carved or painted on it. As a bonus action, the user can touch the object and change its expression to portray any emotion or no emotion. (15 gp)
019	**Flowering.** This item has 10 charges dedicated to this minor power and regains 1d6 + 4 expended charges daily at dawn. (If the last of these charge is ever expended, the item has a 5% chance to lose this minor property.) As an action, the user can touch a patch of soil (or indicate one within 5 feet) and cause a flower to instantly sprout there. The item has a default type it will create, unless the user specifies a different flower. The flower is harmless and nonmagical; it grows or withers as normal. (35 gp)
020	**Fortifying.** The worn item holds the wearer together and reduces the amount of blood it loses if reduced to 0 hit points. The wearer counts any death save result of 8 or 9 as a success. (50 gp) A stronger version also gives resistance to all damage suffered beyond the point where the user reaches 0 hit points, making her less vulnerable to the instant death rule. (100 gp)
021	**Gleaming.** This item always appears clean; dirt and detritus fall off within moments of coming into contact with the item. (15 gp)
022	**Glittery Hope.** The item can be used as a spellcasting focus for bard spells. The wielder can use an action to cast any unknown bard cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a bard)
023	**Guardian.** The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated. (75 gp) A more potent version also grants the wearer a +2 bonus on any Wisdom (Perception) check that, if failed, would result in the user being surprised during the first round of combat. (100 gp)
024	**Harmonious.** Attuning this item takes only 1 minute. (50 gp) A more potent version of this item simply "borrows" an attunement the user selects from among her attuned magic items. The selected item is no longer considered attuned after the 1-minute attunement process for this item. It is automatically and instantly re-attuned when this item is unattuned using the same 1-minute process. (100 gp) This item cannot be attuned more than once within a 24-hour period.
025	**Hidden Message.** A message is hidden somewhere on the item. It might be visible only at a certain time of year, under the light of one phase of the moon, or in a special location. (15 gp)

d100	Minor Property
026	**Icon.** The item can be used as a spellcasting focus for cleric spells. The wielder can use an action to cast any unknown cleric cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a cleric)
027	**Illusion.** The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it. (50 gp)
028	**Jinxing.** The user can spend a reaction to impose a 1-point penalty on an attack roll made against her. Once this effect is used, it cannot be used again until the next sunset. (25 gp) A stronger version gives 1 temporary hit point the item's user if the attack fails. (75 gp)
029	**Juggling.** The user can place up to 3 small objects into close (1-foot) proximity with the item. The objects will stay in place, hovering, until the user removes them. Viable objects weigh less than 1 pound; they are things like a dagger, a potion, or a deck of cards. Usually this juggling effect only applies to one area in relation to the magic item; the space at the top of a staff or the front of a breastplate. This can be a useful way to hold and change tools while working on a project, or to carry something the user doesn't want to keep touching. The user can cause the objects to slowly move in place, orienting them however desired. (35 gp)
030	**Key.** This item is a key or an item that a key is part of. Using the key has a 5% chance to open any lock. Once the key's match is found, it no longer has the potential to open any other lock. (20 gp) Alternately, the item's match has already been found and it is an important lock that has some valuable meaning or use in the story. (25 gp)
031	**Language.** The bearer can speak and understand a specific language. (50 gp) A more potent version also allows reading and writing of that language. (75 gp)
032	**Lightweight.** The item's weight is reduced to no more than half its normal, within certain limits. The reduction is no greater than: 3 lbs. (15 gp), 10 lbs. (45 gp), or 25 lbs. (95 gp)
033	**Limited Darkvision.** This lets the user see areas of darkness as dimly lit within 30 feet. (50 gp) A stronger version also lets the user see areas dimly lit as brightly lit within 30 feet. (100 gp)
034	**Locked.** The item has a case or a collapsible portion that prevents itself from being used until unlocked. The item has either a key (35 gp) or a password (70 gp) to whisper while holding it. A keyed item can be picked with a successful DC 30 Dexterity (thieves' tools) check. Either kind can be opened with a *knock* spell.
035	**Mechanaut.** This item contains tiny interlocking gears that create faint whirring and clicking sounds. It draws power from Mechanus, the plane of clockwork predictability. When the user makes an attack roll with the item, she can forego rolling the d20 to get a 10 on the die. (50 gp) Alternately, the effect can apply to any attack the user makes. (100 gp) Once used, this property can't be used again until the next dawn.

What Minor Property Does It Have? (Part 5)

d100	Minor Property
036	**Mending.** This item constantly repairs itself, offsetting the wear and tear of normal, daily use. Exceptional damage cannot be repaired thusly. (15 gp) A more potent version allows the object to repair itself even after reduced to 0 hit points or otherwise destroyed, so long as the pieces are held together and commanded (as an action) to reknit. If any portion of the item is lost, that part can never be repaired. (55 gp)
037	**Mimic.** This item allows the wearer to vary her voice to better mimic others. The wearer has a +2 bonus to Charisma (Deception) checks to pass off her disguised voice. (50 gp)
038	**Natural.** Once per day, when the wearer touches a dead or malnourished mundane plant of Tiny size, the plant is restored to full health, so long as it is still whole and planted. Once used, this power cannot be used again until after a long rest. (25 gp) A stronger version will restore plants up to the size of full-grown trees. (75 gp)
039	**Opposing.** The item protects the user against the supernatural powers of a general creature type (100 gp), or a specific member of that creature type (50 gp). Humanoids are too numerous and varied to be affected generally; they can only be the subject of this special property as a specific race. The user gets advantage on saving throws against the affected creatures' powers. This does not affect spellcasting, but it does affect supernatural powers that duplicate spells. For example, a wearer would receive advantage to saving throws against a dragon's breath weapon and fear aura, but not its spellcasting. After this power has been invoked twice, it cannot be used again until after a long rest.
040	**Planar.** The wearer or bearer of the item automatically passes any saving throws imposed by the otherworldly qualities of a particular plane. (25 gp) Alternately, the item's user can apply this bonus to all planes of existence (100 gp) or avoid all penalties of a particular plane, not just those that require saving throws (100 gp).
041	**Proficiency.** This weapon grants proficiency with itself to any wielder. It can be a simple weapon (50 gp) or a martial weapon (100 gp). Alternately, this is a very small device or object that can be transferred between weapons, stuck to one with a 10-minute process of attachment or installation. Only the item's user can detach it (as an action); the connection even survives an area of antimagic. The item's user is proficient with whatever weapon is attached to. (100 gp; this version requires attunement)
042	**Projected Illusion.** The item can create a harmless, illusory visual effect within 5 feet of the user while the user maintains concentration. Some versions create a specific illusion like an owl familiar on the user's shoulder. (15 gp) Others produce multiple illusions of anything the user desires within the area. (55 gp) If the item is a musical instrument and used by a bard, the radius is increased to 15 feet while the instrument is played. (45 gp or 85 gp; these versions require attunement by a bard)
043	**Proud.** The item instills feelings of great pride in the user. She has advantage on saving throws to resist magical compulsions that would force her to yield her pride, including surrendering or dropping her weapons. (-25 gp)
044	**Pyrotechnical.** This item has 7 charges dedicated to this minor power and regains 1d6 + 1 expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance to lose this minor property.) While holding it, the user can spend an action to expend 1 charge and create a harmless burst of multicolored light at a point that can be seen within 60 feet. The light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch but lasts only a second. (25 gp) A more potent version can reach a point within 120 feet, has a noise that can be heard 450 feet away, and spreads bright and dim light twice as far as a torch. (40 gp)

d100	Minor Property
045	**Restorative.** The user can spend an action to heal 1 hit point to herself or a touched target. Once used, this power cannot be used again until after a long rest. (50 gp)
046	**Scribing.** This item has 3 charges dedicated to this minor power and regains all expended charges daily at dawn. The user can write a message on a nonmagical object or surface within 30 feet by using an action and spending charges. The message is up to six words long per charge. The writing is magical and can be erased by a *dispel magic* spell. It otherwise disappears after 24 hours. (25 gp) Another version provides 13 words per charge and can make faintly-glowing writing. (65 gp)
047	**Secondary Sensory.** This item has 10 charges dedicated to this minor power and regains 1d6 + 4 expended charges daily at dawn. It produces puffs or pinches of a magical substance that changes the flavor or sent of a Tiny inanimate target for 1 hour. For example, an odor of a rotting bouquet of roses could be covered by the smell like fresh lilacs, or a bland stew could be spiced up with pepper. The user determines the flavor or scent to apply as the charge is expended. (20 gp)
048	**Silent Sounds.** This item has 4 charges dedicated to this minor power and regains 1d4 expended charges daily at dawn. It can produce a sound audible only to a creature of the user's choice, so long as that creature is not deafened and is within 600 feet. (40 gp) A version that can be heard by up to 10 selected creatures is available. (80 gp)
049	**Smoker.** This item puts off smoldering wisps of harmless, odorless smoke while in use. (15 gp) A version that produces smoke in a controllable way is possible, allowing the user to turn the effect on or off as a bonus action. (20 gp) Another version is sufficiently controllable as to create complex forms no larger than 1 foot across, like animals or ships, that lose their shape and return to ordinary smoke after 1 minute. (35 gp)
050	**Sober.** This object prevents the wearer from becoming intoxicated by mundane alcoholic beverages. Alternately, it is a container in which alcohol might be served, and it removes the ability of such contained mundane alcohol to inflict intoxication. The device has no effect on magical liquids or any harmful substances like poisons. (25 gp)
051	**Strange Material.** The item was created from a material that is bizarre given its purpose. Its durability is unaffected. (15 gp) Alternately, the object is made of a costly material. (Additional value determined by the weight of material made from this costly component; see the Trade Bars chart in Part 4: Wealth.)
052	**Sure Blood.** The user can spend 1 Hit Die to end the poisoned condition on herself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
053	**Sure Breath.** The user can spend 1 Hit Die to end the diseased condition on herself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (50 gp)
054	**Sure Joints.** The user can spend 1 Hit Die to end the paralyzed condition on herself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
055	**Sure Sight.** The user can spend 1 Hit Die to end the blinded condition on herself if it was magically-imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
056	**Sweet Dreaming.** The item allows the user to gain the benefits of a long rest with 1 less hour than she would normally require. Neither is the user subject to the ravages of nightmares; while she does dream, it will not affect her rest or her state of wakefulness the next day. (50 gp)

d100	Minor Property
057	**Talking.** This item can be "trained" in the course of a short rest to produce up to six phrases, each no longer than six words, each of which it speaks in response to a condition the user selects. The condition must be an event that occurs within 5 feet of the item. Another short rest can be used to retrain the item to different phrases and conditions. The item's phrases are forgotten if it loses attunement. (70 gp, requires attunement)
058	**Temperature-Controlling.** The bearer suffers no harm in temperatures as cold as –20 degrees or as warm as 120 degrees Fahrenheit. Treat temperatures as 20 degrees milder for her. (35 gp)
059	**Timekeeper.** With an action, the user can learn whether it is morning, afternoon, or evening in her current location. This power only functions on the Material Plane. (10 gp) A version that tells the precise time is costlier (+15 gp), as is a version that also works in the Feywild, Shadowlands, or Border Ethereal. (+15 gp per additional plane)
060	**Unbreakable.** This object of Medium size or smaller has a hardness of 10 and twice as many hit points as normal (minimum 10). (75 gp) Alternately, it is an object of Tiny size like an arrow or club, which cannot be broken. (100 gp) Neither of these benefits applies in an area of antimagic.
061	**Unseen Stand.** The user can become invisible with an action, remaining invisible for up to 1 minute so long as she maintains concentration and she doesn't move or use actions of any kind. Once this power has been used, it cannot be used again until the next day at dawn. (100 gp)
062	**Vermin Friend.** This item has 3 charges dedicated to this minor power, all of which are regained daily at dawn. The user can expend 1 charge and speak a command word to produce a bat, frog, or rat. (*Monster Manual* pages 318, 322, or 335.) The animal appears in contact with the item and acts naturally thereafter; it is not under the user's control. It disappears after 1 hour or when reduced to 0 hit points. (35 gp)
063	**Waking.** The user's Wisdom (Perception) checks are not penalized due to being asleep. (50 gp) The user of a more potent version can choose to wake up if any creature of Small or larger size moves next to her sleeping form; she wakes instantly, as though shaken, and is not surprised if this is the first round of combat. (100 gp)
064	**Walloping.** This melee weapon knocks prone a Medium or smaller creature when it hits, unless the target succeeds on a DC 10 Strength saving throw. (100 gp)
065	**War Leader.** The bearer can use an action to cause her voice to carry clearly for up to 300 feet until the end of the bearer's next turn. (25 gp) A better version projects the user's voice into the minds of all persons within 300 feet who consider themselves to be under the user's command in a military sense, preventing eavesdroppers or allowing orders to be issued stealthily at night. (100 gp)
066	**Waterborne.** This item floats on water and other liquids. (15 gp) A stronger version also gives its bearer advantage on Strength (Athletics) checks to swim. (45 gp)
067	**Wicked.** When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearer's urge to do so. The wearer gains advantage on saving throws to resist any magical compulsion that would force the user to act in a selfless, gracious, or overly-beneficent way toward someone else. (25 gp)
068	**Wizardly.** The item can be used as a spellcasting focus for wizard spells. The wielder can use an action to cast any unknown wizard cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a wizard)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 8)
d100   **Minor Property**

d100	Minor Property
	Apparatus
069	**Charlatan's Device.** This gaming set lets you control the outcomes you produce. A dice set comes up with whatever results you want. A card deck provides whatever card you want. You automatically win any "games of chance" played with this gaming set. (See Part 3.) (75 gp)
070	**Prosthetic.** The item replaces a finger, hand, arm, nose, eye, ear, toe, foot, leg, or other discreet portion of the user's body that is otherwise missing. While in place, the item cannot be removed by anyone other than the user, and it functions in all ways as a normal body part. This magical item is one that must make sense being useable while serving as a prosthesis. (25 gp) A version that takes on the indiscernible appearance of a normal body part is costlier. (75 gp)
071	**Stopping.** This device is of a type intended to block movement, like a padlock, manacles, hunting trap, or a handful (bag) of caltrops. Anyone attempting to disarm the trap, pick the lock, step past the hunting trap, or safely navigate the caltrops has disadvantage on any ability check or saving throw required to bypass or escape it. (75 gp)
	Wielded
072	**Chromatic Mess.** After a successful hit with this weapon, the user may roll 1d6 and change the weapon's damage to inflict damage of the following type based on that result: 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = poison, 6 = thunder. After using this effect twice, it may not be invoked again until the next dawn. (50 gp)
073	**Ember.** This weapon can be used to light small fires with a touch, as one might with a tinderbox. (25 gp) With the stronger version, the wielder can use a bonus action to send a little tendril of flame along the striking surface of the weapon. The next attack made with it that round inflicts 1 additional fire damage. (75 gp)
074	**Etching.** The wielder can use the touch of this weapon to etch thin lines or writing onto a variety of surfaces. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to sweat a small amount of acid. The next attack made with it that round inflicts 1 additional acid damage. (75 gp)
075	**Ghoul Claw.** This weapon can be used to spoil food that it touches. (25 gp) With the stronger version, the wielder can use a bonus action to send a creeping necrosis across the striking surface of the weapon. The next attack made with it that round inflicts 1 additional necrotic damage. (75 gp)
076	**Hobbling.** A target hit by this weapon reduces its land speed by 5 feet the next time it tries to move before the weapon wielder's next turn. (50 gp) A stronger version affects any movement type the target might have, like burrowing, climbing, flying, or swimming. (75 gp)
077	**Marking.** The user of this weapon may cause a glowing halo of light to appear above a target she can see if she attacks it with this weapon, whether the attack hits of misses. Until the start of her next turn, the halo follows the creature, indicating its approximate location even if it becomes invisible. (100 gp)
078	**Sickening.** Unless they are swarming, Tiny rodents and insects (CR 0) will not come within 5 feet of the wielder while this weapon is in hand. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to exude a drop of venom. The next attack made with it that round inflicts 1 additional poison damage. (75 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 9)

