Equipment

Proper equipment can mean the difference between life and death on an adventure. As an adventurer, you might wear armor, carry one or more weapons, and heft an adventurer's pack containing useful gear to help you navigate perilous environments and survive extended journeys into the wilderness.

This chapter presents an overview of common armor, weapons, and gear.

When you create your character, you receive equipment based on a combination of your background and class.

Wealth

Wealth comes in many forms in the DUNGEONS & DRAGONS® world. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being.

Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins in the world are the gold piece (gp), the silver piece (sp), and the copper piece (cp). One gold piece is worth ten silver pieces. One silver piece is worth ten copper pieces.

In addition to the common coins, other unusual metals sometimes come to surface in transactions. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, while a platinum piece is worth ten gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins equal a pound.

A typical commoner uses copper pieces and sometimes silver. Other coins are mainly for wealthy merchants, nobles, and the hoards of greedy dragons.

STANDARD EXCHANGE RATES

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

Selling Loot

Opportunities abound in D&D® to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, where you can find buyers and merchants interested in your loot.

Gems, Jewelry, and Art Objects: These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods: On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—such as bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

Arms, Armor, Gear: As a general rule, weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters, however, are rarely in good enough condition to sell.

Magic Items: Selling magic that you find as loot is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. In other words, the value of magic is far beyond simple gold and should always be treated as such.

Armor and Shields

Armor and shields protect you against the myriad strikes, stabs, and crushing blows faced during any expedition. Your class determines what types of armor you can wear as well as whether you can use shields. The Armor table summarizes the benefits gained from wearing armor.

Armor Categories

All forms of armor fall into one of the four following categories.

   Light Armor: Made from lightweight materials, light armor favors agile adventurers since it offers some protection without sacrificing any mobility.

   Medium Armor: Medium armor relies more on metal components to improve its defensive qualities, but such materials can weigh the wearer down.

   Heavy Armor: Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

   Shield: A shield provides additional protection above and beyond what armor offers. Additionally, shields can be used as weapons in combat.

Using the Armor Table

D&D® worlds are a vast tapestry made up of many different cultures, each with its own technology levels. For this reason, adventurers might find a wide range of armor types, ranging from leather armor to chain mail to costly plate armor, and a wide range of armors in between. The Armor table collects the most commonly available types of armor found in the game and separates them into armor categories.

   Name: The name of the suit of armor or shield.
   Cost: The typical market price for the armor or shield.
   Armor Class (AC): Armor protects its wearer from attacks, whether those attacks come in the form of a sword strike or a fiery missile hurled from a wizard. The armor determines your base Armor Class, to which you add your entire Dexterity modifier, up to a modifier of +2, or no modifier. Using a shield increases your Armor Class.
   Speed: Some armor lowers your speed. Reduce your speed by the given amount.
   Stealth Disadvantage: Some armor makes it difficult to hide. When you are wearing such armor, you have disadvantage on any check you make to hide or move silently. See "How to Play" for rules concerning stealth.
   Weight: The armor's weight.

Getting Into and Out of Armor

The time it takes to don or remove armor depends on the armor's category.
   Don: This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.
   Remove: This is the time it takes to take off armor. If you have help, reduce this time by half.

DONNING AND REMOVING ARMOR

Category	Don	Remove
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes

Armor Proficiency

Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in armor's use know how to use it effectively. If you put on armor that you cannot use, you have disadvantage on checks, saving throws, and attack rolls that involve Strength or Dexterity.

