



WRAITH WRIGHT'S

COMPREHENSIVE EQUIPMENT MANUAL

REVISION 3 (2019)

WRAITH WRIGHT PRODUCTIONS

PLAYER TOOLS

All the equipment players need to ready themselves for
adventure in the world's greatest roleplaying game



WRAITH WRIGHT'S COMPREHENSIVE EQUIPMENT MANUAL

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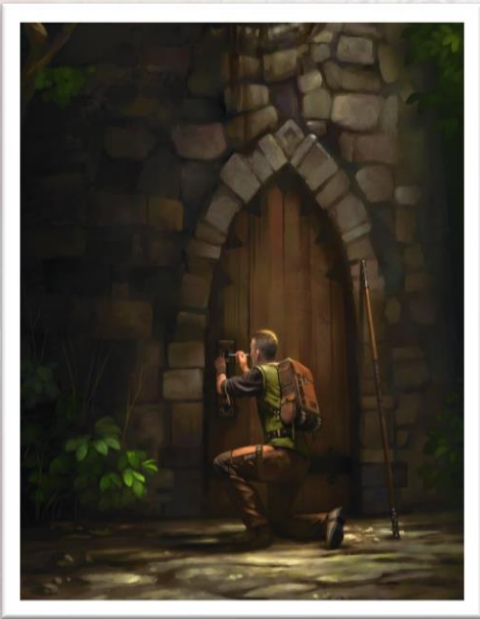
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On the Cover

Wandering Tower by Howard Lyon

The adventurer attempting to enter this tower brings the tools and equipment necessary to overcome its inhabitants, and perhaps to conquer the tower itself.

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*Human light cleric with
bronze gladius and
shield with emblem
holy symbol*

Chapter 0

CHAPTER ZERO

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 the professional from the hapless seeker who finds only a swift doom. The amateur trusts his wit and quickly finds its limits. But a professional adventurer anticipates the hazards she will encounter and girds herself accordingly.

When it's time to go adventuring, players turn to chapter 5 of the *Player's Handbook* to outfit their

characters. Now, the *Comprehensive Equipment Manual* offers an expanded selection of gear to fill that need. Particularly for adventures and character types that distinguish themselves by employing diverse equipment, this manual offers a greater wealth of options to use in place of the *Player's Handbook's* equipment chapter.

COMPREHENSIVE MANUALS

You are looking at a Comprehensive Manual, one of a series of books under development by Wraith Wright Productions. The goal of the Comprehensive Manual series is to provide *very* deep examinations of limited topics, in this case adventuring equipment.

TRUST

Wraith Wright's Comprehensive Manuals contain unofficial rules! The very idea can chill the heart of

even the most adventurous Dungeon Master. If you've played with unofficial rules in the past, perhaps some of the Unearthed Arcana playtest offerings, chances are you've regretted it at least once.

To preserve the balance and enjoyment of your game, Wraith Wright's custom rules are approached with a "lightest touch" philosophy. The point is to not disturb existing mechanics, but



rather, add to and expand them. In the rare cases where changes do occur, those changes are highlighted and explained, making them easy to adopt or to revert to the original mechanics.

These products also use stringent principles to avoid significantly increasing the potency of any particular character types. This philosophy and game-balancing approach is used to make sure our custom rules are the kind you won't regret.

WHAT'S IN THIS PRODUCT?

This product includes fourteen chapters divided into two parts.

Chapter 0: Introduction. This is a foreword to the entire product. It acquaints you with the book's content and design philosophies. It examines the tools used within the book, like "DM's Corner" entries. You are reading the Introduction right now.

PART ONE: STANDARD EQUIPMENT

These chapters unpack each section of the equipment chapter in the *Player's Handbook*, expanding the items and applicable rules for each category.

Chapter 1: Character Wealth. This chapter begins with currency and trade goods, followed by an expansion of the lifestyles, services, and related costs found in the *Player's Handbook*. It further describes possible variations to starting equipment.