d100	Minor Property
079	**Silent Shriek.** While the wielder has the weapon in hand, she can project any emotion a short distance; any creature with Intelligence 2 or higher can sense what emotion she is trying to convey while it is within 5 feet of her. (25 gp) With the stronger version, the wielder can use a bonus action to infuse the striking surface of the weapon with a fragment of raw emotions. The next attack made with it that round inflicts 1 additional psychic damage. (75 gp)
080	**Snow Touch.** The touch of this weapon can be used to chill surfaces or extinguish fires no larger than a torch. (25 gp) With the stronger version, the wielder can use a bonus action to chill the striking surface of the weapon. The next attack made with it that round inflicts 1 additional cold damage. (75 gp)
081	**Song Craft.** Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song. (15 gp) A rarer version sings a song of warning, describing details of the foe. The user gets advantage on any lore role to remember information about the target's weaknesses. (85 gp)
082	**Sound of Fury.** The wielder can discharge the weapon's built-up power to generate a loud booming noise, audible to 300 feet or more. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to hum with power. The next attack made with it that round inflicts 1 additional thunder damage. (75 gp)
083	**Sparker.** The wielder can issue tiny electric arcs from this weapon, reaching to find small metal objects within a five-foot area, so long as they are not concealed by more than 1 inch of dirt. (25 gp) With the stronger version, the wielder can use a bonus action to build a static charge in the striking surface of the weapon. The next attack made with it that round inflicts 1 additional lightning damage. (75 gp)
084	**Spectral Energy.** This weapon always stays clean of any dirt, blood, or other blemish. (25 gp) With the stronger version, the wielder can use a bonus action to project a ripple of power over the striking surface of the weapon. The next attack made with it that round inflicts 1 additional force damage. (75 gp)
	Worn
085	**Acidic Guard.** Acid damage inflicted on the wearer is reduced by 1. (40 gp)
086	**Billowing.** Typically applied to a cloak or cape, this clothing is always in motion, always billowing as though to imply a wearer in constant, dynamic motion. The effect is sufficiently subtle to avoid over-dramatization. This dramatic apparel has no game effects; it can be turned on and off at a whim. (15 gp)
087	**Cast-Off.** The item can be put on or taken off as an action. Clothing is most likely to have this effect. (15 gp) If the item is a suit of armor, this feature is more powerful. (100 gp)
088	**Cold Guard.** Cold damage inflicted on the wearer is reduced by 1. (40 gp)
089	**False Tracks.** This item is worn, at least in part, on the feat. With an action, the wearer can change the tracks she leaves, altering the appearance of her footwear, as well as the size and a bit of the shape of her tracks. Tracks created must remain humanoid. (50 gp) Alternately, the item creates tracks from humanoids or beasts. (100 gp)
090	**Fashion Fluid.** The item's wearer can use a bonus action to change the fashion component of the item, including its style, color, and apparent quality. The item must remain essentially unchanged from its true form and function, including its original weight. It does not gain any magical properties if used to duplicate the appearance of a magical item. (15 gp)
091	**Fire Guard.** Fire damage inflicted on the wearer is reduced by 1. (40 gp)
092	**Force Guard.** Force damage inflicted on the wearer is reduced by 1. (40 gp)
093	**Lightning Guard.** Lightning damage inflicted on the wearer is reduced by 1. (40 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 10)

d100	Minor Property
094	**Moving.** The wearer can use a bonus action to move 5 feet. (50 gp) If the wearer can already use a bonus action for some sort of movement, doing so increases the distance by 5 feet. (+25 gp) The user may ignore difficult terrain for this movement (+25 gp)
095	**Necrotic Guard.** Necrotic damage inflicted on the wearer is reduced by 1. (40 gp)
096	**Poison Guard.** Poison damage inflicted on the wearer is reduced by 1. (40 gp)
097	**Psychic Guard.** Psychic damage inflicted on the wearer is reduced by 1. (40 gp)
098	**Radiant Guard.** Radiant damage inflicted on the wearer is reduced by 1. (40 gp)
099	**Thunder Guard.** Thunder damage inflicted on the wearer is reduced by 1. (40 gp)
100	**Toughening.** While wearing the item, you have an Armor Class of 11 + Dexterity modifier, as though you had natural armor. (50 gp)

WHAT QUIRK?

Like minor properties, quirks are small magical effects. However, instead of being useful, these tend to be detrimental, like trivial curses.

Any quirk applies its penalty from the moment it is attuned, used, worn, or wielded, whether the user remains in contact with the item or not.

A *remove curse spell* can suppress most quirks on a magic item for 24 hours, unless the Dungeon Master rules that the quirk is integral to the function of the item.

To end the effects of a quirk, the user must leave the item behind, and unattuned. The effects of the quirk on the user end 24 hours later. A *remove curse* spell will suppress the lingering effect for this duration.

Generally, quirks are significant enough to warrant a reduction in the value of the magic item.

Quirks use the same four categories as minor properties: basic, apparatus, wielded, and worn, to reflect the type of items they can apply to. (See Minor Properties, above.)

WHAT QUIRK DOES IT HAVE? (PART 1)

d100	Quirk
	Any
001	**Arcane Befuddling.** The user is inhibited in any magical research. She requires 2 hours to investigate the properties of a magical item. Any downtime research into magic items requires double the normal number of days. Although the material cost is not increased, a wizard needs twice as long to transcribe a new spell into her spellbook. (-25 gp)
002	**Beast Triggering.** Domestic animals are uncomfortable in the user's presence. Dogs bark at her as she passes by and horses shy away from her. The user has disadvantage on Wisdom (Animal Handling) rolls to interact with domestic animals. (-25 gp) A more potent version of this quirk applies even to wild animals (-35 gp)
003	**Binding.** This item requires attunement if it was one that previously did not. If it would already require attunement, it counts as two attuned items against the user's maximum. (-100 gp)
004	**Blissful.** While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence. The user has disadvantage on saving throws to resist spells of the enchantment school and similar effects. (-100 gp)
005	**Carnivorous.** The user cannot gain sustenance from plant matter. She can only eat the jerky and cheese portions of standard rations; two of them are sufficient to provide one day's food for her. (-15 gp)
006	**Confident.** The item helps its bearer feel self-assured. The user has disadvantage on saving throws to resist magical compulsions that would force her to attempt brave or dangerous acts. (-25 gp)

What Quirk Does It Have? (Part 2)

d100	Quirk
007	**Covetous.** The item's bearer becomes obsessed with material wealth. She prefers her wealth in coin form and tries to carry it with her always. The user must succeed in a DC 10 Charisma saving throw each time she wishes to invest wealth or place wealth into the safe hands of a financial institution like a bank or lending house. She must also make the same saving throw each time she wants to pay back a debt. Failure indicates that the character refuses to part with the wealth and cannot try again for another 24 hours. (-35 gp)
008	**Daring.** The item's bearer is overcome with adventurous feelings, leaving concerns of danger far behind. The wearer suffers disadvantage on saving throws to resist any magical compulsion that would force her to undertake a daring act. (-25 gp)
009	**De-Fortifying.** The worn item thins the user's blood, allowing it to more easily bleed out if the wearer is reduced to 0 hit points. The wearer counts any death save result of 10 as a failure. If she stabilizes without healing, it takes 2d4 hours (instead of 1d4) to gain 1 hit point and become conscious. (-75 gp)
010	**Directionless.** The user has disadvantage on all ability checks made to determine her location, navigate terrain, or avoid getting glost. (-25 gp)
011	**Disagreeable.** The user has disadvantage on Charisma ability and skill checks with people who otherwise have a friendly starting attitude toward her. (*Dungeon Master's Guide*, page 244.) (-25 gp)
012	**Discordant.** Attuning this item takes 8 hours and can be done during a long rest. (-25 gp) There are several more potent versions of this quirk, each with added penalties. One requires a week's worth of long rests to attune. (-50 gp) Another can never be re-attuned to the same user if attunement is ever lost. (-50 gp)
013	**Ex Lingua.** The user cannot speak or understand a language of the DM's choice that she previous could. This will not affect Common. (-50 gp) A more potent version removes the user's ability to speak Common. (-75 gp) If either version includes removing the ability to read and write the language, the cost offset increases by 25 gp. Note that spell scrolls and wizard spell books are not written in a "language," and therefore cannot be excluded by this quirk. If the user un-attunes and re-attunes this item, the affected language originally selected by the DM will be the same one affected for that character.
014	**Ex Naturalis.** If the user completes a long rest, a nearby mass of one or more living plants of a volume about 1 foot-square withers and dies. The plant or plants must be currently-growing or have been harvested within the last day and must be within 60 feet of the item user to be affected. The user of this item may earn the ire of gardeners, farmers, druids, and others who care about the local flora. (-25 gp)
015	**Fashionably-Awkward.** The item's appearance changes to match old, even offensive, fashions used in whatever region it enters. Fashion-conscious people will begin social interactions with the wearer at one step closer to hostile than they would otherwise. (*Dungeon Master's Guide*, page 244.) (-15 gp)
016	**Fell Beacon.** The item will shed bright green light in a 10-foot radius and dim green light for an additional 10 feet, whenever it wants. Often this occurs at annoying times. If the item is covered to reduce the light, it may begin to strobe frantically, as though trying to warn of something. (-15 gp) A version that shines brightly for 30 feet and dimly for another 30 feet is more annoying. (-45 gp)
017	**Fell Knitting.** The user is weakly affected by magical healing. At the end of her own turn in any round where the user has received magical healing, she loses 1 hit point for every full 3 hit points she was healed in that time. (A user healed of only 1 or 2 hit points is thus not affected.) This is not "damage" to the item user; from a magical standpoint, part of the healing simply doesn't hold together. (-100 gp)

WHAT QUIRK DOES IT HAVE? (PART 3)	
d100	**Quirk**
018	**Fell Locking.** All opening objects that have mechanical locks, like doors, chests, and locking spellbooks, lock themselves when the user is trying to open them, but only while the user is trying. If the user gives up, the item unlocks itself if it was previously unlocked. In most cases, this item's user must simply allow others to open doors for her. This does not prevent the user from breaking down a door or smashing open the lid of a chest. However, using a key or picking a lock will not work; the item instantly relocks itself after such tools are applied. (-75 gp)
019	**Fell Muttering.** The item grumbles and mutters. A creature who carries the item grows paranoid and distrusting of others, particularly magic-users. The item's user must make a Wisdom saving throw against a DC of 10 to allow any beneficial spell to be cast upon her. The user rolls with advantage for spellcasters she has known more than a year. If the saving throw fails, the spellcaster may not target the item user unless the spell could be cast on an enemy, nor consider the user an "ally" for a spell's purposes. (-75 gp)
020	**Fell Seeing.** The item creates a harmless but disturbing visual illusion with 5 feet of the user at random times. The illusion is usually something specific, like a deadly snake that appears to be following the user. (-15 gp) Other types produce multiple illusions, doing so more frequently, like a silent, swaying choir composed of slaughtered children. (-35 gp) Those unused to such disturbing sights may think the item user cursed or haunted by the ghosts of her terrible sins.
021	**Fell Voiced.** This item changes the wearer's voice, making it sound hollow, metallic, sing-song, or otherwise altering it to include any other annoying trait. This applies a –1 penalty to any Charisma check the user attempts for social interactions. It can also draw unwanted attention or ridicule. (-50 gp)
022	**Fleetingly-Veneered.** Every round, at the start of her turn, the character loses any temporary hit points she may have. This effect occurs before any other effect that would add temporary hit points at the start of her turn, like a *heroism* spell. (-50 gp)
023	**Foiling.** This item affects one of the six ability scores. For any saving throw calling upon that ability, the Dungeon Master may roll 1d4 and subtract the result from the saving throw roll. After the Dungeon Master has used this effect, it may not be invoked again until the next dawn. (-25 gp)
024	**Frail-Hearted.** The user has a maximum number of hit points she can heal to from natural healing. This includes, but is not limited to, automatic recovery from a long rest, Hit Dice spent during a short rest, or charges of a healer's kit applied by someone with the healer feat. The highest hit point total that a user can heal to naturally is a number less than her normal hit point maximum: 1 less if this is a common magic item, 3 less for an uncommon item, 6 less for a rare item, 10 less for a very rare item, and 15 less for a legendary item. This has no effect on magical healing. (-80 gp)
025	**Heavy.** The item weighs twice as much as normal, within a certain range. An item that is normally carried or worn by a Medium or Small creature gains no fewer than 10 lbs. and no more than 50 lbs. (-25 gp)
026	**Heroic-Standing.** The user cannot choose to take cover. Further, she cannot benefit from the bonuses for half or three-quarter cover. (-50 gp)
027	**Hungry.** This item's magical properties function only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate. (-10 gp). A hungrier version requires more blood, and only from the user. To keep the item working, once after each long rest, the user must spend a Hit Die to feed her own blood to the item rather than healing herself. (-60 gp)

d100	Quirk
028	**Metamorphic.** The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor alterations, which have no effect on the item's use. The item sometimes likes to mimic the appearance of other, important items just as the user leaves their presence, like the king's scepter or goods from a store shelf. (-15 gp)
029	**Mien-Revealing.** The user cannot conceal her feelings. Other creatures have advantage on Wisdom (Insight) checks used against her, and she suffers disadvantage on Charisma (Deception) checks. (-50 gp)
030	**Night-Blinding.** A user with darkvision has its range halved. If the user lacks darkvision, it treats areas of dim light as darkness where those areas are 30 feet or more away from her. (-75 gp)
031	**Non-Threatening.** The user cannot make opportunity attacks. Neither do creatures within 5 feet of her suffer disadvantage on ranged attack rolls. (-100 gp)
032	**Obedient.** The item's bearer is overcome with obedient tendencies. She suffers disadvantage on saving throws to resist any magical compulsion. (-100 gp)
033	**Over-Large.** Like many magic items, this one re-sizes itself to fit its user. Unfortunately, it sizes itself to be just a bit too large. Increase the item's weight by half again. The user may look a bit ridiculous when using this item. (-15 gp)
034	**Planar Syncing.** The user of the item has disadvantage on any saving throws imposed by the otherworldly qualities of a specific plane. (-25 gp) Alternately, the penalty applies in all planes of existence (-50 gp).
035	**Possessive.** The item demands utter loyalty; it doesn't allow its user to attune any magical items, but it does not require her to remove existing attunements. (-50 gp) A more possessive version requires the user to unattuned every other magic item the user has attuned. (-75 gp) Failure to adhere to these requirements means that none of this item's magic will function for the user.
036	**Poor Charisma.** The user has disadvantage on Charisma checks. (-85 gp)
037	**Poor Constitution.** The user has disadvantage on Constitution checks and her maximum hit points are reduced by 2. (-100 gp)
038	**Poor Dexterity.** The user has disadvantage on Dexterity checks and when she suffers falling damage, treat all results of 1 on the damage dice as 2s. (-100 gp)
039	**Poor Intelligence.** The user has disadvantage on Intelligence checks. (-85 gp)
040	**Poor Strength.** The user has disadvantage on Strength checks and her Strength score is treated as 2 points lower for purposes of carrying capacity. (-100 gp)
041	**Poor Wisdom.** The user has disadvantage on Wisdom checks. (-85 gp)
042	**Predicable.** The item's bearer becomes simplistic and predictable in her planning, unable or unwilling to take a complex approach to most subjects. Nor can she anticipate that others will use such tactics. The item user suffers disadvantage on any Wisdom (Insight) checks she makes, and others have advantage on Wisdom (Insight) checks against the item user. (-50 gp)
043	**Revealing.** The item reveals the presence and exact location of itself and its bearer to any member of a general type of creatures, or to a specific member of that creature type. Humanoids are too numerous and varied to be the subject generally; only a specific race can be the subject of this effect. The range of the effect is 120 feet, and the alerted creature is warned without any clues detectable by those around it. (-25 gp)

d100	Quirk
	WHAT QUIRK DOES IT HAVE? (PART 5)
044	**Repulsive.** The bearer feels a sense of distaste when in contact with the item, and continues to sense discomfort while bearing it. She suffers disadvantage on all skill checks not related to physical movement or skill checks attempted in combat, the two activities that tend to distract from such discomforts. (-100 gp)
045	**Scourging.** The Dungeon Master can apply a 1-point bonus to an attack roll made against the user, choosing to do so after the roll. Once the DM uses this effect, she cannot invoke it again until the next sunset. (-25 gp) A stronger version inflicts 1 additional point of damage if the attack hits. (-75 gp)
046	**Short Hearing.** The item's user gains the deafened condition for one round after using the item. If the item is constantly "in use," as something worn or something that provides a perpetual effect, the deafness fades after 1 round of constant use. However, the item's user still cannot hear well, imposing disadvantage on Wisdom (Perception) checks related to hearing. Full deafness returns for one round if the user activates a power or otherwise makes use of the item as part of an action, such as attacking with an affected weapon. (-50 gp)
047	**Skill-Stopped.** This item penalizes the user's attempts to use a single skill. Any time an ability check is rolled for that skill, roll 1d4 and subtract that from the total result. The offset value of this quirk depends on the skill affected: athletics, acrobatics, perception, or stealth (-60 gp); insight, investigation, medicine, or survival (-40 gp); all others (-20 gp).
048	**Sleeping.** The item whispers confusing warnings to its bearer, imposing a -2 penalty to initiative. (-75 gp) A more potent version also imposes a -2 penalty on any Wisdom (Perception) check that, if failed, would result in the user being surprised during the first round of combat. (-100 gp)
049	**Slothful.** The bearer of this item feels slothful and lethargic. While attuned to the item, the bearer requires 10 hours to finish a long rest. (-25 gp) A more potent version makes the user sleep deeply as well; she had disadvantage on any Wisdom (Perception) check to wake from sleep in response to stimuli. (-45 gp)
050	**Slow Moving.** Any additional movement the user receives by spending a bonus action or reaction is reduced by 5 feet. (-25 gp) A more potent version also causes the user to treat as difficult terrain all terrain beyond the first 30 feet traversed in a turn. (-75 gp)
051	**Soiled.** This item always appears dirty and disheveled. Weapons appear to have stained blood on them. Clothes include grass stains or mud. Whatever the item, it appears to be poorly kept. (-15 gp)
052	**Submitting.** The item makes the user vulnerable to the supernatural powers of a general creature type (-50 gp), or a specific member of that creature type (-25 gp). Humanoids are too numerous and varied to be affected generally; they can only be the subject of this quirk as a specific race. The user suffers disadvantage on saving throws against the affected creatures' powers. This does not affect spells, but it does affect supernatural powers that duplicate spells. For example, a wearer would receive disadvantage to saving throws against a dragon's breath weapon and fear aura, but not its spellcasting.
053	**Sunlight-Vulnerable.** This item might function poorly (-50 gp), or partially disintegrate (-100 gp), if exposed to sunlight for more than 1 minute. In its poorly-functioning state, the item imposes disadvantage on attempts to use it (or gives advantage to saving throws rolled by creatures it is used to target). A poorly-functioning item returns to normal after one minute out of sunlight. A partially-disintegrated version requires repairs before it will work again, usually half the cost as whatever mundane item best resembles this magic item's physical form.