ARMOR

Armor	Price	Armor Class (AC)	Speed	Stealth	Weight
Light Armor					
Padded armor	5 gp	11 + Dex modifier	—	Disadvantage	15 lb.
Leather armor	10 gp	11 + Dex modifier	—	—	15 lb.
Dragon leather	500 gp	12 + Dex modifier	—	—	15 lb.
Mithral shirt	5,000 gp	13 + Dex modifier	—	—	10 lb.
Medium Armor					
Hide armor	10 gp	12 + Dex modifier (max 2)	—	—	20 lb.
Studded leather	25 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	30 lb.
Studded dragon leather	500 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Dragon scale	500 gp	15 + Dex modifier (max 2)	—	Disadvantage	25 lb.
Mithral scale	5,000 gp	15 + Dex modifier (max 2)	—	—	25 lb.
Heavy Armor					
Ring mail	30 gp	14	−5 feet	Disadvantage	40 lb.
Chain mail	75 gp	16	−5 feet	Disadvantage	40 lb.
Splint	500 gp	17	−5 feet	Disadvantage	45 lb.
Banded	750 gp	17	—	Disadvantage	45 lb.
Plate	5,000 gp	18	−5 feet	Disadvantage	50 lb.
Mithral plate	6,000 gp	18	—	Disadvantage	40 lb.
Shield					
Shield	10 gp	+2	—	—	5 lb.

Armor Descriptions

The types of armor found on the Armor table are described here, along with any special properties they each possess.

Banded: This armor is made of overlapping strips of metal sewn to a backing of leather and chain mail. The strips cover vulnerable areas; the chain mail and leather protect the joints while providing freedom of movement. Straps and buckles distribute the weight evenly, making it easier to move around in this armor. This suit includes a helmet and gauntlets.

Chain Mail: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. Several layers of mail hang over vital areas. Most of the armor's weight hangs from the shoulders, making the armor uncomfortable to wear for long periods. The suit includes gauntlets.

Dragon Leather: This leather armor is made from the hide of a dragon. It is extremely supple yet far more durable than standard leather armor.

Dragon Scale: This suit of scale armor is made from a dragon's scales rather than metal, granting it superior protective capabilities and flexibility.

Hide: This crude armor consists of thick furs and hides. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Mithral Plate: This suit of plate armor is crafted from mithral. It is easy to move in compared to other sorts of metal armor. The dwarves sometimes gift this armor to their most trusted allies.

Mithral Shirt: This extremely light chain shirt is made of very fine mithral links. The armor is light enough to wear under normal clothing. It is most commonly crafted by elves.

Padded: Padded armor consists of quilted layers of cloth and batting. It is heavier and less supple than leather armor.

Plate: Consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body, a suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding that is worn underneath the armor. Buckles and straps distribute the weight over the body. Each suit of plate must be individually fitted to its owner by a master armorsmith, although a suit gained from another can be resized to fit a new owner for half the armor's market price.

Ring Mail: This armor is leather armor with heavy rings sewn into the material. The rings help reinforce the armor against blows from swords and axes. Ring mail is typically considered inferior to chain mail, but it is still worn by those who cannot afford better armor.

Scale Mail: This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Shield: Shields are carried in one hand, and they offer modest protection against projectiles and melee attacks alike.

Splint: This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Studded Leather: Made from tough but flexible leather (not hardened leather, as with normal leather armor), studded leather is reinforced with close-set rivets or spikes.

Studded Dragon Leather: This is a suit of studded leather crafted from the tough hide of a dragon.

Weapons

Few adventurers have much luck or success in their endeavors without a trusted weapon. Your class grants proficiency in certain weapons, reflecting both your class's focus and the tools you are most likely to use. Whether you favor a long sword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

Weapon Proficiency

If you make an attack roll using a weapon with which you lack proficiency, you make the attack roll with disadvantage.

Weapon Categories

Each weapon falls into one of the following categories, which are broad groups that share certain key traits. Your class determines what weapons you can use.

Simple Weapons: Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons commonly found in the hands of commoners.

Martial Weapons: Most warriors use martial weapons because these weapons best use their fighting style and training.

Using the Weapon Table

The most common weapons in the game are presented on the Weapons table. Each weapon has the following characteristics.

Name: The weapon's name.

Price: The weapon's typical market price.