Chapter 2: Armor. An examination of armor and shields, along with new versions and a host of optional rules for employing and customizing these armaments.

Chapter 3: Weapons. A fully-expanded suite of weapons, including new rules for their use and customization.

Chapter 4: Adventuring Gear. A vast expansion of the utilitarian gear useful to adventurers, including new equipment packs, more containers, ammunition of various types, and a host of magic-users' gear.

Chapter 5: Compounds. A vast set of useful compounds and toxins. Many of the alchemical brews and poisons are derived from prior editions. This chapter also includes translated versions of all standard monster toxins for when players use poisoner's kits to collect such substances.

Chapter 6: Tools. An exceptional array of additional rules for the use of artisan's tools, gaming sets, and musical instruments, plus expanded tables of each set of these items.

Chapter 7: Mounts and Vehicles. An expanded set of mounts, plus rules for their enhancement and a list of equipment related to their use and care. Additionally, this chapter contains a more-comprehensive set of land and water vehicles.

Chapter 8: Trinkets. Pages of new trinkets plus guidance for selecting, customizing, and using different trinket types.

PART TWO: LIMITED LISTS

The ninth and later chapters are considered wholly-optional, the so-called "limited" lists. These provide sets of equipment that defy the traditional notions of medieval, Eurocentric fantasy games. Limited lists can add to the options in a campaign, or replace some, according to the Dungeon Master's desires.

Chapter 9: Double Weapons. The limited weapons in this list include highly-unusual double weapons found in earlier editions of DUNGEONS & DRAGONS, each with two striking ends.

Chapter 10: Extra Polearms. This chapter includes dozens of additional polearms and hybrid polearm rules. These particularly invoke the flavor of the game's weapons in its earliest editions, a flavor that reflects DUNGEONS & DRAGONS' wargaming roots.

Chapter 11: Firearms. This chapter has three separate limited lists encompassing both firearms and their associated gear. The three lists represent advancing levels of firearms technology. It also includes a wealth of special rules and variations to firearms in fantasy worlds. This chapter can particularly enhance the popular gunslinger options developed by other third-party creators.

Chapter 12: Advanced Vessels. Additional ships and ship rules suitable for advanced levels of technology or magic, including a set of larger ships from the "Age of Sail" and an expansion of the fantastical airship options ("Fantasy Flight") from the *Dungeon Master's Guide*. These two limited lists can be used separately or together.

Chapter 13: Jade Throne. You can use this list to replace armor, weapons, and musical instruments of the previous chapters to create a setting based upon medieval East Asian cultures, particularly that of Feudal Japan. Alternately, you can treat these items as any other limited list.

Chapter 14: Metal-Poor Apocalypse. A native list that adjusts the availability and costs of metal items,



making metals rare and precious. This list can modify the equipment options of a setting that lacks metallurgical technology. It is suitable for primitive or underwater societies, and for settings in which metal was magically-depleted or never existed in great quantities.

WHAT'S NOT IN THIS PRODUCT?

This book is a portion of what used to be a larger product of the same name. As the *Comprehensive Equipment Manual* developed, the product became too large. What started as an expansion of the equipment chapter of the *Player's Handbook* became a multifaceted project that was approaching 500 pages. This necessitated a split into multiple books because products of such a size are unwieldy and inefficient in several ways, ways that are touched upon here.

First, as the topics covered by this book expanded, it became very clear that “equipment” fell naturally into several categories; the *Comprehensive Equipment Manual* gets accessed by different users in different ways, and certain sections are wholly-irrelevant to readers who are not Dungeon Masters. In this way, a patron of the *Comprehensive Equipment Manual* is buying multiple products combined, and many users are ignoring large sections of the book.

Second, opening and navigating a single PDF of this size can sorely tax the abilities of many computers,

particularly a smartphone or tablet of the type that players might use around a table. Our continuing addition of high-density art assets further exacerbates this problem.