d100	Quirk
WHAT QUIRK DOES IT HAVE? (PART 6)	
054	**Swearing.** This item was "trained" by its maker to utter a handful of phrases based on conditions or events that occur within 5 feet of it. Sometimes these phrases give useful information, provided in response to certain questions. But usually they are foul curses uttered to insult or shock the listener. These might be manifestations of the creator's malignant whims, or phrases that were corrupted over time with the item's exposure to evil influences. (-15 gp)
055	**Temperature-Suffering.** The bearer suffers harm from exposure even in otherwise-survivable temperatures. The user treats temperatures of 20 degrees Fahrenheit or lower as being below 0. She treats temperatures of 80 degrees Fahrenheit or higher as being above 100. (-15 gp)
056	**Unholy.** The user radiates a palpable evil, regardless of alignment. She appears to be a desecrated to the gaze of a paladin's Divine Sense feature or a *detect evil and good* spell. Devout good creatures, particularly those connected with the divine, are uncomfortable in the user's presence. (-30 gp)
057	**Unmendable.** This item cannot be affected by the *mending* spell. Any repairs made to it cost double the normal repair costs and take double the standard amount of time. (-15 gp) A more consternatious version has a weak physical form, with only half its normal item hit points. (-25 gp)
058	**Vulnerable to Evil or Good.** This item makes the user vulnerable to a single creature type, one of the following: aberrations, celestials, elementals, fey, fiends, or undead. All creatures of the indicated type have advantage on attack rolls against the user of this item. The user also suffers disadvantage on all saving throws to resist such creatures' attempts to charm, frighten, or possess her. (-100 gp)
059	**Water Ballast.** This item sinks in liquids. It gives the user disadvantage on Strength (Athletics) checks to swim at its surface, or through it unless the user is already at the sea floor. (-25 gp)
060	**Weak Blood.** The user has disadvantage on the first saving throw of the day that would result in her receiving the poisoned condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-30 gp)
061	**Weak Breath.** The user has disadvantage on the first saving throw of the day that would result in her receiving the diseased condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
062	**Weak Concentration.** The user has disadvantage on the first saving throw of the day that would result in her receiving the unconscious condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
063	**Weak Courage.** The user has disadvantage on the first saving throw of the day that would result in her receiving the frightened condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
064	**Weak Flesh.** The user has disadvantage on the first saving throw of the day that would result in her receiving the petrified condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
065	**Weak Hearing.** The user has disadvantage on the first saving throw of the day that would result in her receiving the deafened condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)

d100	Quirk
066	**Weak Jaw.** The user has disadvantage on the first saving throw of the day that would result in her receiving the stunned condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
067	**Weak Joints.** The user has disadvantage on the first saving throw of the day that would result in her receiving the paralyzed condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
068	**Weak Legs.** The user has disadvantage on the first saving throw of the day that would result in her receiving the prone condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-20 gp)
069	**Weak Muscles.** The user has disadvantage on the first saving throw of the day that would result in her receiving the restrained condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
070	**Weak Sight.** The user has disadvantage on the first saving throw of the day that would result in her receiving the blinded condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
071	**Weak Will.** The user has disadvantage on the first saving throw of the day that would result in her receiving the charmed condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
072	**Weak Wrestler.** The user has disadvantage on the first saving throw or ability check of the day that would result in her receiving the grappled condition. Once this penalty applies to a roll, it does not apply again until the next dawn. (-30 gp)
073	**Weighty Presence.** This item wants its wearer to be known. Anyone following her by tracking her or trailing her receives additional visual cues. These heavy footprints, eye-attracting cloak billowing, or other effects help the wearer remain detectable by those intent on catching up. This quirk does not affect checks for stealth where the wearer is hiding in place. (-25 gp)
074	**Whisperer.** The wearer cannot shout or speak in a loud voice. This means she cannot make her voice heard more than 100 feet away, nor address large crowds unless they are particularly quiet and respectful. (-15 gp)
	Worn
075	**Acidic Exposed.** The wearer suffers 1 additional point of acid damage each time she suffers acid damage. (-50 gp)
076	**Attracting.** While wearing the item, the user's Armor Class is reduced by one point against one type of damage specific to this quirk: bludgeoning, piercing, or slashing. (-50 gp)
077	**Awkwardly-Strapped.** The suit of armor or clothing takes ten *additional* minutes to put on or take off. (This quirk should only apply to an item that one might want to take off or put on at strategic points.) In the case of armor, this time is added to the times to don or doff it found in Part 1. (-15 gp)
078	**Cold Exposed.** The wearer suffers 1 additional point of cold damage each time she suffers cold damage. (-60 gp)
079	**Fire Exposed.** The wearer suffers 1 additional point of fire damage each time she suffers fire damage. (-60 gp)
080	**Force Exposed.** The wearer suffers 1 additional point of force damage each time she suffers force damage. (-40 gp)

What Quirk Does It Have? (Part 8)

d100	Quirk
081	**Lightning Exposed.** The wearer suffers 1 additional point of lightning damage each time she suffers lightning damage. (-60 gp)
082	**Necrotic Exposed.** The wearer suffers 1 additional point of necrotic damage each time she suffers necrotic damage. (-50 gp)
083	**Poison Exposed.** The wearer suffers 1 additional point of poison damage each time she suffers poison damage. (-60 gp)
084	**Psychic Exposed.** The wearer suffers 1 additional point of psychic damage each time she suffers psychic damage. (-40 gp)
085	**Radiant Exposed.** The wearer suffers 1 additional point of radiant damage each time she suffers radiant damage. (-40 gp)
086	**Thunder Exposed.** The wearer suffers 1 additional point of thunder damage each time she suffers thunder damage. (-40 gp)
	Wielded
087	**Bard's Lament.** Whenever this weapon is used to strike a foe, it sings a song revealing the wielder's name. The longer the battle, the longer the weapon sings, going on to reveal other pieces of the wielder's identity and history, including past deeds, both heroic and ignominious. Somehow, the song is never flattering, and it seems to reveal information the user would prefer to be private. (-50 gp)
088	**Blighter.** After each successful hit with this weapon, the user suffers 1 point of necrotic damage. After a battle, roll 1d10. On a result of 10, one pound of food within 60 feet of the weapon becomes spoiled and is useless. This usually means a day's ration, but it can affect crops or other food stores. (-50 gp)
090	**Burner.** After each successful hit with this weapon, the user suffers 1 point of fire damage. After a battle, this weapon will occasionally spark a small fire in a nearby flammable area, within 30 feet of any creature (or corpse) that suffered damage from the weapon. The user must be vigilant lest a larger conflagration grow from these random ignitions. (-50 gp)
091	**Chromatic Biter.** After each successful hit with this weapon, the user must roll 1d6 and suffer 1 point of damage of the following type based on that result: 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = poison, 6 = thunder. (-50 gp) If the damage cannot be reduced or mitigated, the item is worse. (-100 gp)
092	**Duplicator.** If the user's attack results in a 1 on the d20 roll to hit a creature of the same size, she takes on the appearance of that creature in addition to missing it. This effect lasts for 1 round, until the start of the user's next turn. Her allies have trouble distinguishing her from her target; any attack against the same creature will target the user instead during this period on a d100 roll result of 51 or higher. Unfortunately, the user's enemies seem to have no trouble distinguishing her from her target. (-75 gp)
093	**Enervator.** A target damaged by this weapon finds its land speed improved by 5 feet the next time it tries to move before the weapon wielder's next turn. (-50 gp) A stronger version prevents the item's user from making opportunity attacks against a damaged target if it moves out of reach before the wielder's next turn. (-100 gp)
094	**Etcher.** After each successful hit with this weapon, the user suffers 1 point of acid damage. Items worn or carried by someone harmed by this weapon will bear the etched outlines of the weapon's strikes. This means such gear cannot be resold unless some effort is made to repair the cosmetic damage. (-50 gp)
095	**Froster.** After each successful hit with this weapon, the user suffers 1 point of cold damage. In areas of extreme cold (*Dungeon Master's Guide*, page 110), the user cannot protect herself by wearing cold weather gear or similar warming techniques. (-50 gp)

WHAT QUIRK DOES IT HAVE? (PART 9)	
d100	**Quirk**
096	**Poisoner.** After each successful hit with this weapon, the user suffers 1 point of poison damage. Anyone carrying the item takes 1 additional poison damage each time she suffers poison damage from any source other than this weapon. (-50 gp)
097	**Roarer.** After each successful hit with this weapon, the user suffers 1 point of thunder damage. Once or twice per day, while not in battle, this weapon will generate a loud booming noise, audible to 300 feet or more. This particularly seems to occur in quiet periods or places, while the user is attempting to sleep or sneak, or while in a quiet temple or library. (-50 gp)
098	**Shrouder.** After each successful hit with this weapon, the user suffers 1 point of force damage. Anyone carrying the item takes 1 additional point of damage each time she suffers damage from any incorporeal undead, including ghosts, specters, wraiths, and the like. (-50 gp)
099	**Sparker.** After each successful hit with this weapon, the user suffers 1 point of lightning damage. Once or twice per day, while not in battle, this weapon will generate an electric arc, reaching out up to 15 feet to touch a metal object or metal-clad person. This inflicts no damage, but the mild shock can be alarming or offensive. It can occasionally foul attempts at diplomacy or stealth. (-50 gp)
100	**Weakener.** After each successful hit with this weapon, the user suffers 1 point of psychic damage. The user has disadvantage on sanity checks or any saving throw to resist fear or horror. (*Dungeon Master's Guide*, pages 265-266.) At the Dungeon Master's discretion, this might also apply to monstrous powers that inflict madness. (-50 gp)

PART 7: INVESTMENTS

This Part talks about how characters can use their wealth to generate more treasure. It covers crafting for fun and profit, market and business investments, returns and maintenance costs for fortifications, the building and upkeep of military forces, and more.

CRAFTS

The crafting rules are addressed in the *Player's Handbook* on page 187. To summarize, a character proficient with the appropriate tools may use them to craft items. The material cost is half the total value of the item, and the project requires a number of eight-hour days of crafting equal to one-fifth of the item's standard gp value. (Items cheaper than 5 gp can be manufactured in less than a day.) Multiple proficient crafters can contribute to the project, reducing the time requirement proportionally. While crafting, a character can maintain a modest lifestyle at no cost or a comfortable lifestyle at a cost of 1 gp daily.

The following optional rules allow Dungeon Masters to add variety and alternatives to the crafting process.

ALTERNATE HOURS

The creation system assumes that a character uses only 8 hours a day crafting. This option allows characters to spend more time or less time daily on crafting.

PURE FOCUS

Providing that 8 hours are used for sleeping, eating, and other personal maintenance, a character still has 8 available hours after a day otherwise filled with crafting. A character that has nothing else to do can choose to craft during this period too, working almost every waking hour. Using pure focus allows a character to complete 10 gp worth of effort toward the completion of the project in a day. However, this intense activity can be fatiguing, mentally and physically.

A character can safely use pure focus for a number of days equal to her Wisdom modifier or her Constitution modifier, whichever is lower (minimum of 1 day). Thereafter, the character must cease crafting

or return to the normal crafting rate for one day before safely using pure focus again. If the character instead wishes to press on with pure focus without a break, she accrues one level of exhaustion per additional day of pure focus. This exhaustion cannot be removed by non-magical means until the character goes at least one day without crafting or at the reduced crafting rate.

LIGHT WORK

A character can perform light work, crafting for 4 hours and completing only 2.5 gp worth of effort toward the completion of the project that day. This allows crafters to some crafting even when the Dungeon Master rules that not enough time is available for a full 8 hours of work.

Light work is particularly suited for characters who are travelling or adventuring. Normal travel assumes 8 hours of movement and 8 hours of sleeping, eating, and other personal maintenance. This leaves 8 hours for standing watch, sharpening blades, grazing the horses, greasing wagon wheels, and other activities that adventurers perform daily. As part of this non-traveling, non-sleeping time, a character who has her artisan's tools and sufficient raw materials can perform light work to craft.

To perform light work while out on the trail, a character must carry with her the appropriate artisan's tools and materials. Even before it is complete, the item being created has the same weight as a complete version, making some projects impractical to work on outside of a workshop. While adventuring (not in downtime) it is easier to track passing days in the form of long rests. (See the Uptime sidebar, below.)

For example, a dwarven fighter wants to craft a glaive during her upcoming adventure. She buys the raw materials needed, spending 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 2.5 gp toward that total, the glaive requires 8 long rests before the project is complete.

DM's Corner. *Xanathar's Guide to Everything* provides an optional rule for Dungeon Masters to

allow small craft projects to occur during adventures. The book suggests that a single dose of acid, alchemist's fire, antitoxin, oil, perfume, or soap could be crated with alchemist's tools as part of a long rest. Likewise, a character proficient with weaver's tools can craft a whole outfit within a single long rest, and a character proficient with woodcarver's tools can craft 5 or 20 arrows in a short or long rest, respectively.

The timing suggested for such small crafts is completely divorced from the cost of the product, totally upending the crafting system. Use that alternative only if you want to alchemical brews to be made with a totally different crafting system to everything else.

CRAFTING COMPONENTS

Every crafting project requires raw materials that cost half the item's market value. Sometimes, these craft components themselves can be crafted, requiring no wealth outlays for the entire project. Crafting raw materials requires time and a ready source to build those materials from. Some such conversions also require various tools on hand. (When artisan's tools are called for, the character must possess them and be proficient with them.)

To create craft components for an item, a character must spend 2 days of work per 5 gp of the finished product's market value. This effectively triples the time it takes to craft an item when doing so from scratch. Crafting components is often difficult to do in uptime since it is likely that the natural source of raw material is less-portable, as will be the tools to process it. But some activities, like gathering plants for herbal brews, require nothing in the way of tools or processing equipment, simply a location where the right ingredients grow.

For example, our dwarven fighter wishes to craft a glaive but she does not wish to pay for the processed lumber for the haft or the blade blank to make the head. Instead, she mines and smelts ore in her ancestral halls below the mountain, shaping the materials to prepare for the "crafting" portion of the project. For this, she uses a miner's pick, smith's tools (with which she is proficient), and her grandfather's forge. Next, she collects lumber with a saw and shapes it with woodcarver's tools to build the haft. (Because woodcarver's tools are artisan's tools, our dwarf fighter must also be proficient with them.) With a mar-

ket value of 20 gp for a glaive, this pre-crafting collection process takes 8 days. At the end of this period, the character has a haft suitable for making a glaive, and a blade blank of the right size for its head, ready to be shaped, attached, and sharpened. Unfortunately, needing to collect and process the raw materials from specific places and needing to use non-portable tools means that this example of gathering cannot be performed on the road.

The necessary tools and sources of materials for gathering craft components are left to the Dungeon Master. The DM can also rule that a character is only able to manufacture some portion of the materials, and must pay the gp cost to acquire the rest. These percentages are also determined by the DM.

For example, a woodworker wants to craft 400 arrows as a gift for his liege lord's soldiers, products with a 20 gp total market value. The craft components would normally cost half the market value (10 gp), but the woodcarver wants to process them himself. The DM rules that the woodworker must still pay for half of the craft components because he lacks the skill, tools, and raw materials needed to craft metal arrowheads. The woodcarver spends 4 days cutting the right tree limbs for the arrow shafts, pays 5 gp to a local smith to get the arrowheads, then spends 4 more days crafting the finished arrows.

Craft components can only be used to make a particular item, determined before the gathering and shaping of components begins. At the DM's discretion, very similar items of equal or lesser value could also be made from them; a blade blank for a one-handed sword can be fashioned into almost any type of one-handed sword.

Most craft components can be sold for half their value (one-quarter of the market value for the finished product). If the craft component requires no specialized equipment or tool proficiency to gather, and if the raw materials are readily accessible to anyone, the DM can adjust this price downward to half again (one-eighth of the market value for the finished product).