Damage: When you attack and hit with the weapon, you deal the indicated damage plus any bonuses and magic bonuses that apply. The type of damage dealt by the weapon is also noted here.

Weight: The weapon's weight.

Properties: If the weapon has any properties, they're noted in this column.

Ammunition: You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to launch from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. At the end of the battle, you can recover half your expended ammunition by taking a minute searching the battlefield.

If you employ such a weapon to make a melee attack, you use the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

Double: A double weapon has a blade or a bludgeon on both ends. You are considered to have a different light weapon in each hand when you wield the weapon with both hands.

A double weapon has two damage values. The first one is for the weapon's primary end, and the second is for the secondary end, which is used only when you're attack with both ends.

Finesse: When making an attack with a finesse weapon, you can use your choice of your Strength or Dexterity modifier with your attack and damage rolls.

Heavy: A heavy weapon's size and bulk make it too large for a Small creature to use effectively. Small creatures have disadvantage on all attacks made with heavy weapons.

Light: A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading: Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action or reaction to fire it.

Mounted: You have disadvantage when you use a mounted weapon to attack a target within 5 feet of you. Also, a mounted weapon requires two hands to wield when you are unmounted.

Range: A weapon that can be used to make a ranged attack has a range in parentheses after the property that describes how the weapon is used to make a ranged attack. The range lists two numbers. The first is the weapon's normal range, in feet, and the second indicates the weapon's maximum range. When attacking enemies beyond normal range, you have disadvantage on attack rolls.

Reach: When you attack with this weapon, your reach increases by 5 feet.

Special: A special weapon has unusual rules governing its use.

Thrown: If the weapon has the thrown property, you can throw the weapon at a target to make a ranged attack. You use your Strength modifier for the ranged attack roll and damage roll, rather than your Dexterity modifier. You can also use the weapon to make melee attacks.

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

Versatile: This weapon can be used with one or two hands. It has two damage values. The first is for its one-handed use, the second for when using it two-handed. Small creatures can use these weapons only two-handed.

WEAPONS

Name	Price	Damage	Weight	Properties
Simple Weapons				
Cestus	1 gp	1d4 bludgeoning	1 lb.	Light
Club	1 sp	1d4 bludgeoning	3 lb.	Light
Crossbow, light	25 gp	1d8 piercing	6 lb.	Ammunition (range 80/320), loading, two-handed
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 30/120)
Dart	5 cp each	1d4 piercing	1/2 lb.	Finesse, thrown (range 30/120)
Greatclub	2 sp	1d8 bludgeoning	15 lb.	Two-handed
Javelin	5 sp	1d6 piercing	4 lb.	Finesse, thrown (range 30/120)
Mace	5 gp	1d6 bludgeoning	8 lb.	—
Quarterstaff	2 sp	1d4/1d4 bludgeoning	4 lb.	Double, finesse, two-handed
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	1/2 lb.	Ammunition (range 30/120)
Spear	1 gp	1d6/1d8 piercing	5 lb.	Thrown (range 20/60), versatile
Unarmed strike	—	1 bludgeoning	—	—