Third, printing the book becomes a chore for those who want to use it in some physical form, particularly because each user type needs only certain portions of the document. Additionally, the print-on-demand options become impossible at such high page ranges due to the limitations of print-providing services, including for the one the Dungeon Masters Guild uses to deliver print-on-demand books.

Fourth, but not of least relevance, separating the product into its natural components helps to recognize and reward the ongoing work put into this product over the last two years. A single book necessarily uses a diminishing value scale with its increasing size, relative to what the market will bear. Making it into separate books serves users with slimmer slices, providing the exact content they are looking for at a price point that is fair and is adequate to pay the artists, contractors, and other contributors.

The material excised from the *Comprehensive Equipment Manual* now appears in three new products. **If you have already purchased the *Comprehensive Equipment Manual* on another product page of the Dungeon Master's Guild, fear not!** That product page will contain this and the other three products. You can access them at no additional

cost by going to that product page, which now serves as an anthology of these four books.

THE OTHER BOOKS

The portions removed from the *Comprehensive Equipment Manual* now appear in three other books.

The ***Comprehensive Wealth Manual*** contains Dungeon Master tools for regulating treasure and making magic items useful and unique in each campaign. It includes tools relating to the distribution of magic items, as well as methods for players to create or alter magic items without unbalancing treasure levels. The book has rules for nonmaterial assets, properties and strongholds, business investments, hiring armies, and other uses of treasure. It also presents solid mechanisms for starting wealth on characters made beyond 1st level, and the tools to maintain consistent, balanced treasure distribution throughout a campaign.

The ***Expanded Special Features Manual*** is a Dungeon Master tool that contains massively-expanded tables for magic item special features, both historic and magical (creators, histories, minor properties, and quirks). It further describes methods



for implementing these features with care and imagination.

The ***Animal Handler's Handbook*** has player options for using creatures as companions, mounts, and guardians. The equipment section of the *Animal Handler's Handbook* overlaps the contents of this book, but other portions are unique. That product also contains expanded rules for riding, training, and handling animals in battle and other scenarios. It further contains rules for monster markets that don't appear in this book anymore, rules for buying, selling, and caring for creatures that do not normally find domestic use.

HOW TO USE THIS PRODUCT

Naturally, the Dungeon Master can choose whether or how to use any or every part of this product. However, this book was put together anticipating a couple of "primary" methods of inclusion in campaigns. Think of these options as existing on a scale, from "everyone's use" to the "Dungeon Master's use," with several variations in between.

EVERYONE'S USE

With this option, the Dungeon Master decides that players can use the *Comprehensive Equipment*

Manual and informs them which variant rules and limited lists will be used, if any. A DM who is on top of things has already provided a list of the variant rules that will get used from the *Player's Handbook* and the *Dungeon Master's Guide*, so it is simple to list this book's additional set of options.

REFERENCE ONLY

The *Comprehensive Equipment Manual* can serve as a reference book, even if the DM does not want to include the new items and rules from this product. It adds valuable written descriptions of every standard item in the *Player's Handbook's* equipment chapter, and it has illustrations of hundreds of weapons and armor. 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 descriptions are not lengthy, but they can aid how players imagine each piece of gear.

DUNGEON MASTER'S USE

At the far end of the scale, the Dungeon Master can keep this book entirely “behind the screen.” Even if the DM doesn't want to mix the new items into the campaign, this product can be an excellent resource for moderating 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.

DM'S CORNERS

Throughout this product, readers will find segments titled “DM's Corner.” These are meant to provide advice for DMs on how to get the most out of the existing rules in various contexts. In some cases, they suggest new applications of existing rules or they explain the methodology behind rules in this product.

To the experienced DM, some of these might be superfluous. That's why these sections are marked;

there's no harm in skipping over them if they're not what you bought this product for. But hopefully they'll be of some use to some DMs.

At the very least, they will provide insight into Wraith Wright Productions' approach to DUNGEONS & DRAGONS in the 5th Edition.