COMMERCIAL MANUFACTURE

Characters often want to have items manufactured by others. This means paying skilled hirelings, which cost an additional 2 gp each per day of the crafting process in addition to the cost of the materials. This assumes the availability of a skilled hireling trained in the right artisan's tools. This might also require that the character provide tools and a workspace for the hireling to craft in, depending on the circumstances.

For example, our dwarven fighter wishes to commission a glaive. She stops at a small town where the local smith owns the town forge and has his own tools. For four days' hire (8 gp) and the cost of materials (10 gp), this skilled artisan is willing to make

the product to order. After a four-day wait, the dwarf has her new glaive, which cost her only 90% of the market value.

Usually, up to two people can use the same set of artisan's tools at the same time if they are working on the same project. This allows for skilled characters to employ a skilled hireling to assist and speed up the crafting process. For example, the dwarf wishing to commission a glaive is also proficient with smith's tools. She stops at the local town and gets the smith to agree that they will both work in his forge to make the item. The dwarf needs only to linger long enough for two days' hire (4 gp) and provide the cost of materials (10 gp), getting her new glaive for 70% of the market value.

Under ideal circumstances, characters should be able to employ multiple artisans to mass-manufacture items. A skilled hireling employed on a long-term basis requires only half the pay of a short-term hireling, so long as the employer is providing room and board. Such operations require a lot of investment. This normally means a 30% profit, but there are "overhead" considerations! The entrepreneur must find and hire multiple artisans and must secure worker lodging, workspace, and multiple sets of artisan's tools. This also requires a supply line for incoming craft components or raw materials as well as transportation to get the resulting products to various markets. The logistical efforts include finding merchants who will agree to sell those wares in their shops and negotiating their cut. A great deal of wealth is required up front, and most of the profit is quickly eaten up in these efforts. If characters truly wish to invest in mass manufacturing, the DM is encouraged to simplify things with the investments rules, discussed below. Otherwise the game will quickly shift away from adventure to focus on the everyday hassles of business ownership.

INVESTMENT

This section includes an expansion of the normal rules for investing wealth, along with a tune-up of those rules designed to simplify running them.

STRUCTURAL SYSTEMS

Each of the properties on the maintenance table forms the basis of a business. While a property is typically

directed by a steward or castellan, allowing the owning character to go out adventuring, the profits and losses are better managed if the character sticks around to direct things.

Where a structure includes or implies additional buildings, like the area around a palace or the boarding house for a shop's workers, these costs are included in the building's construction and maintenance cost.

MONTHLY BOOKKEEPING

Every month, a business checks for losses or profits and pays its expenses, referring to the two charts below. To check for losses and profits, roll d100 and add the number of downtime days the owning character or characters have contributed to the hands-on running of the business (maximum of 30 days total among all contributors).

If the roll result generates a maintenance cost (half, full, or one-and-a-half), this must be paid out of the owners' pocket. Failure to pay immediately creates a "debt" for the unpaid portion. Debts not paid immediately can sometimes be wiped out or reduced by exchanging favors or services to whatever source or supplier owns the debt. Each debt still existing at the time of the next month's losses and profits roll imposes a –10 penalty to the roll. Failure to pay off a specific debt within 12 months typically ends the business; properties and inventories are seized and sold at auction (at half the value of the original investment), debts are paid from that amount, and the remainder reverts to the owner.

If the roll generates a profit, this accrues immediately to the owner(s), although characters would be wise to keep enough of the profits on hand to cover losses made in future months.

LOSSES AND PROFITS

d100+ days	Result
01-20	You must pay one and a half times the business' maintenance cost for the month.
21-30	You must pay the business' full maintenance cost for the month.
31-40	You must pay half the business' maintenance cost for the month. Profits cover the other half.
41-60	The business covers its own maintenance cost for the month.
61-80	The business covers its own maintenance cost for the month. It earns a profit of one-quarter the maintenance cost.
81-90	The business covers its own maintenance cost for the month. It earns a profit of one-half the maintenance cost.
91+	The business covers its own maintenance cost for the month. It earns a profit of three-quarters the maintenance cost.

BUSINESS COSTS

Private land to build on can be purchased for 100 gp to 5,000 gp, or even higher. Once land is acquired, a property needs significant wealth and time to build. Construction may continue without direct oversight by the owner, but each "day" of construction in her absence requires the passage of 4 actual days.

If the opportunity presents itself, an available property can be purchased for an amount equal to its construction cost. If a property is in a run-down state, the Dungeon Master will assign a percentage of ruin, usually 25%, 50%, or 75%. Repairing the property requires the equivalent percentage of the property's construction cost and construction time. A property purchased in a run-down state will have its priced reduced by the same percentage to compensate.

VARIANT: FLEXIBLE DOWNTIME

When players want to exercise downtime options, and the story limits the amount of days available, the Dungeon Master can use this variant to adjust what can be accomplished in the time allotted. The DM can allow multiple downtime activities each day; two, three, or more activities that would each normally take a full day.

Alternately, the Dungeon Master can increase the number of days required for each downtime activity. This can regulate results when characters have too much downtime on their hands. In this case, the DM should reduce the costs of lifestyles proportionately.

Each property is staffed by a number of hirelings, including a steward who can take charge of almost everything, freeing up the owner to go adventuring. Hirelings' wages are included in the property's maintenance cost. Garrison members are skilled hirelings trained and equipped to fight; they use the guard statistics in the *Monster Manual*. For every full 10 members of a garrison, replace one guard with a veteran.

FEUDAL ENTERPRISES

Sometimes property is acquired as part of a feudal system. Likely examples include a noble estate, fortified tower, outpost, fort, keep, small castle, large castle, or palace. While these enterprises can be built privately, they more often represent a grant of land and title from a powerful sovereign.

Grants of this nature typically come with a noble title. Sometimes the grant is for land and permission to build on it, but more often it includes lordship over an existing estate or fortification. In the latter case, no construction costs or times are required for the owner to take up residence, but some spring cleaning might be in order. Sometimes a sovereign will assign title to a property that has been overrun by orcs or trolls, on condition that the new lord or lady of the land can secure it successfully.

Although these properties use the standard rules for businesses, they are non-commercial in nature. They earn income in the form of taxes collected from the surrounding peasantry and merchant class. They pay expenses in the form of upkeep for soldiers, maintenance and security for the surrounding land, and taxes tendered to higher-ranked nobles or royalty.

In the case of a failed "business" for unpaid debts in the feudal system, where there has been no up-front purchase of the property by the "owner," the whole enterprise simply reverts to the possession of the sovereign. The original grantor will pay the outstanding debts and then assign a worthier trustee to manage things the future. If the owner has invested construction costs, these might be lost or reimbursed on the whim of the sovereign, or other things of value might be given instead. Losing a business like this almost always means the character is stripped of any accompanying noble title.

TREASURE BUNDLES

If the Dungeon Master employs the wealth bundles system from Part 4: Wealth, any business profits or losses made within a character level should be limited to about + or – 1 level-appropriate bundle, give or take a bit, calculated as an addition or subtraction from the treasure chart.

If the Dungeon Master wishes to further simplify things, she can peg the property's maintenance cost to the half the value of a level-appropriate bundle for the party. As the characters grow, the business grows and expands, thus the losses and profits automatically adjust accordingly. This is an excellent way to abstract the process of developing and diversifying an existing business. A fortified tower might grow into a keep and then into a large castle. A small temple might become a large one, and eventually grow into the regional hub for administrators and pilgrims of that religion. A roadside inn might grow in popularity, with a small town springing up around it, becoming a town inn.

Pegging maintenance to wealth bundle values also lets the Dungeon Master keep profits and losses reasonable if the characters somehow acquire a property that is not level-appropriate. A party of 4th-level characters might normally have no business trying to run small castle, for which the losses and profits would otherwise seem staggering to them.

DESCRIPTIONS

Buildings and fortifications are described below.

Abbey. This building complex houses members of a religious order. It typically exists in a remote setting and has barracks, gardens, and other facilities sufficient to support several dozen monks, mystics, or other residents.

Cottage. This building resembles a large family dwelling. It has two floors and about seven separate rooms. It can house a family of up to 10, or some other close-knit group of people, so long as bedrooms are shared.

Farm. A farm includes a farmhouse, like a cottage, and several fields to cultivate. It also has a barn, warehouse, or grain silo for housing livestock or storing crops.

Building and Maintenance Costs

Property	Construction Cost	Construction Time	Maintenance Cost	Garrison Strength	Skilled Hirelings	Untrained Hirelings
Abbey	50,000 gp	400 days	600 gp	—	5	25
Cottage	50 gp	10 days	2 gp	—	—	—
Farm	100 gp	30 days	15 gp	—	1	2
Guildhall, town or city	5,000 gp	60 days	150 gp	—	5	3
Inn, rural roadside	400 gp	30 days	300 gp	4	1	10
Inn, town or city	800 gp	40 days	150 gp	—	1	5
Keep or castle	50,000 gp	400 days	3,000 gp	45	5	50
Lodge, hunting	500 gp	20 days	15 gp	—	1	—
Noble estate with manor	25,000 gp	150 days	300 gp	2	1	15
Outpost or fort	15,000 gp	100 days	1,500 gp	18	2	40
Palace or large castle	500,000 gp	1,200 days	12,000 gp	180	20	100
Shack	10 gp	3 days	0 gp	—	—	—
Shop	2,000 gp	25 days	60 gp	—	1	—
Temple, large	50,000 gp	400 days	750 gp	4	4	10
Temple, small	1,000 gp	25 days	30 gp	—	2	—
Tower, fortified	15,000 gp	100 days	750 gp	8	2	—
Trading post	5,000 gp	60 days	300 gp	—	4	2

Guildhall, Town or City. This nice building is several stories tall. It contains offices, operational facilities (like an adjacent warehouse or workhouse), accounting facilities, a secure vault for wealth and business records, small-but-comfortable rooms for visiting guildmembers, and a variety of other things. The ornamentation of a guildhall particularly reflects the success and prosperity of the guild.

Inn, Rural Roadside. A roadside inn is an all-encompassing stop-off point for travelers. It includes a stable for horses, a bevy of cheap rooms, a small but functional kitchen, and a small assortment of drinks available at the bar.

Inn, Town or City. This inn serves a higher fare than a roadside inn. It offers no stabling, but does provide a wide array of food and beverage qualities, as well as rooms in various qualities. Services and accommodations are more expensive not just for their quality, but also because of their proximity to a population center.

Keep or Castle. This stone building or set of buildings is constructed for security and to project military power over the surrounding countryside. It is probably built on a high point, perhaps with natural barriers protecting it, and commonly boasts a high curtain wall capable of repelling a siege.

Lodge Hunting. This building is strategically located in useful hunting grounds. It has bare accommodations for a half-dozen hunters, including living facilities. It also provides the tools and room necessary to butcher and preserve meat, process hides, and perform other tasks common to hunting.

Noble Estate with Manor. A noble estate serves much of the same function as a keep or castle, but without the military fortification. In settled lands, far from the frontier, a noble estate is

Outpost or Fort. This construction resembles a primitive castle, built mostly of wood with walls made of log palisades. It otherwise includes military lodgings and other logistical facilities to serve the same functions. A fort or outpost is often a precursor to a castle, built to be operational while a real castle is constructed nearby, or simply upgraded bit-by-bit until it turns into a castle.

Palace or Large Castle. This is a larger version of a normal keep or castle. The term "palace" generally denotes a lower level of military security, as a place situated deep in the heart of a kingdom or empire, but a great deal more luxury.

Shack. The simplest of buildings, this wooden one-room construction provides bare shelter from the

elements, a few sticks of furniture, and a single fireplace or cookstove.

Shop. This facility is an attractive building arranged to welcome customers, display wares, and store excess inventory. Most shops have a small living facility above them or in the back.

Temple, Large. A large temple is suited to the size of congregation one might find a large city. There are offices for clergy, a large worshiping room or hall, nooks and alcoves for quiet meditation, and decorations appropriate to the deity or pantheons patronized.

Temple, Small. A smaller version of the temple, this building usually has living facilities for a single priest and a congregating area for a couple of dozen worshipers at most.

Tower, Fortified. This tower is a small facility, often used to project military might into distance areas like mountain passes, places where conflicts are unlikely, but a military force or set of watchful eyes are important. Fortified towers are also a favorite with reclusive wizards and the like.

Trading Post. A trading post is a collection of shops, usually basic construction, and often erected near frontier areas. These facilities usually have some measure of security like a log palisade. Trading at these posts is usually lucrative, often exchanging basic goods for valuable frontier resources, including rare furs or minerals.

OUTSIDE INVESTMENT

A simple form of investment requires no purchases, relying upon intermediaries to handle set-up and maintenance. The investing character simply provides an amount of wealth to assist in the initial enterprise, or re-pays a portion of set-up costs to gain access to the profits.

The Dungeon Master can track outside investments abstractly, or can make rolls using the structural investment systems above. In the latter case, the DM should apply a consistent bonus somewhere between 1 and 20 to the profits and losses roll. This should reflect the strength of the investment opportunity and it replaces any bonus from the participation of the "owner." Profits are usually paid out at the end of the year, dispersing percentages of the net gain across all 12 of the prior months.

A character that owns a share of a business receives a percentage of the net profits equal to the percentage of the initial set-up costs that she provided. This ownership share, or "investment percentage," is a valuable commodity that can be traded or sold in the future.

Savvy investors often buy shares with associated terms. Depending on the exact terms of investment, a character (or coalition of characters) holding shares valued at a certain percentage of the set-up costs (often 51%), often have a say in how the business operates, wresting absolute control away from the founder. Such maneuvers can add intrigue to certain types of campaigns.

NON-PROFIT INVESTMENT

Not all monetary outlays are made intending to gain a profit. Sometimes characters give gifts or attempt to influence others with donations. (This section does not describe bribery in a commercial context—that is considered a normal expense for a business.)

BUYING RENOWN

Renown with an organization is typically gained or lost based on great deeds. But characters can also gain renown with purposeful strategies designed to raise their profile within the organization. The *Dungeon Master's Guide* suggests that incremental gains are possible during downtime activity, when characters "undertakes minor tasks for the organization and socializes with its members." However, organizations almost universally value strategic donations just as well as donated time.

A character (or party) wishing to gain renown may donate wealth in various forms. Temples may notice the giving of alms on a large scale. A small town may appreciate infrastructural investments that will not need to be paid back. And any organization that has the potential for corruption may appreciate bribes given directly to its members.

The amount of wealth needed to gain renown within an organization depends on the giver's current rating. Typically, the cost is 50 gp multiplied by the current renown rating. The Dungeon Master may adjust this requirement up or down, depending on the size of the organization. A small organization with few assets is easier to influence, whereas a large group with

plentiful resources might be less impressed by monetary gifts.

While renown does not grant direct monetary rewards, it is sometimes just as good. The perks at low rank often include such things as access to reliable adventure leads, a safe house, or a trader willing to offer a discount on adventuring gear. At mid-rank, adventurers might gain a follower, access to consumable magic items, or military backup for a dangerous mission. At the highest ranks, a renowned party might be able to call upon a small army, take custody of a rare magic item, gain access to high-level spellcasting, or be able to use lower-ranked members as agents to assign tasks to.

Buying Favors

Favors are more abstract than renown and they can be owed or owned by individuals or groups alike. Exchanging wealth for favors requires a more strategic approach than buying generalized renown. Because the entire renown system constitutes optional rules, a Dungeon Master who does not use them might consider favors to be an easier, more-abstract alternative.

Using wealth to get a favor is a tricky endeavor. Randomly gifting wealth usually improves the receiver's attitude toward the giver and may create a generalized sense of obligation corresponding to the gift's value. But the sense of obligation is easily cured by a gift of equal measure or simply repaying the gift. The trick to turning wealth into favors is capitalizing on opportunities where an existing need for money plays upon the receiver's emotions, honor, or even his life.

For example, a young baronet has just inherited his father's lands and titles, and the new baronet discovers that taxes on the familial estate weren't paid for the last five years. At stake is the young man's noble title and the dignity of his house. A strategic gift here is a good way to be owed a favor. When that favor is called in, the baronet remembers what the wealth provided for (the salvation of his very identity); he doesn't just remember the number of gold pieces that were handed to him in a sack.

The Dungeon Master must determine ad hoc what degree of favor results from a gift of this nature, performing her own calculus to weigh the impact of the specific opportunity + the wealth expended. An additional discussion of favors can be found in Part 4: Wealth.

Construction

The Dungeon Masters Guide suggests that player characters might acquire land and fortresses after 10th level, while in the "Master of the Realm" character tier. This is a method for the characters to make their mark on the world, which is an underlying theme to this character tier. This approach reflects the general expectation for early editions of **Dungeons & Dragons**. Particularly, warrior classes would acquire title, land, and a following of soldiers upon reaching certain character levels. However, owning property should not be inherent to warrior classes or character levels, nor should every property be a fortress or military outpost.