Martial Weapons

Bastard sword	35 gp	1d8/1d10 slashing	10 lb.	Versatile
Battleaxe	10 gp	1d8 slashing	10 lb.	—
Blowgun	10 gp	1 piercing	2 lb.	Ammunition (range 30/90), loading, special
Bolas	2 gp	1 bludgeoning	1 lb.	Special, thrown (range 30/90)
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120)
Crossbow, heavy	50 gp	1d10 piercing	10 lb.	Ammunition (range 100/400), loading, two-handed
Double axe	10 gp	1d6/1d6 slashing	2 lb.	Double, two-handed
Double sword	10 gp	1d6/1d6 slashing	2 lb.	Double, two-handed
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	10 gp	1d10 slashing	15 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	15 lb.	Heavy, two-handed
Greatsword	50 gp	1d12 slashing	10 lb.	Heavy, two-handed
Halberd	10 gp	1d10 slashing	15 lb.	Heavy, reach, two-handed
Handaxe	5 gp	1d6 slashing	7 lb.	Light, thrown (range 20/60)
Katana	35 gp	1d10 slashing	3 lb.	Finesse, two-handed
Lance	10 gp	1d12 piercing	10 lb.	Mounted, reach
Light hammer	2 gp	1d6 bludgeoning	7 lb.	Light, thrown (range 20/60)
Long sword	15 gp	1d8 slashing	5 lb.	—
Longbow	50 gp	1d8 piercing	3 lb.	Ammunition (range 150/600), two-handed
Maul	10 gp	1d12 bludgeoning	25 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	12 lb.	—
Net	1 gp	None	3 lb.	Special, thrown (range 20/60)
Pike	5 gp	1d8 piercing	5 lb.	Reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	4 lb.	Finesse, light
Short sword	10 gp	1d6 piercing	3 lb.	Finesse, light
Spiked chain	15 gp	1d8 piercing	5 lb.	Finesse, reach, two-handed
Spiked shield	8 gp	1d6 piercing	5 lb.	Light, special
Trident	5 gp	1d8 piercing	6 lb.	—
Urgrosh	10 gp	1d10 slashing/1d4 piercing	2 lb.	Double, two-handed
War pick	5 gp	1d8 piercing	6 lb.	—
Warhammer	15 gp	1d8 bludgeoning	8 lb.	—
Whip	2 gp	1d4 slashing	2 lb.	Light, reach, special

Improvised Weapons

Any object can serve as a weapon, even if it wasn't designed for such use. An improvised weapon can be any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

In many cases, an improvised weapon is similar to an actual weapon, and can be treated as such. For example, a table leg is akin to a club. At the DM's discretion, a character proficient with a weapon can use a comparable object as if it were that weapon.

Typically, an object that bears no resemblance to an actual weapon deals 1d4 damage, or 1d6 if it is wielded with two hands. The damage type is appropriate to the object. The DM might assign a different damage type based on the object used.

Silvered Weapons

Some monsters have a special vulnerability to silver weapons, so many adventurers invest the extra coin to silver the weapons they wield. You can silver a single weapon or 10 pieces of ammunition for 100 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.

Special Weapons

Weapons with special rules are described here.

Blowgun: A blowgun requires needles as ammunition. As part of the action used to load a blowgun, you can apply poison to the needle loaded into it.

Bolas: A Large or smaller creature hit by a bolas must succeed on a DC 10 Dexterity saving throw or be restrained by it. A creature can break free of the bolas by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the bolas. Formless creatures are immune to this effect.

Net: When you attack with a net, you target a point in space. All Large or smaller creatures within 5 feet of that point must succeed on a DC 10 Dexterity saving throw or be restrained by the net. A creature can break free of the net by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the net. Formless creatures are immune to this effect.

Spiked Shield: A spiked shield counts as a shield, granting the shield's normal +2 bonus to AC.

Whip: You use your Dexterity modifier on attack rolls with a whip, but you use no ability modifier on damage rolls with the whip.

Adventuring Gear

This section describes common gear available to adventurers. Items that have special rules are described below.

Acid: As an action, you can splash acid onto a creature within 5 feet of you or throw it up to 20 feet. Make a ranged attack. On a hit, the target takes 1d4 acid damage. If poured on metal, the metal takes 1d4 acid damage at the start of each of your turns for 1d4 rounds.

Adventurer's Kit: This pack has the basics that an adventurer needs to get along in the wilderness. The kit includes a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin.

Alchemist's Fire: This sticky, adhesive fluid ignites when exposed to air. As an action, you can splash alchemist's fire onto a creature within 5 feet of your or throw it up to 20 feet. Make a ranged attack. 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 11 Dexterity check to extinguish the flames.