SYSTEM CHANGES

A small handful of items in this product use rules that differ from those in the *Player's Handbook*. A “System Change” tag appears wherever this occurs, along with an explanation for the change, giving the Dungeon Master a chance to consider and revert these rules to their original forms. Where an item appears on an equipment table, any changes are noted in [brackets]. Turn to those items' descriptions to find the system change notes.

LIMITED COMPONENTS

This product contains a number of chapters that are separated because they contain elements that would significantly alter the flavor of a campaign world, or the setting within the world where the adventures take place. These are called “limited lists” because they are unusual to find among the fantasy tropes most players expect from DUNGEONS & DRAGONS. The Dungeon Master should decide to include limited lists on a case-by-case basis, with full knowledge of how the setting will be changed by them.

USE WITH WRAITH WRIGHT PRODUCTS

This book makes a few references to the systems and character options in the *Comprehensive Psionics Manual* because all books from Wraith Wright productions are designed to be compatible with one another and with the core rules. Ignore these references if your campaign does not use Wraith Wright's *Comprehensive Psionics Manual*.



Part One: Standard Equipment

*Dwarf war cleric in
scale mail armor
with shield and
maulaxe*



Chapter 1

CHAPTER ONE

CHARACTER WEALTH



IN THIS CHAPTER, WE EXPLORE EQUIPMENT IN ITS most elemental form, that of raw wealth. Coins, gems, trade bars, and trade goods of various sorts; these items are the foundation of commerce and enrichment, concepts very dear to adventurers. In addition to the physical forms of wealth, this chapter addresses lifestyle expenses, services, and optional modes for starting equipment.

MATERIAL ASSETS

Material assets are immediately useful, tradable for an adventurer's present needs of goods and services, or for expenses like bridge tolls and taxation.

In contrast to nonmaterial assets, material assets are less portable but much more spendable. Material assets are an important form of wealth because they can be easily stored, carried, exchanged, or simply reserved for future needs.

CURRENCIES

Currencies in fantasy worlds typically take the form of conveniently-sized bits of rare metals, each with distinct weights, sizes, purities or other factors that make them fungible.

COINS

Coins are minted in various denominations, their worth rated by the value of their metals. The "gold standard" in DUNGEONS & DRAGONS is, unironically, the gold piece.

Because these coins are valued by the metal of their compositions, their worth is almost universally consistent, regardless of origin. Although rare, 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.

The common coins are the gold piece, the silver piece, and the copper piece. Uncommon coins include the platinum piece and the electrum piece. The adamantine piece, mithral piece, and iron piece are rare coins.

Iron coins are rarely seen outside 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.

COINS AND 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	½	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



GEMSTONES

Gems can appear in any size and quality (any gp value), but some cuts are standardized. Gems of standard weights and cuts have value transcending cultural and political borders. They are sometimes used in place of coins, particularly by the very wealthy.

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 standard-weight gem is raw (uncut, not polished or otherwise treated to enhance its luster) halve its value.

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

TRADE BARS

These bars are bricks of precious metals. They appear in standardized weights, usually in a one-pound form.

Unlike other 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 usually 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

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 huge shipments of raw textiles exchanged for

GEMSTONES

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

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

platinum trade bars. For the nobility, trading hunting birds or exotic beasts is a matter of fashion as well as expedience.

CREATURES

Of all the trade goods, beasts have the greatest variance in value. 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.

Animals on this table 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.

Some of these animals are described in the *Monster Manual*, but some have no official game statistics.

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.

CREATURES

Value	Goods
1 cp	Frog, 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, giant wolf spider, or untrained dolphin
12 gp	Crocodile, eagle, or untrained mastiff
15 gp	Giant badger, giant bat, giant spider, hawk, ox, untrained axe beak, untrained pony, or yak
20 gp	Black bear or giant wasp
25 gp	Giant poisonous snake, untrained camel, untrained draft horse, or untrained steeder (male)
35 gp	Blood hawk, brown bear, large parrot, untrained riding horse, or untrained steeder (female)
50 gp	Almiraj, giant hyena, giant toad, panther, or untrained aurochs
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 (+100 gp for "hold breath," +200 gp for "spider climb")
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

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

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 the 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. For games that include such dark subject matter, it is better to keep these values abstract.