The advantages of having a party-owned property are multiple and the benefits are useful at any level. As the characters develop the location and build its facilities or capabilities, the construction becomes something like a character in its own right, one that is shared among all the players. It can serve as a unifying factor for party members that might otherwise have little reason to stick together, particularly after their early quests or storylines have resolved. Having a shared home means characters are less likely to go their own way. The location can also serve as a ready source of replacement player characters if a party member is lost, killed, or a player simply wants to try something new; the NPCs employed in (or associated with) the fortification often share interests with the party and some are suitable to begin adventuring careers.

Unlike the earlier section that describes abstract rules for fortifications as investments, this section drills down to the minutiae of construction projects. If these rules are to be used, they should apply only to one location in a campaign, a single place to which the party frequently returns and spends their time, perhaps using it as headquarters. It constitutes too much bookkeeping to be used on any larger scale. It might also fail to capture the interests of the players; a DM should poll the players to see if land ownership suits them, or perhaps introduce one of the starter kits to the characters in the course of play and see if they have any interest in using it and growing it into something better.

STARTER KITS

Starter kits are fleshed-out introductions to property ownership, a description of land and how it is acquired. Often, the most difficult hurdle for players to explore this aspect of the game is finding a starting point and determining the nature of initial investments. A kit pre-defines three factors to make things easier on the players. The nature of each component in a kit is determined by the Dungeon Master.

THE GAIN

This component determines how the players get ownership or use-rights to property. These are just examples; the DM is free to make up her own versions of how the characters might acquire ownership.

Grant. To begin a property-owning endeavor, the *Dungeon Master's Guide* proposes that land might be deeded to the party by a local ruler. This is a classic method to gain ownership of property. It usually comes with a knighthood or some noble titles, depending on its value.

A grant is appropriate for characters that have performed great deeds and gained recognition from noble or royal benefactors. Significant grants are appropriate for characters in the Masters of the Realm character tier (11th-16th level); the locations tend to have strategic significance, the buildings tend to be fortified for military use, and the political nature of the grant tends to embroil the new owners in warfare and court intrigue. These are factors probably not suitable to lower-level campaigns or characters.

Inheritance. An inheritance requires nothing from the players to initiate. It simply happens to one of the party members; the agent of a banking house, small town, or local lord finds the affected character and presents her with a deed to the property. An inheritance is a good way to move a party to a new area, making them travel to investigate the property and giving them a base to operate from once they arrive.

Inheritance is appropriate for any type of property or character level. A low-level character might inherit a small farm or an inn that the party can work in their downtime. For a higher-level character, the land might include a noble estate and a noble title to go with it. Inheritance is also useful in that characters can usually walk away from it if it does not suit the players' goals

or ambitions for the game. There is rarely any sense of obligation involved.

Right of Possession. Depending on the nature of local government, or if there is none, land can sometimes be owned by those who move in and build on it. Perhaps free land is being offered to anyone who is willing to settle the wild frontier in the eastern reaches of the kingdom. In some territories, like the Underdark, possession of land is down to pure conquest, but this ownership "right" does not include any protection from others conquering the same territory in return.

Taking by right of possession usually means the land is undeveloped. Wilderness must be cleared and tamed for its intended use and construction must begin from scratch. Alternately, ancient ruins may provide a basis for construction. In some cases, hostile natives resent the idea of having new neighbors and work against the party.

Sale. The simplest way to acquire land is to purchase it. Most deeds can be bought for as little as 100 gp or as much as 1,000 gp, depending on the location of the property. A very large property might be bought for 5,000 gp or more, if it can be bought at all. The presence of buildings or other fixtures increases a deed's cost accordingly.

In feudal societies, all land is truly owned by the crown. Land "owners" simply have a right to use the land for their lifetimes, a right which passes down to their heirs. This persists until the sovereign revokes that right or an owner dies without heir. In addition, the crown allows temples and political orders to hold large tracts in various locations suitable for their important works. In such societies, characters may lease property from a landholder such as this if they have no opportunity to earn a grant from the sovereign. Leases are cheaper than deeds; a 20-year right to use will usually cost half the value of purchasing the land.

THE LAND

The next kit component is the nature and location of the land, including any existing occupants. To define this component, the Dungeon Master should compose a brief description after contemplating the following factors.

Size. The first thing to determine is the size of the property. This basically breaks down into one of two categories, personal parcels and landholder parcels.

The nature of this division can have a significant impact on how the property interacts with the campaign.

Personal parcels are suitable for building a single house, fortified tower, shop, temple, or the like. They often include enough land to support the operation of a small business, whether that's access to a roadway for an inn, proximity to the king's forest for a leatherworker that has a hunting right there, or a few hills rich in minerals for a mining operation. Personal parcels are often found amid other such small parcels, near or within a town, city, or population center. For logistical reasons, a personal parcel is unlikely to be found in a remote region. In some cases, personal parcels can be expanded to the size of landholder parcels.

Landholder parcels are large enough to allow subordinate residents, members of a town, farming community, or similar enterprise. Landholders parcels are typically the type given to noble title holders. Nobles may tax the income of peasants living on their land but are obliged to see to the peasants' protection and just rulership, and further obliged to give taxes to the crown and maintain soldiers for the security of the realm. But landholder parcels can also apply in the case of private ownership, perhaps in a wilderness land conquered by new owners and opened for friendly settlement.

Landholder parcels take a lot of work and authority to hold. They are usually acquired by a grant but can be taken by right of conquest or similar gain. Holding these properties (or growing a personal property into this size) is something best reserved for characters of 11th level or higher. The "Masters of the Realm" tier is when characters are expected to make their mark on the world and receive recognition for their great deeds. See page 37 of the *Dungeon Master's Guide*.

Location. Perhaps the most important factor for a piece of land is its position relative to other important locations. Is the land in the capital city, thus in high demand and with high value? Is it far from any major roads or trade routes, thus low in value but high in positional security? Land particularly rises in value as it approaches population centers, the sources of government, commerce, and learning.

Unless there is a reason for some other type of property, a kit intended for the player characters to build on should be have convenient positioning, if not a valuable location.

Accessibility. Similar to the question of location is the question of accessibility. While this has something to do with location, it is more dependent on the presence of roadways, navigable rivers, and passable terrain around the property. A riverside or seaside property is quite high in accessibility, particularly land with its own harbor.

A poorly-accessible property is good for an owner that values security and solitude. However, it detracts from the owner's ability to engage in commerce or attract wanted neighbors (or supportive peasants for a feudal property). Natural resources lose value as the methods of getting them to market are costly.

Natural Resources. This factor indicates the presence of timber, minerals, arable land, fishable rivers or oceanside, or other resources that can be relied upon to aid subsistence or trade. Natural resources are the main source of "profits" from a land investment. A range of craggy mountains above the tree line, with no significant mineral resources, is a desolate and valueless place indeed.

Most natural resources are beyond the means for a party alone to access. The skills, tools, and free time needed to harvest lumber, mine minerals, farm the land, or fish the sea are best employed by subordinate occupants. In some cases, this might mean importing hirelings. If the surrounding region is also rich in the same resources, such skilled hirelings are likely to be more available. In feudal societies, a large landowner can rely on peasants to render the property's resources.

The presence of natural resources on the land almost always comes with the right to harvest it. Even a leaseholder can typically take timber or game from the forest. Particularly when appropriate fixtures are already present on the land, such rights are contemplated as part of the property's gain. The king would not grant land including a hunting lodge without including the right to hunt dear in the nearby forest.

Residents. Existing residents generally come in one of two categories, hostile or friendly.

Hostile residents can be roving monsters, unwelcoming squatters, or the newly-conquered citizens of a rival kingdom. In most gain scenarios, the new owners are expected to clear out or pacify any hostile residents. But it is possible that certain unintelligent monsters could be safely avoided by the

new owners who stay behind their high walls, the monsters kept around to discourage trespassing. Smart landowners find a way to turn hostile residents into friendly ones, or at least ones they can coexist with.

Friendly residents include families or whole villages that are obliging and useful to the new owners, helping them move in and serving as sources of security and support. These might instead be intelligent races who can coexist on the land, like fey that hide in the forests or lizardfolk that inhabit the otherwise-unusable swamps. Friendly residents can sometimes become hostile, based on the characters' interactions with them or with the land and its resources. Felling the whole forest or draining the swamp might not be appreciated by those who live there.

In a feudal grant, friendly residents are usually the landholder's subjects, the people who will work the land and provide taxes. These peasants are the source of the landholder's strength; they are the people that produce taxable farming and crafting, and from whom new soldiers are trained. The number and prosperity of a feudal parcel's peasantry directly correlates to the landholder's wealth and power.

Aasimar druid wearing hide armor, with maca and ylkwa

Degradations. This refers to any problems with the land. Are the cliffsides eroding into the sea? Does the swamp deepen each year, eating away at the arable land? Have wildfires burnt away all the forests? Is the harbor too shallow for significant use?

In most cases, degradations simply operate to decrease the value and usefulness of the land and have no other effect. But they can also be opportunities to improve the value of the property. Usually, time or effort may remove a degradation; the forests regrow to harvestable levels in a decade or so, the swamp can be drained, the harbor can be dredged, or the crumbling cliffside can be reinforced with engineering works.

EXISTING FIXTURES

In terms of property, a "fixture" usually refers to a building on the property, but could also include such constructions as a dam, watchtower, bridge, or something similar. Pre-existing fixtures go a long way toward defining the character of the land and giving clues as to its best possible uses.

Ideally, for a personal parcel, a fixture is a generic building or the intact foundation of a ruin, upon which the player characters can impose their own designs for growth and fortification. A fixture like the remains of a saw mill on the river could suggest a relatively successful use for the land.

For landholder parcels, existing fixtures often follow the military and administrative needs of the sovereign. A fortification is usually central, where the landholder will reside. Bridges might have guard houses for the collection of the queen's tax on travelers. A dam might manage the flow of waterways and need protection and maintenance. While a landholder can improve these out of her own pockets or profits, they must not be neglected.

The Dungeon Master should include any fixtures in her description of the land after contemplating the following factors. It is entirely possible that a piece of land has absolutely no fixtures, allowing the DM to ignore these things initially. Depending on the nature of the grant, the characters might be obligated to construct or rebuild some fixtures, either from their own resources or using a stipend from the sovereign.

The Homestead. Every parcel must, at its outset or after some construction, have a place to house the characters (or from which to run the land's operations if the characters live elsewhere). This is the parcel's

defining structure. A tall castle defines the parcel as one ruled by a noble, a tyrant, or some other military leader. A farmhouse means the parcel is a farmstead.

The Dungeon Master should take some care to make any existing homestead building one that can be modified or expanded to suit the characters' taste. This piece is one of the most personal land features for the party and they should be given reign to remodel as desired. It is also the building to which various "building components" will apply. (See the following section for details.)

Rights-Fixtures. To prevent rights of land use from becoming too complex, these features, if already existing, include the right to their use. Their costs or required royal declarations are assumed to be included in the gain. Depending on the nature of the gain, these features might also *require* use (and maintenance) on behalf of the true landholder.

A dam on the river means the property owner has the right to take some significant measure of water from the river, despite the complaints of farmers on the arid land downstream.

A bridge, ferry dock, or tollhouse contemplates the right of the landholder to collect taxes from travelers, probably remitting a portion to the sovereign.

Warehouses near the waterfront or an inn within the city walls means the landholder has the right to operate those respective business; any mandatory guild dues or operational taxes are included in the cost of maintenance.

A saw mill on the river carries with it the right to take timber from nearby land, process it, and sell it. Depending on the grant, a sovereign may demand the right of first purchase for such goods, getting the option to buy the lumber before it is offered for sale elsewhere.

A fortified structure like a tower or keep means the landholder has the right (and the duty, if in a feudal setting) to house and equip men-at-arms.

Common Lodging. For landholder parcels, those with subordinate residents, this means the type of housing already available. The existence or expansion of housing is critical to maintaining a viable, happy population.

Common lodging at its simplest might be as little as a tent camp suitable for the early operation of a mine, which will eventually become a mining town with permanent structures. At the other end of the scale

is the vast and interconnected network of buildings within a century-old city, well developed and thickly occupied.

Security Features. Security-oriented fixtures include walls that surround a property, watchtowers, fortified military outposts, and similar constructions. They might also include "negative features" that are not buildings at all but are designed to aid security, like a deep dredging of the border river to create a strategic barrier.

Security features typically require some effort to garrison and maintain; they are rarely found on properties owned by only an individual or adventuring party.

PROPERTY COMPONENTS

Once the nature of the property is determined, and the characters decide they want to keep (and invest in) that parcel of land, these rules allow the players to modify their home environment to suit their tastes and budget.

Note that this is not a construction sub-game or village-building simulator. Only the interesting or useful features are described here. Mundane components like sewer systems, cottage lodgings, or dining halls are purposefully omitted.

ROOMS

Every homestead should come furnished with enough rooms and accommodations to allow the party, and perhaps a few additional characters, to live there without having to expand or build new features.

This section is only for characters that want to personalize the homestead (or the surrounding buildings on a landowner parcel), typically gaining specific game-related benefits. If an existing building does not seem to have enough free area to add or modify a room, the building can simply be expanded to make space.

If a room can be constructed as a standalone building, suitable for a landholder's parcel, the room's description will say so at its conclusion. Additional types of building are described in the next section.

Armory **(50 gp + 10 gp per set).** This room holds a wealth of extra simple weapons and light armor. It allows non-garrison hirelings, up to the number of contained armament sets, to deploy as semi-competent soldiers when necessary. For these non-martial

hirelings, use the cultist statistics from the *Monster Manual* (minus the Dark Devotion feature).

Building: A freestanding armory is situated to arm a number of non-martial residents living in various portions of the parcel. Such a building costs 100 gp + 10 additional gp per set of armaments.

Barracks **(25 gp).** This small, simple room contains ten bunks, cots, or hammocks, and space for ten personal trunks or chests. Armor stands and weapon racks are typical features as well. A barracks is typically used to house additional soldiers, but player characters used to "living rough" might enjoy making use of barracks too.

Each barracks adds 10 to the number of soldiers that can comfortably reside in the building. These additional soldiers are not included in the maintenance cost for the property, nor does this room increase a structure's garrison rating.

Building: A barracks hall is designed to house a larger number of soldiers. The cost is 50 gp for the first ten soldiers, and 25 gp per additional ten soldiers it can house. A typical barracks hall houses about a hundred.

Gardens **(10 gp).** Gardens are typically housed in a courtyard, rooftop, or along the perimeter of a building or property. They can be used to grow food or other plants. For adventurers, they are most often used to grow the exotic herbs that are the necessary components of herbalism. A cultivated garden is particularly useful when arable land is not freely available on the land parcel.

A garden is particularly useful if the characters find a rare plant that the Dungeon Master determines to be the necessary component for a certain herbal brew. (See Part 2, above.) Cultivating the plant allows the characters to harvest periodically and craft the brew, though they must return home to the garden each time they do so. The Dungeon Master will dictate the amount of ingredients available in a garden at any given time. At the Dungeon Master's discretion, maintaining an herb garden may reduce the cost for ingredients to craft a variety of herbal brews.

Holding Cells **(100 gp per cell).** Cells are made with iron bars, which have 19 Armor Class, 6 hardness, and 27 hit points. They are each made to house four medium creatures or one large creature. 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*. The cell's door comes with a lock, for which a single key is provided. Without the key, a creature can pick this lock with a successful DC 15 Dexterity check.

Building: A freestanding jailhouse can be built for 100 gp plus another 100 gp per contained cell. This building has stout doors and thick walls, and other security features suitable for maintaining prisoners.

Library **(250 gp + 50 gp per expansion topic).** This room is dedicated to the save and efficient storage of books. A mere collection of books does not make a library in this sense; a library is a coordinated collection designed to cover a range of topics important to adventurers.

A character that researches in the library has advantage on any Intelligence check to discover lore within the range of the arcana, history, nature, or religion skills. If the question of lore does not relate to any specific skill, or it relates to a skill the researcher is not proficient with, the library allows the user to benefit from half her proficiency modifier, rounded down. Advantage does not apply if the DC for the check is higher than 15; higher DCs indicate information that is too rare or esoteric to be found in most reference books.

A library can be stocked or expanded to encompass additional, more-specific topics. Examples of such topics include specific trades or skills, a particular deity or religion, plants of a curative variety, the history of a single kingdom, or necromantic lore. The covered topic is typically a small slice of what would otherwise be covered by the arcana, history, nature, or religion skill. While researching a question of lore within an expansion topic, advantage applies to the Intelligence check for a DC as high as 20. A book or set of books that constitutes an expansion might be found while adventuring or purchased during a trip to a large city. The Dungeon Master should make sure to track any expansion topics added to the library.

A short research attempt, about 10 minutes, tends to answer only simple questions, like whether the plant your cattle ate is poisonous or whose noble house that red-and-gold pennant belongs to. More complex questions require about eight hours (or one day of downtime), as the researcher references multiple sources and draws conclusions by cross-referencing. Using a personal library to research in downtime is simpler than doing so in a city, but the questions of lore that might be answered tend to be more limited.

Up to two characters can use a library to research at the same time, so long as they are not researching the same question of lore.

Building: A library building costs an additional 100 gp at the outset. This is about twice what a normal freestanding building would cost; preservation of books requires excellent insulation and environmental control. Up to six characters can use a library building to research at the same time, so long as none of them are researching the same question of lore.