Ammunition: Bows require arrows, crossbows require bolts, slings require bullets, and blowguns require needles.

Antitoxin: A living creature that drinks this liquid gains poison resistance and advantage on saving throws against poison for 1 hour.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have a disadvantage on checks made to craft.

Backpack: This leather pack is carried on the back and has straps to secure it. It can hold up to 1 cubic foot of material.

ADVENTURING GEAR

Item	Price	Weight
Acid (flask)	25 gp	1 lb.
Adventurer's kit	9 gp	38 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Ammunition		
Arrows (20)	1 gp	3 lb.
Bolts (20)	1 gp	3 lb.
Bullets (20)	4 cp	2 lb.
Needle (50)	1 gp	1 lb.
Antitoxin (vial)	50 gp	—
Artisan's tools	5 gp	5 lb.
Backpack (empty)	2 gp	2 lb.
Ball bearings (100)	1 gp	1 lb.
Bedroll	1 gp	5 lb.
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Bucket (empty)	5 cp	2 lb.
Caltrops	1 gp	2 lb.
Candle, tallow	1 cp	1/10 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	5 lb.
Chalk (1 piece)	1 cp	—
Climber's kit	25 gp	5 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Crowbar	2 sp	5 lb.
Disguise kit	25 gp	8 lb.
Fishing tackle	1 gp	4 lb.
Flask (clay)	2 cp	—
Grappling hook	2 gp	4 lb.
Hammer, basic	2 sp	2 lb.
Healer's kit	5 gp	1 lb.

Holy symbol	5 gp	—
Holy water (flask)	25 gp	1 lb.
Hourglass	5 gp	1 lb.
Hunting trap	5 gp	15 lb.
Ink (1-ounce vial)	10 gp	—
Ink pen	2 cp	—
Jug (clay)	2 cp	9 lb.
Ladder (10-foot)	1 sp	20 lb.
Lamp, common	5 sp	1 lb.
Lantern, bullseye	10 gp	3 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	2 lb.
Mess kit	1 sp	1 lb.
Mirror, small, steel	5 gp	1/2 lb.
Musical instrument	5 gp	3 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	2 sp	—
Parchment (sheet)	1 sp	—
Pick, miner's	5 sp	10 lb.
Piton	5 cp	1/2 lb.
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	8 lb.
Pot, iron	1 sp	10 lb.
Potion of healing	50 gp	1 lb.
Pouch, belt (empty)	1 gp	1 lb.
Ram, portable	1 gp	20 lb.
Rations (1 day)	1 sp	1 lb.
Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Scale, merchant's	5 gp	1 lb.
Sealing wax	5 sp	1 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Sledge	5 sp	10 lb.
Soap	2 cp	1 lb.
Spade or shovel	5 sp	8 lb.
Spellbook (blank)	75 gp	3 lb.
Spike, iron (10)	2 cp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent	2 gp	20 lb.
Thieves' tools	25 gp	1 lb.
Tinderbox	5 sp	1 lb.
Tome	25 gp	5 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Waterskin (full)	2 sp	4 lb.
Whetstone	1 cp	1 lb.

Ball Bearings: You can spill the contents of the packet or pouch to spread tiny metal balls across the floor. A creature moving across an area covered with ball bearings must succeed on a DC 11 Dexterity saving throw or fall prone. A creature that notices the ball bearings can move at half speed through the area to avoid falling prone. A single pouch of ball bearings covers a 10-foot-square area.

Bedroll: Adventurers often don't know where they're going to sleep. A bedroll is bedding and a blanket thin enough to be rolled up and tied.

Blanket, Winter: A heavy blanket perfect for keeping warm or to deaden the sound of breaking glass.

Block and Tackle: You can use this set of pulleys to lift up to four times the weight you can normally lift.

Bucket: A serviceable wooden bucket can hold or carry up to 1 cubic foot of material.