CRAFT COMPONENTS

This category of wealth covers unfinished materials suitable for crafting specific items.

Craft components typically weigh the same as the products they can be made into. Otherwise, the weights and composition of various craft components are determined ad-hoc by the Dungeon Master.

CRAFT USAGE

A craft component is a material resource used to make a specific sort of item. The material cannot be used for other crafting purposes, except that the Dungeon Master may allow a component to qualify for several very-similar crafts.

Raw herbs are the quintessential example of craft components; spectral lotus petals found in the wild are craft components usable only for a spectral lotus infusion. These petals have no other useful crafting purpose.

For a broader example, the DM might determine that the unfinished blade “blanks” in a treasure pile are craft components that can be made into any type of one-handed sword.

VALUE

Craft components are materials similar to trade goods, but they do not hold the same value.

Craft components sell for half the amount they would be purchased for; it is more cost-effective to craft from found craft components and sell the resulting products.

For example, raiding an abandoned alchemy lab reveals ingredients to craft one flask of alchemical fire. The craft component substitutes for having to pay 25 gp in material to make a dose of alchemical fire, an item with a market of 50 gp when finished. If the components are sold as-is, without turning them into a finished product, they fetch a mere 12 gp and 5 sp, half their value as crafting materials.

VARIANT: UNIVERSAL COMPONENTS

This option gives effect to the Alchemical Crafting mechanism in *Xanathar's Guide to Everything* and expands its application to include other areas of artistry.

With this variant rule, a crafting component can apply universally to any byproduct of a particular set of artisan's tools. For example, an adventurer might purchase raw alchemical ingredients to stock a set of alchemist's supplies before leaving on a quest. These components are good for anything that alchemist's supplies can create.

Some universal components might apply to multiple crafting methods. For example, iron ingots can be useful with smith's tools and tinker's tools. Universal components are uncommon, and those useable with multiple types of tool sets are somewhat rare.

Universal components are considered trade goods, but their values are not halved when sold in raw form because of their additional usefulness.

The weights and divisible increments of these components are harder for a Dungeon Master to judge since the same materials can create products of

different weights and sizes. (For alchemy and herbalism, use the guideline of 1 pound per 50 gp.)

The flexibility of this variant rule can suit a campaign that prefers to abstract the crafting process, but it can be unexpectedly problematic in the context of certain types of crafting.

EXPENSES

All characters have expenses in one form or another. However, players are not often excited to engage with such costs. What could be less entertaining 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. With the right approach and forethought, these costs can be managed without reducing the enjoyment of your game.

DM's Corner. Many of these expenses are tied to the economy of downtime days, the time that (in some campaigns) takes place between 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 regular artisanal or professional activities during downtime days, remember to balance that income against lifestyle expenses.

LIFESTYLES

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

To use these rules, choose a lifestyle 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

LIFESTYLE EXPENSES

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



are poor, covetous, diseased, exiled, or otherwise dangerous to you. The higher your cost of living, the greater your chance of interacting with the cream of society, the movers-and-shakers who might try to enmesh you in their political intrigues.

DESCRIPTIONS

These descriptions also apply 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 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, and your clothing is fashionable. 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 peddlers, thieves, and mercenaries.

Squalid. This lifestyle provides the basic forms 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.

FOOD AND DRINK

Item	Cost
<i>Ale</i>	
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
<i>Spirits</i>	
Common (flask)	1 gp
Aged (flask)	10 gp
Premium (flask)	50 gp
Stew, bowl	2 cp
<i>Wine</i>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp
Exceptional (bottle)	100 gp

ROOM AND BOARD

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

Wretched. A wretched lifestyle has no associated cost. The character must beg, scavenge garbage, or otherwise scrounge food from among 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 AND LODGING

Characters paying for days of lifestyle have food, drink, and lodging included; the following fare needn't be acquired separately.