***Secret Door or Passage* (110 gp).** A room can be concealed behind a secret door with some additional expense. Detecting and opening secret doors is something discussed on pages 103-104 of the *Dungeon Master's Guide*. The DC for this door is 15. Alternately, the DC can be raised to 20 for double the construction price, or 25 for four times the construction price. Secret doors are often used to hide questionable areas like a necromantic laboratory or a hidden holding cell.

A secret passage requires a door at both ends, though only one of them needs to be secret. If both are secret, simply pay the cost for two secret doors. (Passages themselves are too incidental to cost anything under this system.) If the doors at both ends are secret, they need not be of the same quality. Secret passages are sometimes used to create a clandestine entrance to the building, to link rooms, or to provide a hidden escape tunnel that exits a stone's throw away from the building.

***Shrine* (35 gp).** A shrine is a small room with ritual trappings and iconography dedicated to a specific deity, alliance of deities, or pantheon. It has room for a character to worship privately. At double the cost, a shrine can be large enough for religious services to be held involving a dozen participants.

Building: A temple costs 150 gp to construct properly; the interior and exterior must be sufficiently decorated to honor the deity to whom it is dedicated. The true cost of a temple can be far more extravagant. Depending on the wealth and piety of the builder, a temple might be built and decorated using many thousands of gold pieces.

A temple includes room for about 100 worshipers, plus several offices for clergy to operate out of and several utility rooms.

***Traps* (Varies).** Players a may wish to construct traps in their residence. This is a bad idea on several levels; intelligent creatures rarely put traps anywhere

they regularly frequent. The chance of accidents is just too high. But the particularly paranoid may throw in a false door with a trap or put extra security around a vault.

Because traps are so varied in size and functionality, the Dungeon Master must determine the cost for each individually. As a *very lose* guide, traps that can be reset (reused without repairs) cost about 30 gp per die of damage they inflict. Traps that must be rebuilt or repaired each time have a per-damage-die cost 20 gp to install and 10 gp to repair. Traps that do no damage count as having 1 damage die for cost purposes. Traps that use poison require doses of the substance to be purchased separately. (See the Viscids variant rule for long-lasting poisons suable to traps, described in Part 2.) Magical traps do not follow these guidelines.

Example traps are discussed on pages 120-123 of the *Dungeon Master's Guide* and on pages 113-123 of *Xanathar's Guide to Everything*.

***Workshop* (Variable Cost).** This room is designed for crafting in. A workshop is made specifically for the type of crafting to be done within; there is one version for each type of artisan's tools and certain miscellaneous tools. Crafting in a workshop of the appropriate type allows a character to work on large projects that are too large to carry around. It also provides the benefits of masterwork tools, described in Part 2. Up to three crafters can make use of the workshop at a time.

The variable cost for a workshop room is as follows: *Alchemy Laboratory* (300 gp), *Brewery* (240 gp), *Calligraphy Table* (220 gp), *Carpentry Shop* (216 gp), *Cartography Studio* (230 gp), *Cobblery* (210 gp), *Expanded Pantry* (202 gp), *Glassblowing Chamber* (260 gp), *Jeweler's Vault* (250 gp), *Leatherworking Shop* (210 gp), *Mason's Yard* (220 gp), *Painting Atelier* (220 gp), *Pottery Hall* (220 gp), *Smithy* (240 gp), *Tattoo Parlor* (230 gp), *Tinkering Laboratory* (300 gp), *Weaver's Shop* (204 gp), *Woodcarving Shop* (202 gp), *Forgery Den* (230 gp), *Herbalism Laboratory* (210 gp), *Poisoner's Retreat* (300 gp).

Building: For a separate building dedicated to a craft, one of the same name as the room, increases the cost by 100 gp. Up to ten crafters can make use of a freestanding workshop at a time.

***Vault* (550 gp).** A vault is an armored room about the size of a 10-foot cube. It is surrounded by hardened metal like steel. Steel walls of this thickness have a 19

Armor Class, 54 hit points in each 10-foot surface area, and 12 hardness. Vaults are often hidden behind secret doors and locked with multiple locks.

Building: A bank or freestanding vault costs 850 gp to construct. The storage area is about twice as large as a vault room.

BUILDINGS AND OTHER FIXTURES

The following are suitable for construction as free-standing buildings on a parcel. Ancillary buildings, like a stable or coach house, can be built on a personal parcel, but most of these are suitable only for a landholder parcel.

Most of these have no effect on the mechanics of the game; they are provided simply to allow characters to fill out their parcel if that suits their interests. In many ways, a land parcel is like an additional character that the players share; the more details, the more alive and compelling it will be as a fixture in the game.

The costs given here are for "simple" or "frontier" versions of buildings, built with processed lumber, some stone and mortar, and various construction techniques that are somewhere between "crude" and "semi-refined." For a higher quality building, add 50 gp to improve foundations, allow precise stonework, and build with the smooth lines of expert construction.

***Coach House* (15 gp).** A simple building for housing vehicles, suitable for keeping wagons and coaches out of the elements when not in use. A similar construction adjacent to a waterway can create a shelter to cover small watercraft.

***Entertainment* (80 gp).** This building typically takes the form of a festhall or drinking establishment. More "refined" versions may include a performance theater, a gallery to display crafts, or a museum of art.

***Good Byways* (25 gp).** This represents good roads, small bridges, docks, or other improvements that allow access throughout the parcel, as well as to and from it. A singe upgrade of good byways supports an area that has up to 50 residents.

***Housing* (25 gp per family of five).** Happy residents need reliable housing. These expenditures represent a set of common buildings suitable for multiple families, or a collection of cottages. Families need more living space than soldiers and cannot be happy for long if crammed in ear-to-ear somewhere like a simple barracks.

***Industrial Complex* (1,250 gp).** This developed area and its attending buildings are suited to the advancement of a single industry, like mining and smelting ore, logging and processing lumber, or fishing and packing fish. A setup of this type is usually needed to extract natural resources from a parcel. Each such construction supports the efforts of up to 50 workers.

***Market* (60 gp).** This construction encompasses multiple shop buildings or an array of stalls in the case of an open-air market. This much infrastructure supports a populace of up to 200 residents, contributing to their convenience and happiness. A market rarely brings in the type of goods or services that player characters are interested in purchasing.

***Security Features* (200 gp).** This expensive upgrade adds a surrounding wall, watchtowers, warning bells, strategic moats, and other security features. This expense is suitable for a parcel containing no more than 25 residents. For every additional 50 residents, or part thereof, you must pay this upgrade cost again or find that there are significant holes in the security.

To increase the level of security, perhaps replacing the wooden palisades with stone walls and building the watchtowers with extra height, double cost of each upgrade.

***Stables* (30 gp).** This structure is large enough to house a dozen horses, mules, or similar creatures. Alternately, this building may be constructed for different types of animals, like a rookery or a goat run.

GROWING PARCELS

A parcel can grow in both size and population, depending on the investments of time and wealth provided by the owners. A personal parcel can eventually become a landholder's parcel. A landholder's parcel can grow to swallow neighboring territory.

Most growth occurs organically over time. Residents have families, outsiders are drawn to the presence of industry and available work, and the potential residents feel that their interests are safe in the care of the land's owners. Unless the players are actively trying to grow their land, taking substantial steps in that direction, the Dungeon Master should simply have growth occur at whatever pace she desires.

Some forms of growth require additional adjudication, particularly if the land parcel abuts another claimed parcel. This is common in cities, where buildings are built closely to one another. Sometimes neighboring land must be purchased. In a feudal system, two barons might have a land war (or feud) to resettle a boundary line or petition the sovereign to make such a change official.

SHIPS COMPONENTS

Ships share many of the features of fortifications. They can easily serve as headquarters for a band of intrepid adventurers. They can be large or small, in size or capability. They can be armed with siege weapons and garrisoned with soldiers, or they can be simple mercantile vessels.

Ship statistics can be found in Parts 2 and 3.

CONSTRUCTION AND MAINTENANCE

Ships are built mostly of the same materials with the same methods as one another, just on differing scales. A ship's maintenance cost is 1% of its construction cost. It's construction time is 1 day per 150 gp of its construction cost. Similarly, ship upgrades and modifications are a pegged to percentage values of the vessel they effect.

During a naval engagement, all crew members are required to operate the ship. Otherwise, the crew can deploy as a semi-professional fighting force of sailors (bandits). These can be skilled or unskilled hirelings. A military ship may also be garrisoned by marines (guards) equal to its passengers rating. For every full 10 marines, replace one with a veteran. As all soldiers, marines are skilled hirelings. Statistics for these warrior types can be found in the *Monster Manual*.

SHIP COMPONENTS

Not all ships are created equally. Players looking for a ship that is faster, tougher, or more agile might consider adding modifications to their vessels. Each of the following ship improvements must be planned, built, or installed (as appropriate) by a group of skilled shipwrights. Creation of anything larger than a keelboat must be done by a skilled team, not individuals employing the downtime crafting rules.

Additional Crew Quarters: This translates into more space for a ship's sailors to sleep and eat. The ship may support more passengers than its base rating, but its cargo capacity is decreased. For each ton of cargo capacity removed, add 2 to the ship's passenger rating. *Cost: 5% of base ship cost.*

Armor Plating: By attaching metal plates to the ship, the vessel's DT increases by 5. For every 10 hp of the vessel, remove any combination 2 from its passenger rating or 1 from its cargo rating. If there is insufficient capacity, this modification cannot be added. Armor plating slows the ship by 1/2 mph. *Cost: 30% of base ship cost.*

Broad Rudder: A wide rudder makes a ship nimbler, granting advantage to some maneuvers. *Cost: 3% of the base ship cost.*

Corvus: A ramp or set of ramps that can be lowered from a ship to facilitate boarding. A corvus has hooks on its end to secure it fast over the other ship's rail. The ramp has its own handrails, so sailors can safely rush into a boarding action. These bulky devices reduce a ship's cargo capacity by 15 tons. If there is insufficient cargo capacity, this modification cannot be added. *Cost: 3% of the base ship cost.*

Concealed Weapon Ports: Concealed weapon ports are carefully crafted and disguised; they can only be recognized on a successful Wisdom (Perception) check made within 1/2 of a mile. *Cost: 5% of the base ship cost to conceal all ports.*

Extended Keel: The ship's keel is longer than usual for a vessel of its type. The ship's measurements from bow to stern are 10% longer than normal, though cargo capacity is not appreciably affected. The ship is more stable and, at the Dungeon Master's discretion, provides advantage to certain maneuvers or ability checks that call upon water vehicles proficiency. This improvement must be installed at the time of the ship's construction and cannot be added later. *Cost: 10% of base ship cost.*

Figurehead: Some ships sport fanciful carvings on their bowsprits. This modification is strictly cosmetic, with very little impact on game play. Players are encouraged to design their own custom figureheads such as dolphins, mermaids, and other creatures of myth. A proud figurehead adds 1 to crew loyalty while they are aboard (or within sight of) the ship. *Cost: 3% of the base ship cost.*

Glass Bottom: The bottom of the ship is inset with a metal lattice supporting an array of windows. These permit the crew to gaze into the water below and around the vessel. The glass is thick enough and the

individual panes small enough, that they don't affect durability or performance. In a world with monstrous and magical perils, these windows help the crew see threats that come from below or identify terrain features immediately under the vessel. The limitation of these windows is the range of the crew's vision into the water, which is often dark. *Cost: 25% of base ship cost.*

Improved Sails: The ship's rigging undergoes wholesale changes. Rigging configuration and careful engineering enable the sails to function more reliably. The ship's captain or operator can attempt an Intelligence (water vehicles) check against a DC of 15 to prevent a non-combat mishap related to losing sails or rigging. *Cost: 6% of base ship cost.*

Increased Cargo Capacity: The ship undergoes an efficient remodeling of its layout to provide more room for the ship's stores. For every 2 persons that are removed from passenger capacity, add 1 ton to the cargo rating. *Cost: 5% of base ship cost.*

Movable Deck: The features of the ship's decks are designed to be moved to disguise the ship as an altogether different vessel. After pulling up dozens of bracing pins, the crew can slide the stern castle forward on hidden rails, rearrange the position of the masts, extend the gunwales, lower the poop deck, transfer the ship's wheel, and make other cosmetic changes such as a new figurehead and different-colored sails. Identifying the ship at a distance based on its profile or appearance is impossible when the configuration is modified. A ship not currently in its natural formation reduces its speed by 1/2 mph. *Cost: 40% of base ship cost.*

Narrow Hull: The ship has been intentionally designed with a slenderer hull, enabling it to slip through smaller spaces. The ship applies a +2 bonus on all opposed checks made for a chase an almost any scale, be those ability checks for navigator's tools or for water vehicles proficiency. The ship's beam (width) is decreased by 20%. Because of the reduced space needed for this shape, remove any combination 2 from its passenger rating or 1 from its cargo rating for every 10 hp of the vessel. If there is insufficient capacity, this modification cannot be added. This improvement must be installed at the time of the ship's construction and cannot be added later. *Cost: 15% of base ship cost.*

Ram: The ship bears a standard ram, usually sheathed in bronze or iron, mounted on its bow,

usually at the waterline. With this upgrade, add 10 to the ship's DT for ramming maneuvers. (See ramming rules in the sidebar.) *Cost: 5% of base ship cost.*

Skirting: For protection during naval maneuvers, this ship has a raised "bumper" rail running down the front of its keel and around the front and sides of the hull just above the waterline. When resisting a ramming action, the operator of this vessel has advantage on the Intelligence (water vehicles) check. The vessel adds 5 to its DT when calculating other effects of being rammed. This feature cannot be added to a ship with a ram. *Cost: 20% of base ship cost.*

RAMMING

To ram another, a ship must move toward its target at a rate fast enough to move into it. It must have a base speed no less than 2 mph, and cannot have a speed less than half the target ship. The Dungeon Master determines when or if the conditions are ever right for a ramming attempt.

A ramming attempt requires the operator to make an Intelligence (water vehicles) check opposed by the other ship operator's same check. Whether or not the ramming operation succeeds, the action inflicts damage on both vessels.

A successful ram inflicts damage to the enemy vessel equal to double its own DT, but can inflict no more damage than its own current hp. This is the ramming action's "base damage." If the ram was not successful, the action inflicts shearing damage equal to half the base damage. If the Intelligence (water vehicles) check of the other operator is equal to or higher that the DT of the ramming vehicle, the base damage is halved (or shearing damage is negated).

The ramming vessel in a ramming maneuver suffers great shock from the impact, also taking damage. This is equal to the rammed ship's DT, but no greater than that vessel's current hp. If the operator's Intelligence (water vehicles) check was equal to or higher than the enemy ship's DT, this secondary damage is negated.

The damage inflicted by ramming is not reduced by either ship's DT. A successful ramming attempt will lock the ships together as though they are grappled.

Smuggling Compartments: The ship is modified so that gaps in its construction can serve as hidden cargo areas. This does not change a ship's cargo capacity. A smuggling compartment can hold anything that fits within a 5-foot cubic space. A difficulty 20 Wisdom (Perception) check is required to locate smuggling compartments in a search of the ship. *Cost: 2% of base ship cost.*

Sturdy Hull: The ship's body has had additional supports and layers of wood added to it, making it thicker and more resilient. The ship's base hit points are increased by 10%, but the ship's speed is reduced by 1/2 mph. *Cost: 10% of base ship cost.*

SIEGE ENGINES

These massive engines of war are designed to protect or assail heavy targets, fortifications or large groups of enemy soldiers.

Each siege engine provides a description of its size, Armor Class, and hit points, as well as an outline of its functions and attack capabilities. Every siege engine is immune to poison and psychic damage.

Siege engines are moved under the power of groups of soldier or minders, or pulled by teams of animals or domesticated monsters. As part of the variant rule below, each siege engine is also noted with a crew requirement to operate it.

Additional siege engines (siege guns) can be found in Part 7. Cannons are particularly suited for adventures that include tall sailing ships.

The following siege engines in this section can be mounted on ships of sufficient size: ballista, catapult, heavy ballista, and mangonel. The others require fixtures or stability not available on ships.

BALLISTA

Large object
Armor Class: 15
Hit Points: 50
Crew: 4
Cost: 1,000 gp

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It requires one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

BALLISTA, HEAVY

Huge object
Armor Class: 15
Hit Points: 10
Crew: 6
Cost: 1,750 gp

A larger, slower version of the ballista that fires an even more massive crossbow bolt. Before it can be fired, it must be loaded and aimed. It requires two actions to load the weapon, two actions to aim it, and one action to fire it.

Heavy Bolt. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 22 (4d10) piercing damage.

CATAPULT

Large object
Armor Class: 15
Hit Points: 75
Crew: 3
Cost: 500 gp

A catapult hurls a heavy projectile in a fast, forward arc. Before the catapult can be fired, it must be loaded and aimed. It takes two actions to load the weapon, two actions to aim it, and one action to fire it.

A catapult typically hurls a heavy stone, although it can hurl other kinds of projectiles, with different effects.