Caltrops: These large metal jacks have sharpened points, rather than balls, on the ends of their arms. When scattered across the ground, they always land with a point up, so creatures have to move slowly to avoid them. A single bag of caltrops covers a 5-foot-square area. Any creature that enters the area must make a DC 13 Dexterity saving throw. On a failed saving throw, the creature takes 1 piercing damage and a –10 foot penalty to speed until it regains this hit point. A creature moving through the area at half speed doesn't need to make the saving throw.

Candle: A candle provides dim light in a 5-foot radius and burns for 1 hour.

Chain: A chain has 10 hit points. It can be burst with a DC 19 Strength check.

Climber's Kit: A climber's kit includes special pitons, boot tips, gloves, and a harness that aids in climbing. When using a climber's kit, you gain a +2 bonus to checks made to climb.

Crowbar: A crowbar grants a +2 bonus to Strength checks made to lever closed objects open.

Disguise Kit: A bag of cosmetics, hair dye, and small physical props. To create a believable disguise, you must expend a use of this kit. A disguise kit has ten uses. Anyone trying to see through your disguise makes a Wisdom check against your Charisma check.

Fishing Tackle: This kit includes a birchwood rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Flask: A clay container fitted with a tight stopper, a flask can hold 1 pint of fluid.

Grappling Hook: You can use a grappling hook to anchor a rope in place.

Healer's Kit: It is the perfect tool for tending to the critically injured, containing bandages, salves, and splints. The kit has ten uses. Using your action and the kit, you can tend to a creature that has 0 hit points. Doing so expends a use from the kit and restores 1 hit point to the creature.

Holy Symbol: A holy symbol is a small representation of a god, pantheon, or philosophy, usually made from silver.

Holy Water: As an action, you can splash this blessed water onto a creature within 5 feet of you or throw it up to 20 feet. Make a ranged attack. On a hit against a fiend or evil undead creature, the target takes 1d4 radiant damage.

Hunting Trap: This trap is a toothy steel ring that snaps shut when a creature steps on the pressure plate. When hidden under leaves and underbrush, it's hard to detect. A creature stepping into the trap must succeed on a DC 13 Dexterity saving throw or take 1d6 piercing damage and be restrained. Freeing oneself from the trap requires a successful DC 13 Strength check. Each failed check deals 1 piercing damage.

Jug: A basic ceramic container fitted with a stopper, a jug can hold 1 gallon of liquid.

Ladder: A straight, simple wooden ladder.

Lantern, Bullseye: A bullseye lantern casts bright light in a 60-foot cone and dim light in a 120-foot cone. Once lit, it burns for 6 hours on a pint of oil.

Lantern, Common: A common lantern casts bright light in a 30-foot radius and dim light in a 60-foot radius. Once lit, it burns for 6 hours on a pint of oil.

Lantern, Hooded: A hooded lantern casts bright light in a 30-foot radius and dim light in a 60-foot radius. Once lit, it burns for 6 hours on a pint of oil. As an action, you can lower the lamp's hood. This reduces its light to a 5-foot radius of dim light.

Lock: A lock is worked with a large, bulky key (provided with the lock). Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 check. Better locks are available for higher prices.

Magnifying Glass: This simple 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 ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any check made to appraise or inspect an item that is small or highly detailed.

Manacles: These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a DC 19 Dexterity check. Breaking them requires a DC 21 Strength check. Each set of manacles comes with one key. Manacles have 15 hit points.

Mess Kit: This small tin box contains a cup and simple cutlery.

Musical Instrument: This item encompasses a wide range of instruments. The DM might decide larger and more fantastical instruments have a higher price and weight.

Oil: A pint of oil burns for 6 hours in a lantern. As an action, you can splash oil onto a creature within 5 feet of you or throw it up to 20 feet. Make a ranged attack. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after about 1 minute), the target takes 5 extra fire damage. You can pour a pint of oil on the ground to cover a 5-foot-square area, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature entering the area or ending its turn there.