DESCRIPTIONS

Food, drink, and lodging are described below.

Ale. A sweet, full-bodied beer balanced with fermented grain 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 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 12 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. This is 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 alcohol made of grapes with few additives. The better the production and the longer the aging, the more expensive a bottle of wine will be. Wine is sometimes made from different fruits, rice, or other sources.

SERVICES

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

DESCRIPTIONS

The various services are described here.

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) that 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 specialized skill. These include laborers, maids, porters, and similar workers.

Untrained hirelings have commoner stat blocks. (See page 345 of the *Monster Manual*.)

Hireling, Long-Term (any). Long-term hirelings are those you give steady work to. 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

SERVICES

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
Ship's passage	
Ferry crossing	4 cp
Passenger vessel	1 sp per mile
Shipping vessel	1 cp per mile
Toll, road or gate	1 cp

deliver messages quickly and to the right recipients. They are suitably dressed to avoid trouble and to get into places where the rabble are excluded.

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. Passenger fare can be had for a much lower cost, which includes the understanding that a passenger will work alongside the crew. The accommodations aboard a shipping vessel are often cramped and miserable.

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.

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 table, in chapter 1 of the *Comprehensive Wealth Manual*.) 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 Spellcasting Services table indicates the minimum price that spellcasters charge for their services. The formula used here, adopted from an 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, the DM will multiply the base cost in the Pay column by a number indicated in the range of the Multiplier column. 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 reserves such services for 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.

MATERIAL COMPONENTS

It is typical for spellcasters to supply a spell's 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



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

costly material component, the person receiving the service must bear the cost. This is additional to the basic price of the spellcasting service. When looking for spellcasting services, it's no good bringing your own material components; a spellcaster that provides commercially-available casting has already invested in the components and won't look kindly on you trying to reduce these expected fees by offering cheap alternative components from dubious sources.

If a costly material component is *not* consumed in the casting, the customer need only 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 normally 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. The inflated price compensates them for holding onto these expensive inventories, having them ready at a moment's notice.

GRATIS SPELLCASTING

Some casters will provide spells without collecting the price on the Pay column. This usually takes the form of 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 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 members of their own faith.

Another way to get free spellcasting is to perform tasks or quests for a spellcaster. This is a particularly-appropriate exchange when the spell needed is high-level and the party is 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 chance that a spellcaster casting *wish* will never be able to cast the spell again, *wish* 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 costs for maintaining properties, garrisons, and businesses.

The *Dungeon Master's Guide* provides a small table on page 127 for the costs of maintaining structures. Normally such facilities produce more income or tax revenues than their maintenance costs, so this table is only showing half of the picture. Wraith Wright's *Comprehensive Wealth Manual* has more details on the maintenance costs and returns for properties, businesses, and similar enterprises.

STARTING EQUIPMENT

This section addresses starting wealth for player characters, including some variations that can affect how players select starting equipment.



STARTING AT 1ST LEVEL

The *Player's Handbook* provides two methods by which to generate “starting equipment” at 1st level. Neither system is described as optional, meaning each player will choose which method to use unless the DM mandates one over the other.

CLASS-AND-BACKGROUND

The “class-and-background” method provides each character with the starting equipment from its class and its background.

This method guarantees that characters have starting equipment that facilitates their class features and lets the characters fulfill their expected party roles. It also provides interesting background items, small details that can enhance the characters’ flavor and make their backgrounds come alive.

Variant Rule: Item Swaps. This optional rule allows characters to swap some starting equipment for other, similar objects of equal or lower value. See the sidebar at the end of this chapter for additional details.

ROLLED-WEALTH-BY-CLASS

The “rolled-wealth-by-class” method is best for characters that require a unique or expensive item to fulfill their concept, an item not available in the class-and-background method for starting equipment.

This method generally provides equipment of a lower total value than the previous method. It is also widely variable; using this method might produce poor results, defeating the purpose of acquiring some special or particularly-beneficial piece of gear.