Catapult Stone. *Ranged Weapon Attack:* +5 to hit, range 175/750 ft., one target. *Hit:* 27 (5d10) bludgeoning damage.

CATAPULT, MANGONEL

Large object
Armor Class: 15
Hit Points: 100
Crew: 3
Cost: 1,125 gp

A mangonel is a type of catapult that hurls heavy projectiles in a high arc. This payload can hit targets behind cover. Before the mangonel can be fired, it

must be loaded and aimed. It takes two actions to load the weapon, two actions to aim it, and one action to fire it.

A mangonel typically hurls a heavy stone, although it can hurl other kinds of projectiles, with different effects.

Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

CATAPULT, ONAGER

Large object
Armor Class: 15
Hit Points: 50
Crew: 2
Cost: 200 gp

An onager is a smaller, short-armed catapult that hurls a heavy projectile in a fast, forward arc at the level of infantry. Before the onager can be fired, it must be loaded and aimed. It takes two actions to load the weapon, one action to aim it, and one action to fire it.

An onager is small enough to be carried on the back of a wagon.

An onager typically hurls a heavy stone, although it can hurl other kinds of projectiles, with different effects.

Onager Stone. *Ranged Weapon Attack:* +5 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) bludgeoning damage.

CATAPULT, TREBUCHET

Huge object
Armor Class: 15
Hit Points: 150
Crew: 5
Cost: 2,500 gp

A trebuchet is a powerful catapult that throws its payload in a high arc, so it can hit targets behind cover. Before the trebuchet can be fired, it must be loaded and aimed. It takes two actions to load the weapon, two actions to aim it, and one action to fire it.

A trebuchet typically hurls a heavy stone. However, it can launch other kinds of projectiles, such as barrels of oil or sewage, with different effects.

Trebuchet Stone. *Ranged Weapon Attack:* +5 to hit, range 300/1,200 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 44 (8d10) bludgeoning damage.

CAULDRON, SUSPENDED

Large object
Armor Class: 19
Hit Points: 20
Crew: 2
Cost: 50 gp

A cauldron is an iron pot that is suspended so that it can be tipped easily, spilling its contents. Once emptied, a cauldron must be refilled—and its contents must usually be reheated—before it can be used again. It takes three actions to fill a cauldron and one action to tip it.

Cauldrons can be filled with other liquids, such as acid or green slime, with different effects.

Boiling Oil. The cauldron pours boiling oil onto a 10-foot square area directly below it. Any creature in the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

GREAT CLAW

Gargantuan object
Armor Class: 15
Hit Points: 200
Crew: 8
Cost: 2,750 gp

This weapon operates from a fixed point, it's long, crane-like arm extending up to a hundred feet to end in several chain flails or a chain with a large claw. The weapon is generally mounted on a curtain wall. It is used to overturn covered rams, misalign approaching siege towers, or rake away the sails and rigging of nearby ships. It can also be swept through the enemy ranks to disrupt approaching formations.

A great claw that inflicts cumulative damage on a siege tower or covered ram equal to half its total hit points pulls the engine apart or tips it over, making it useless. The same damage to a ship destroys enough sail and rigging to halve the vessel's wind-powered speed, but the great claw's damage to sails and rigging can be repaired at half the normal cost.

Claw Arm. *Melee Weapon Attack:* +8 to hit, reach 100 ft., one object. *Hit:* 16 (3d10) bludgeoning.

RAM

Large object
Armor Class: 15
Hit Points: 20
Crew: 8
Cost: 100 gp

A ram is an iron-shod log with handles, used to batter through doors and barricades. The operators of a ram lack the fortifying gallery of a covered siege ram, and are fully exposed when they approach and attack.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one object. *Hit:* 16 (3d10) bludgeoning damage.

RAM, COVERED

Large object
Armor Class: 15
Hit Points: 100
Crew: 4
Cost: 750 gp

A covered ram consists of a movable gallery equipped with a heavy log suspended from two roof beams by chains. The log is shod in iron and used to batter through doors and barricades.

It takes fewer creatures to operate a covered ram because the operators have a supporting gallery to suspend the weight from. Because of the gallery roof, ram operators have total cover against attacks from above.

Covered Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one object. *Hit:* 16 (3d10) bludgeoning damage.

SIEGE TOWER

Gargantuan object
Armor Class: 15
Hit Points: 200
Crew: Varies
Cost: 2,000 gp

A siege tower is a mobile wooden structure with a beam frame and slats in its walls. Medium or smaller creatures can sue the siege tower to reach the top of walls up to 40 feet high. A creature in the tower has total cover from attacks outside the tower.

Large wooden wheels or rollers allow the tower to be pushed or pulled by soldiers or beasts of burden. A total combined Strength rating of 100 or more is required to move the tower while empty. Triple that number if the tower is full of soldiers as it advances.

SIEGE TOWER, MASSIVE

Gargantuan object
Armor Class: 15
Hit Points: 350
Crew: Varies
Cost: 3,500 gp

A massive siege tower is a larger wooden structure with a beam frame and slats in its walls. Medium or smaller creatures can sue the siege tower to reach the top of walls up to 65 feet high. A creature in the tower has total cover from attacks outside the tower.

The massive siege tower is too large for wheels and can only be propelled on rollers. The monstrosity is pushed or pulled by a great many soldiers or beasts of burden. A total combined Strength rating of 200 or more is required to move the massive tower while empty. Triple that number if the massive tower is full of soldiers as it advances.

SIPHON

Large object
Armor Class: 15
Hit Points: 30
Crew: 4
Cost: 3,500 gp

This device is designed to pump oil in a high-velocity stream at an enemy. The oil is lit as it leaves the siphon, creating a flaming stream that can ignite flammable objects.

Flaming Oil. The siphon projects flaming oil onto a 10-foot square area to a point within 100 feet of it. Any creature in the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. Wooden structures and vessels in the area are likely to catch on fire.

RECRUITMENT

This section covers two aspects of recruitment, the methods and costs to hire and maintain military forces, and the game systems to deploy them against other military forces.

GAINING MILITARY MIGHT

This section covers the systems by which player characters can gain control over military forces. For these purposes, an army has at least several hundred members; these rules do not pertain to smaller groups of warriors, the personal following of a competent warrior like her band of Merry Men.

USING WEALTH

To acquire an army, characters with sufficient wealth can simply hire soldiers (long-term skilled hirelings), purchase equipment for each, and pay their food and lodging. A typical army of 2,000 soldiers would require an initial outlay of 120,000 gp to equip them.

This initial cost is staggering, about the amount of wealth a whole adventuring party can expect to earn by the time they reach 20th level. On top of this, expect to pay an additional 4,000 each day to maintain the fighting force.

Of course, this assumes a ready source of soldiers in the area to recruit. And this just contemplates infantry; it doesn't include the weapons, armor, and horses of more specialized soldiers, nor the siege equipment, transportation methods, or supply train needed to maximize the army's usefulness.

Certain factors operate to downplay these costs. First, by providing food and lodging, the daily cost of skilled hirelings is cut in half. Economies of scale typically allow that providing these benefits for a whole army is cheaper than paying them full price to find their own food and lodging, but this requires a place to put the army. Lodging is relatively simple if the recruiter owns a sufficiently large fortification. Such a landowner needs only find food for her army, which might be managed by the hirelings included with the property. So long as the army has a base of operations to return to, lodging is not a concern for the army while it is on campaign. A fortification can, with cramped conditions, house an army equal to 20 times it's garrison rating. By encamping around the fortification, the infrastructure can support 100 times its garrison rating for a period of about a month.

Second, by finding the right recruits, like the members of fierce warrior cultures or the veterans of a recently-ended war, the would-be war leader can find soldiers that already own a fair bit of armaments. Such soldiers require only half the normal cost to equip. In rare cases, some soldiers come fully-equipped.

Third, costs can be reduced by hiring less-skilled soldiers, a peasant army or force of raw recruits. This halves the maintenance costs for the army (or that portion of it), but using untrained hirelings has obvious drawbacks when it comes to fighting.

Fourth, soldiers are typically paid only periodically. Sometimes they are paid a signing amount up front and the remainder at the end of the campaign or various periods within the campaign. An army that captures a wealthy objective might suddenly have more money to pay the troops. And if the army is active, the soldiers that die represent outlays that do not have to be paid. (In some societies, fallen soldiers' wages are paid anyway, going to the families or designated heirs.)

Fifth, some armies are founded on the notion of pure plunder. Such soldiers receive no pay (see cultural acquisition, below), but expect to loot the wealth of their enemies if successful in battle. In this way, the army leaders pay little or nothing to maintain the soldiers, but the soldiers might get greater rewards anyway. This sort of method generally prevents the army from any policies that prohibit pillaging or mistreating civilians, which will very much color the reputation of the army and those involved with it.

Although the maintenance costs of a property include the financing of a number of soldiers, these troops alone are not sufficiently numerous to be considered armies.

Cultural Acquisition

Cultural acquisitions occur when members of the army work without pay. Sometimes this is the result of social pressures, cultural expectations, laws of conscription, slavery, or other methods. Whatever the case, the cost to maintain these soldiers is halved. If the army's leaders provide the food and lodging, there is no cost for such soldiers. In any cultural acquisition, the Dungeon Master must determine ad hoc the number of soldiers that can be acquired.

Conscription is the tool of civilized societies. When threatened, civilians are legally pressed into the army for a set term of service or the length of a war. Such civilians count as unskilled hirelings. They almost never have their own equipment, but some might bring farm implements or the leftover weapons from their grandparents' time at war.

In war-like or raiding societies, healthy adults are expected to fight to maintain the society's way of life. To organize an army, the leader must have a certain reputation and a specific goal. Tribes of martial barbarian or goblin-kin might rally to the banner of a strong leader, seeking to take territory from rivals or plunder a nearby city. These soldiers typically come with their own equipment; maintaining gear for war is an expected part of adulthood in such warrior societies.

Slavery is another approach that armies use to get cheap troops. Unless a society raises their warrior slaves from a young age using exceptional techniques for their control and conditioning, the slave portion of an army is never good for anything more than fodder. Slaves must be provided with gear suitable for the campaign, although they usually have the cheapest weapons and armor, denoting their station.

Reputation also serves a role in gaining soldiers. Characters with martial capabilities, and who have accomplished heroic deeds suitable get to about the 11th character level, often acquire the service of itinerant soldiers. These warriors recognize the cunning, honor, or accomplishments of a like-minded person and seek to be a part her enterprises. Such soldiers fight for honor. They do not require pay nor stipends for equipment, but their leader must have a way to feed and house them.

Characters in feudal systems with high noble titles can, if they have subordinate nobles underneath them, call upon the men-at-arms their subordinate nobles maintain. There is no cost to employ, equip, or maintain these soldiers; that duty falls to the nobles to whom they belong. For example, in addition to her own men-at-arms, a countess going to war may call upon the militaries maintained by each of the barons within her county. In the same way, the duke may call upon the countess' armies, along with those of the other counts in the duchy, as well as all their barons' armies.

Restrictions to Gains

In many circumstances, characters will not be allowed to freely raise armies. Local leaders get nervous about growing military forces that are not under their own control.

The exact point in which a military force becomes too large to tolerate is determined by the Dungeon Master. Of course, what the leader is doing with her army also plays into how tolerant of it a ruler will be.

Additionally, the nature of the army plays some role in how large it may grow before others seek to interfere. A character raising a force of orcs and goblins near to civilized lands may find that their presence alone is enough for other armies to march against it, or adventurers come and assassinate the leader or otherwise thwart the army's expected intentions.

Even when militaries are generally approved of, there are often set limitations. If two barons have frequent feuds, the countess is not likely to allow one of them to begin recruiting a massive army, fearing instability in the county.

ANCILLARY EQUIPMENT

The previous costs only contemplate the investment of simple soldiers. More specialized warriors require significant additional funds to equip initially.

Infantry and archers cost about the same amount to equip, about 60 gp each. Infantry have cheaper weapons than archers, but make up for it with heavier armor and shields.

Elite soldiers cost about 250 gp each to equip. These typically wear more-protective chainmail or splint armor. They use professional weaponry like polearms and often have more than one back-up weapon.

True knights cost 2,000 gp each to equip. they wear plate armor, carry shields, and ride powerful warhorses. Each is also accompanied by a squire or servant. Despite the heavy investment cost, knights typically fight for causes, not gold, so they can be maintained by simply paying room and board.

Another consideration for a would-be war leader is the cost ancillary equipment. Catapults, siege towers, wagons for the supply trains, professional logistician charts to track army movement and supplies, and other costs may also apply. Refer to the earlier section in this Part for the costs of siege engines. Part 2 covers the cost of wagons and other vehicles.

Finally, depending on the terrain, an army might need access to ships, either to transport soldiers to foreign shores, or to convert the army to a navy. The cost for individual ships is provided early in this product, in Parts 3 and 5.

LEADING TROOPS

The *Dungeon Master's Guide* presents an optional loyalty mechanic on page 93. This mechanic is intended for individual NPCs, but with some adaptation, it works just as well for a whole army, sub-groups within an army, or the officers that control portions of an army.

Army loyalty can be roleplayed, or it can be controlled by this rule. Using this system, troops that are poorly-paid, ill-equipped, made to suffer terrible conditions or humiliating losses, are more likely to abandon their service. Troops that are treated well and paid well are more likely to fight to the death for their cause.

LOYALTY SCORE

The loyalty score of an army (or sub-division of an army) is measured on a scale from 0 to 20. Scores can never exceed this range. The maximum effective score is equal to the Charisma score of the leader. It's starting loyalty score is half the leader's Charisma score. If leadership of the army changes hands, adjust the loyalty score accordingly.

If the Dungeon Master tracks the army with sub-divisions, and gives a leadership score to the officers in charge of those divisions instead of the divisions themselves, those divisions might instead of a loyalty score applicable to their officers. This can create scenarios where a harsh and overbearing officer tries to follow the army leader's orders but the soldiers in his sub-division revolt.

TRACKING LOYALTY

The Dungeon Master should track army loyalty scores secretly so that players won't be fully conscious of the exact score. However, an army's morale is usually notable to astute officers, meaning the leader might have some general notion of the loyalty rating, perhaps within a few points.

Increase an army's loyalty score by 1d4 points each time the leader successfully achieves results favorable to the army. This typically means each success in battle, whether to gain plunder or to defend their homeland. But do not apply this bonus if the army's casualties were greater than 30%.

Decrease an army's loyalty score by 1d4 points each time the leader fails to meet the army's expectations. This means each month of failure to pay wages after the point when they are owed, failures in battle, or forcing the army into poor conditions like a grueling desert march or camping in rotting swampland. Decrease the loyalty score by 2d4 if the army has reason to suspect that their hardships are the result of the leader's selfish desires for personal gain.

EFFECTS OF LOYALTY

An army with a loyalty score higher than 10 will march to the death for its leader, fighting through terrible odds to achieve the leader's goals.

An army whose score is within the range of 1 through 10 is only tenuously loyal and might be willing to leave service and enter another leader's

army (though typically not a rival's army) or might resist undertaking extreme activities.

If the army's score drops to 0, it is no longer loyal and will soon abandon the leader. Its members might even take service in a rival or hostile leader's forces. If the army was treated badly enough, it might actively sabotage the leader's efforts, leaving service as the enemy's army is forming up to charge.

CLASHING ARMIES

The history of **Dungeons & Dragons** is littered with the corpses of failed or little-used mass-combat systems. In today's environment of third-party publications and homebrews, that boneyard has become much broader.

The original Battlesystem game (republished for Second Edition) used modifications of normal character-scale rules, implemented with figurines and built as an introduction to true war gaming. It was a full standalone game that received great reviews by its owners and creators, but suffered a mixed reception from the public. The Battlesystem game never really caught on as a standalone or a system to use in combination with **Dungeons & Dragons**, and the line has been discontinued for several decades.

Later mass-combat rules have tried to be lighter, simpler, and more abstract. They moved away from full-scale miniatures and war gaming, seeking only to address clashes of armies as a "side-game" or "mini-game" within a **Dungeons & Dragons** campaign.

Most of these systems, including contemporary versions, take a fairly-standardized form. They have units of various sizes with a handful of ratings dissimilar from normal game statistics, some units boasting unusual capabilities. Dungeon Masters control the clash of armies with new roll types, incorporating various modifiers for terrain, tactics, and other factors. To keep things interesting, these systems invariably incorporate (1) random outcomes based on die rolling, and (2) altered outcomes based on player character activities. However, as the size of clashing forces increases toward the scale of true armies, these two factors should, in every realistic sense, become less important to the point of irrelevance.

The storied scene where a single hero turns the tide of an entire battle simply lacks credibility, and it can rob the conflict of an important sense of scale that clashing armies should bring. This is not to say that player characters should play no leadership role in the battle, or cannot have heroic encounters within the space of clashing armies, just that these scenes should not be relied upon to determine the outcomes of a battle between armies. When warring kingdoms take to the field, the entire fabric of the campaign shifts in ways that should be controlled by the Dungeon Master, not by the presence of a few individuals or the caprice of some die rolls.