Pick, Miner's: Good for breaking apart stone or hard-packed earth, a miner's pick can be used as an improvised weapon that deals piercing damage.

Piton: Climbers hammer pitons into walls to create their own handholds. Pitons are also useful for spiking a door shut, causing the door to become stuck.

Poison, Basic: There's enough poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition such as bolts or arrows. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 11 Constitution

saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Pole: Adventurers use 10-foot poles to test the passages ahead of them for traps. Though hardly a replacement for a rogue, a pole might uncover a hidden danger before you stumble into it.

Pot, Iron: Good for cooking, an iron pot can hold up to 1 gallon of fluid. It can also serve as an improvised weapon.

***Potion of Healing*:** This small vial of magical fluid restores life and energy to the individual consuming it. A character who drinks the contents regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Pouch, Belt: This leather pouch straps to your belt. It's good for holding things you need to retrieve in a hurry. A belt pouch can hold about one-fifth of a cubic foot of material.

Ram, Portable: You can use a portable ram to break down doors. When doing so, you gain advantage on the Strength check. If another character assists you, your minimum die roll on the check is equal to your Strength score plus 2.

Rations: Compact, dry, high-energy foods, suitable for extended travel, rations include jerky, dried fruit, hardtack, and nuts.

Rope, Hempen: Rope has 2 hit points and can be burst with a DC 17 Strength check.

Rope, Silk: Silk rope has the same characteristics as hempen rope, but it weighs less.

Sack: This drawstring sack made of burlap (or similar material) can hold 1 cubic foot of material.

Scale, Merchant's: A scale includes a small balance, pans, and a suitable assortment of weights. A scale gives you advantage on checks made to appraise objects.

Sealing Wax: This wax melts easily and is used to seal scrolls and other documents.

Signet Ring: A signet ring has a unique design carved into it, so when pressed into warm sealing wax, the ring leaves behind an identifying mark.

Sledge: The weighty metal sledge atop the wooden haft can easily break rock apart.

Soap: Aside from keeping away dirt and grime, soap has myriad uses, from making hinges slippery to being a handy object to toss into a darkened room.

Spade or Shovel: This basic tool can be used as an improvised weapon that deals either slashing or bludgeoning damage.

Spellbook: Many wizards keep a spare spellbook on hand in case they lose their original tome. See "Wizard" for more information about spellbooks.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Tent: This simple tent sleeps two.

Thieves' Tools: Characters proficient with thieves' tools can use them to find and disarm traps and to open locks. Normally, these tasks are impossible if you lack proficiency with thieves' tools. A set of thieves' tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

Possession of, and proficiency with, thieves' tools allows the character to attempt the following tasks:

Disable a Trap: You can use your action to make a Dexterity check to attempt to disable a trap. You must have physical access to the trap's mechanisms, and the DC to disable the trap is determined by the quality of the trap. If you succeed, you disable the trap and can bypass it safely. If you fail your Dexterity check by 5 or more, you trigger the trap.

Open a Lock: You can use your action to make a Dexterity check to attempt to open a lock. The DC to open the lock is determined by the quality of the lock. If you succeed, you open the lock.

Tinderbox: Lighting a torch with flint and steel (included in the tinderbox) is an action, and lighting any other fire takes at least that long.

Tome: This heavy book contains lore pertaining to a particular topic. The DM assigns a DC to the tome's lore. If you spend an hour studying the tome, you automatically succeed at one Knowledge skill check with a DC less than or equal to the tome's DC rating.

Torch: A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light in a 40-foot radius. If a torch is used as a weapon, treat it as a club that deals fire or bludgeoning damage. Lighting a torch takes an action.

Vial: This ceramic, glass, or metal vial fitted with a tight stopper is usually no more than an inch wide and holds about 1 ounce of liquid.

Waterskin: A leather pouch with a narrow neck used for holding water or wine, a waterskin can hold up to 1 gallon of water.