DECIDE LOSERS AND LOSSES

The Dungeon Master should refer to the following factors to determine the outcomes of the battle. These results are best determined at the outset, perhaps during pre-game preparation, so that the story does not get paused while the DM figures things out. Keep the war as the important backdrop for the campaign while the game focus stays on the player characters.

Determine Winner. In any clash of armies, the certain winner will usually be obvious. Two forces meet, one with vastly superior numbers and position. The lesser of these two forces will lose, leaving only the question of how badly.

Officially deciding the winner is the first thing for the Dungeon Master to do. This is the opposite approach of many mass-combat systems out there, systems that want to decide winners only following a long series of awkward rolls. While this makes for a touch more drama, it more often produces improbable results and takes the focus away from the players.

When determining the winner, the DM should consider the numbers on both sides, their training, equipment, quality of tactics, leadership, morale, presence of disease in the camp, use of special warfare equipment, access to combat and healing magic, and any other factor that may play a role in the outcome. Particularly note interactions where one side is heavily favored, such as archers showering a slowly-approaching army without response; these can defy the simple calculus of attrition in equal numbers.

The Clash. A clash of armies is typically a whole battle from start to finish. It takes place within a single day. If a battle proves indecisive, an additional clash may take place on the following day or the next, with additional clashes continuing until the outcome is certain. The Dungeon Master can decide that a battle of multiple clashes has different winners on different days.

The winning side of the conflict obtains its nominal goals. It forces the enemy to retreat, takes control of the contested village, or isolates the army from its reinforcements. Usually a parlay and peace are worked out following the clash, depending on the larger context of the battle. Whatever the circumstances, the Dungeon Master should decide the nature of the victory including any shift in army composition, territorial positioning, or political upheaval that results.

Each clash determines a casualty number, as described below. The Dungeon Master can impose these strict numbers or just decide losses based on what makes the most sense.

Field Losses. Both sides suffer casualties in war. These losses are based on two calculations.

First, the losing side suffers 20% casualties. Speaking from a historical medieval perspective, this is a staggering percentage. Second, the winning side suffers half that number of casualties, to a maximum of 50% of its total forces.

For example, two armies clash, one with 500 soldiers and one with 1250 soldiers. The larger force losses, suffering 250 casualties (20% of its fighters). The winning force suffers half that number (125 casualties).

Had the smaller force lost, it would have suffered only 100 casualties (20% of its fighters) before things turned so decisively against it as to require a surrender or retreat. The larger force would have lost only 50 casualties.

An army composed of multiple troop types applies their loss percentage proportionally to each type. For example, a losing army of 300 veterans and 1700 raw recruits will suffer 20% casualties, meaning 60 veterans and 340 recruits cease to be viable in battle. But the Dungeon Master may apply these percentages unevenly based on tactics; perhaps the veterans used the recruits as simple fodder to protect their positions, shifting many of the veterans' expected losses onto the recruits.

Siege Losses. Sieges are one of the few situations when conflicts are drawn out for a much long period than a few clashes. In a siege, the defenders are at a great advantage due to their defensive fortifications. Rarely will besiegers clash, preferring to wait out their enemies. Sieges typically resolve when the defenders surrender of starvation or when allied reinforcements scare off the besieging force.

Knight wearing plate armor and wielding spiked chain

In a siege assault against fortified walls, the besiegers will lose each day's clash until the Dungeon Master determines that a significant event removes the effectiveness of the fortifications. This might be the failure of a wall after weeks of trebuchet attacks, sapping, or magical weakening. Or it could be a band of traitors within the fortification opening the gates to the attackers.

In losing a clash, the force assaulting the walls suffers 30% casualties, to a maximum of 1 fighter per active defender. (Most civilians within a fortification are not counted as part of the army.) The defenders will suffer 1% casualties, to a minimum of 1 per 50 attackers. For fortifications weaker than a full castle with curtain walls, or with run-down defenses, the Dungeon Master can adjust the defenders' casualties to as high as 5%.

For example, a besieging force of 3,000 assaults the walls of a well-fortified stronghold defended by only 300. The assaulters suffer 300 casualties that day. They could have lost up to 900 (30%), but their losses were reduced for the small size of the defending force.

The defenders lose 6 casualties. Normally the loss would have only been 3 (1%), but the minimum loss is one-fiftieth of the attacking number. Had the Dungeon Master determined that the walls were not very high or

were in severe disrepair, she could have set the loss percentage as high as 5%, in which case the defending force would have suffered 15 casualties.

Absent an intervening event like the collapse of a curtain wall or betrayal from within, the besiegers will eventually win with brute force assaults. This occurs at the point when the Dungeon Master determines there are not enough defenders to effectively man the walls and the attackers still have sufficient numbers to mount significant assaults.

Use field loss rules instead of siege loss rules if a fortification is completely ineffective, as in the case of the entire attacking force being able to fly over the walls unhindered.

Exceptional Attacks. In a fantasy setting, armies may include spellcasters or ferocious monsters with amazing and decisive capabilities. Often, these factors will play into the Dungeon Master's determination of who wins the conflict. Particularly, large-scale spellcasting can be decisive when the other force lacks the ability to counter that magic or respond in kind.

Additionally, exceptional attacks apply a modifier to the enemy's casualty count, doubling, tripling, or quadrupling it at the Dungeon Master's whim, reflecting the nature of those attacks. If both sides possess such means, a single clash can be devastating to both armies.

Recover Casualties. Half of casualty numbers represent deaths in the army; the remainder are "simple casualties." Simple casualties will recover and be able to fight again in about seven days.

The armor or other protections used by an army will modify its casualty numbers. Those with "inferior armor" (AC 12 or lower) double their applied casualty percentages. Those with "good armor" (AC 16 through 19) halve their applied casualty percentages. Those with "superior armor" (AC 20 or higher) halve their applied casualty percentages and convert half of their dead casualty numbers to simple casualties.

Magical Recovery. An army with significant magical healing resources can convert half of its daily simple casualties back into viable soldiers, ready to fight the next day.

In very unusual circumstances, powerful magics or deific intervention can bring dead casualties back to life or, more disturbingly, raise them as undead, ready to fight the next day.

PLAYERS' ROLES, PRE-BATTLE

While player characters essentially never turn the tide of battle while within it, there are certain activities they can do ahead of time to tip the scales. In a close scenario, any one (or multiple) of the following events may be decisive.

The scenarios here are just examples; the Dungeon Master should alter these or make up new encounters to suit. Remember, these events will only change the outcome of a clash of armies if the odds are already very close.

Assassinate the General. This scenario probably plays out at night. The player characters sneak into the enemy camp and assassinate a war leader whose tactical cunning might otherwise be decisive to the battle. This conflict emphasizes stealth; if the characters remain hidden, they escape easily. If they are discovered, before or after the assassination, they must fight their way out or otherwise escape.

Alternative versions include stealing a war banner or other important icon to affect morale, burning siege engines or poisoning wells during a siege scenario, or sabotaging important works like a floating bridge.

Develop a Plan. Smart, tactical characters might be able to turn the tide by coming up with an impressive plan to win the battle. The strategy might include deceptive feints or timely maneuvers that contemplate the peculiarities of the terrain. The Dungeon Master can determine the effectiveness of these plans with an Intelligence (History) check against a DC that reflects the difficulty of the upcoming fight or is opposed by the same roll made by the enemy commander.

Alternately, if the players come up with an actual plan, one that is impressive from a tactical or dramatic standpoint, the DM may forego any rolls simply decide how effective the plan is for the army.

Impassioned Speech. The historic significance of inspiring speeches ahead of battle is dubious. A war leader's words cannot carry to more than a small force of the larger army. However, boosting morale this way is a time-honored dramatic device that enhances the story and keeps the focus of the game where it should be, on the players. Therefore, the Dungeon Master may give one character the opportunity to make an impassioned speech before each day's clash. If multiple characters are leading multiple groups of

soldiers, each such character can attempt to affect her own troops' morale.

The speaking player should take some effort to roleplay the speech, or at least to provide a written outline of what is said. The content of the speech is important to the drama of the scene. This event should not be reduced to mere die-rolls, although dice do have a say in it.

An impassioned speech is typically followed by a Charisma (Persuasion) check. Under certain rare circumstances, the Deception or Intimidation skills might substitute. There is no DC to match for this check; the Dungeon Master determines its general effectiveness for morale based on the height of the result and the details of the speech provided by the player.

Certain characteristics can give the speaking character advantage on this roll, reflecting training in oration or leadership. A character may gain advantage by spending a bardic inspiration die or, if she possesses the rally maneuver, a superiority die. A character with the inspiring leader feat automatically claims advantage on this roll. If the characters are leading their own army, one with an established loyalty score, the Dungeon Master may apply advantage if the army's loyalty score is above 15 (or disadvantage if its score is below 6). The DM may also apply advantage for other characteristics or active spells, depending on her own discretion.

Scout for Weaknesses. With the right combination of capabilities, the characters may be able to provide crucial intelligence to one of the armies, information about their opponent's numbers, defensive works, general health, or likely strategies. While this might mean sneaking into the enemy camp in the dark of night, it could just as easily involve infiltration using magical or mundane disguises, or the use of scrying spells.

Like the "develop a plan" encounter, an intelligent character might be able to determine weaknesses just from latent clues, performing arithmetic to estimate enemy numbers based on the number of camp fires or determining how long a siege can hold out by correctly estimating its reserves of supplies.

Win Over Allies. This sort of encounter is typically performed long before the armies meet, when there is still time for additional forces to take the field. It is also the encounter type where player characters

are most likely to change the outcome of the war if the original forces are not nearly equivalent.

Usually, this encounter requires the characters to treat with some other force, like convincing a neighboring duke to bring his soldiers to their aid. However, this scenario could also be turned on the enemy, attempting to hire away some of their mercenary companies. This encounter may require roleplaying like the "impassioned speech" encounter, as well as require complex diplomacy and bribery. Skill checks using Charisma and Wisdom are often appropriate.

Sometimes getting aid takes efforts beyond mere persuasive talk. Perhaps the Queen of the Elves will not be swayed unless the party can find her missing heir or solve the mystery of her murdered lover. This technique allows the characters to have a profound effect on a battle while invoking the real **Dungeons & Dragons** rules instead of the cumbersome army mechanics suggested by many mass-combat systems. Play progresses on a character-scale, keeping the focus of the game on the players, where it should be.

PLAYERS' ROLES, MID-BATTLE

Sometimes characters get involved directly in a battle. For better or worse, they must now try to defeat the enemy, achieve military objects, or just plain survive in their small section of the conflict.

A few mid-battle scenes like these can create a sense that the player characters are doing their part as the conflict unfolds. Two or three such battles will give players the right sense of scale, whether fought during a single clash or across multiple days.

Alternately, turning one of these encounters into a single, larger-scale conflict might capture that feel in a case where allied soldiers fight alongside the player characters. In that case, give all players control of one to three soldiers each (probably using the guard statistics in the *Monster Manual*) in addition to their own characters. The players determine the actions for their assigned soldiers and make their various rolls for them. This method can increase the players' sense of connection with the army, having fought (rolled dice) side by side with them. However, when using this technique, it is best to limit the mid-battle encounters to just one, lest the game bog down.

Following are some example encounters. The Dungeon Master can alter these or make up new encounters to suit.

Capture the Position. An important event, the characters seek to capture a small but important thing. The thing is typically a strategic location, but it could be the pennant of an important enemy, a mobile siege weapon, a cage-wagon full of prisoners, or the like.

This event probably gives the characters an opportunity to plan their assault, but they will have to contend with larger forces or overcome the entrenchments and fortifications laid by the enemy.

Hold the Position. As with "capture the position," the characters oversee the holding of something important while enemy forces try to take it away. The characters probably benefit from various fortifying efforts prepared in advance to control the area.

This is a good event to run consecutively with the "hold the position" event, perhaps a day later.

Close the Gate. The characters must fight back a mass of charging enemies long enough for the defenders to close the main gain. Perhaps the mechanisms have jammed, by sabotage or simple ill-use, and the engineers need a minute to fix it. The enemies keep coming, but the characters cannot retreat until the mechanism is fixed and the gate closes. (The characters should have some way to retreat when this event concludes, like a hoist ready to lift them swiftly over the crenels at the top of the wall.)

Variations of this event include protecting the sappers from an enemy counter-charge until they can position their petards for detonation against the castle wall, guarding the wizard from an enemy throng until she can finish casting her spells, or holding the dock until the queen's ship can cast off and bear its royal cargo to safety.

Fighting Retreat. The player characters are overwhelmed and must fight their way out of a tight spot. Perhaps their position was isolated by the enemy and overrun, and the characters must make it into the nearby forest or across the river to get away. Whatever the case, the characters fight a series of running battles as pockets of enemy forces catch up to them, either on foot or mounted. The characters may have minutes or only a few rounds between waves.

This is an excellent event to emphasize the long, slogging nature of a war being lost. The Dungeon Master can throw group after group at the party until, regardless of character level, they are very worn down.

Just make sure to vary the groups and not overdo things; this should be draining to the characters, not tedious to the players.

Straight Fight. A simple event, the characters go head-to-head with enemy forces for a set period, until the thick of the fighting shifts away from the characters' position.

This event allows the characters to experience combat with a variety of enemy forces they might not otherwise encounter. Do the foes have manticores? What about organized phalanxes? Whatever unique quality the enemy has, this is a good time to put it on show.

This event is also useful for dramatic clashes between important characters. Does a certain baron on the opposing side have a grudge with the characters? Perhaps the swirl of melee sweeps that baron and his honor guard into direct confrontation with characters, bringing to a head several years of acrimony and political machinations in one swift, brutal encounter.

After the Fighting

A clash of armies is a significant event. It involves large numbers of individuals, sweeps up the local peasantry, ruins field drainage and crops, affects politics and commerce for decades to come, and lives in the hearts of the citizenry for generations. A century later, that muddy hillside might still be remembered for the battle that took place there on a cold autumn day so long ago. Effects on the player characters should be significant and meaningful.

Background Changes. If the characters' side will lose the battle, the Dungeon Master should have a prepared series of ways to demonstrate the importance of the loss. Perhaps allied cities are sacked, their peasants beggared or taken as slaves. Perhaps the borders between kingdoms shift and the new lords impose their culture, religion, or trade practices on their new holdings.

If the characters' side wins, the Dungeon Master should take care to mention how this effects the locals, particularly individual NPCs the characters are familiar with. In addition to raising national pride, economies are often bolstered by war. The local baker and the innkeeper known to the player characters may have expanded their businesses by preparing food en masse for the army, reaping great profits.

Whatever the case, the clashing forces probably consumed every bit of crops and game within a broad range of the army, leaving the poor to starve for a year or two following any conflict. Locals or their adult children may have been pressed or hired into military service, and never returned. These can have a profound effect on the characters' world.

Accolades and Recognition. Win or lose, if the characters distinguish themselves in war, the rewards are potentially quite high. Depending on the power and resources of the side to which the characters were aligned, successful actions in the Pre-War and Mid-War phases can earn certain recognition.

Low-level characters might be granted gentle status, knight or the equivalent. For providing far-reaching assistance, particularly if the characters' side is victorious, higher titles and grants of land may be appropriate.

If the characters were aligned with a region, faction, or government that rates renown, each well-handled encounter in the Pre-Battle and Mid-Battle phases might be worth a whole point of renown.

Ignominy and Rebuke. Similarly, if the characters fare poorly in the events leading up to the clash, even if their side won, the characters might suffer some sort of penalty.

This could be a stripping or reduction of military rank or noble title. More likely, it simply comes with a long-term reputation as incompetent; it will be a long time before the authorities entrust the characters with future endeavors or resources.

If the characters were aligned with a region, faction, or government that rates renown, each poorly-handled encounter in the Pre-Battle and Mid-Battle phases might cost a whole point of renown.

APPENDIX A: FUTURE PRODUCTS

Wraith Wright Productions has additional releases planned, some currently under development.

THE SECRET PROJECT

We're working on something promising, yet difficult. It's based on our recent market research, a product we think the community is looking for. We're not forecasting the details because this isn't the type of project that we can easily plan a development cycle for.

The Secret Project will create a platform for other creators to build upon, inviting others to use the material, without pay, to create similar products.

After stepping in to spice up *The Comprehensive Equipment Manual*, illustrator Johnathan Good has again agreed to collaborate, this time taking a larger role for our upcoming Secret Project.

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 this product's 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 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 player 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, we expect to release updates 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, we intend to update with additional exotic rules.

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 generate 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, Randall is a practicing attorney and is involved in five regular Fifth Edition games. He has worked as a freelance writer off-and-on for several roleplaying game companies. Randall lives in Seattle, Washington.

About the Artist

The sole illustrator is Johnathan Good of *Johnathan Good Illustrations*. He lives in Massachusetts and graduated from the Montserrat College of Art with bachelor's degree in fine arts, concentrating in illustration.

Johnathan is a fan of history, architecture, and game design. He is a general artist with a broad range of proficiency in various mediums, but currently focusing on his technical skills with digital painting and 3D modelling.