Variant Rule: Background Flavor. In addition to the wealth generated by rolling, characters also get the *non-valued* flavor items from their backgrounds. From the *Player's Handbook* backgrounds, these items include the prayer book or prayer wheel, vestments, tools of a con, favor of an admirer, letter of introduction from a guild, notes of studies or prayers, scroll of pedigree, hunting or war trophy, letter from a dead colleague, lucky charm, insignia of rank, small knife, map of a city, and pet mouse.

STARTING WEALTH BY CLASS

Class	Funds
Monk	5d4 gp
Barbarian, druid	2d4 x 10 gp
Psion, sorcerer	3d4 x 10 gp
Rogue, warlock, wilder, wizard	4d4 x 10 gp
Bard, battlemind, cleric, fighter, paladin, ranger	5d4 x 10 gp

STARTING BEYOND 1ST LEVEL

The question of starting wealth is important in several instances. It comes up when a new player joins an existing campaign, when an old player makes a new character, or when the Dungeon Master wants to start a new campaign with characters beginning beyond 1st level. In these cases, the Dungeon Master may set starting wealth based on the charts on page 58 of the *Dungeon Master's Guide*. However, those charts can create wildly ill-equipped adventurers. (As a superior alternative, try the expanded charts and tools described in the *Comprehensive Wealth Manual*.)

VILLAGE STARTS

This list has two functions, one related to starting characters and one related to shopping in remote locations.

HUMBLE ORIGINS

The Dungeon Master can use this section to restrict starting equipment for certain campaigns, perhaps a story about villagers who become adventurers and have to gather starting equipment from the nearby farms and settlements.

In this case, characters that would acquire weapons or armor through the class-and-background method must use the Item Swaps rule to exchange unavailable things for versions available in this list. (Equipment other than armaments is unaffected.)

Characters that roll for starting wealth instead can start with equipment from this section, using the standard costs for everything. For this use, ignore the parenthetical costs for the items below; those prices only apply in post-start scenarios when shopping in remote locales.

SHOPPING IN REMOTE LOCALES

The Dungeon Master can also use this section to restrict what characters can buy at small markets. Perhaps the party stops at a village, seeking to rest and re-equip, and can only find gear appropriate for that settlement.

In this case, no more than 1d3 – 1 of each weapon or armor piece is available during that visit. Such gear is usually not purchased from a store, but rather from a villager who was once a soldier or adventurer and is now willing to sell the item. At the Dungeon Master's discretion, other items might have the same random availability.

Where an item lists a parenthetical cost, this reflects an increase in value based on the item's rarity relative to this location. This does not affect the resale price of such items when characters try to sell them here.

AVAILABLE VILLAGE EQUIPMENT

The following equipment is available, as indicated by category.

An item that is not included is not available. If using the class-and-background method for starting gear, a character must employ the Item Swaps variant rule to replace any starting equipment that does not appear below.

Coins. Common coins and iron coins

Trade Goods. All dry goods

Expenses. All except wealthy and aristocratic

Spellcasting Services. Cantrips, plus spells of 1st and 2nd level

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), maul, net, scythe, shortsword (20 gp), sickle, shortbow, short spear, sling, slungshot, spear (2 gp), wooden stake. Additionally, improvised melee weapons in the form of farming tools are available for 1 gp each.

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 (Magical Implements). Amulet holy symbol, component pouch, holy water, pendant psionic focus, *potion of healing*, sprig of mistletoe druidic focus, staff arcane focus, totem druidic focus, wooden staff druidic focus

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

LIMITED GEAR STARTS

Limited lists cover items not native to traditional Eurocentric medieval fantasy settings. As such, they are not intended for general use without the Dungeon Master's explicit permission!

IMPLEMENTING LISTS

Because limited lists group items by themes, it is easy for the DM to approve whole lists based on whether those themes match the campaign's unique style. However, no list needs to be adopted whole-cloth.

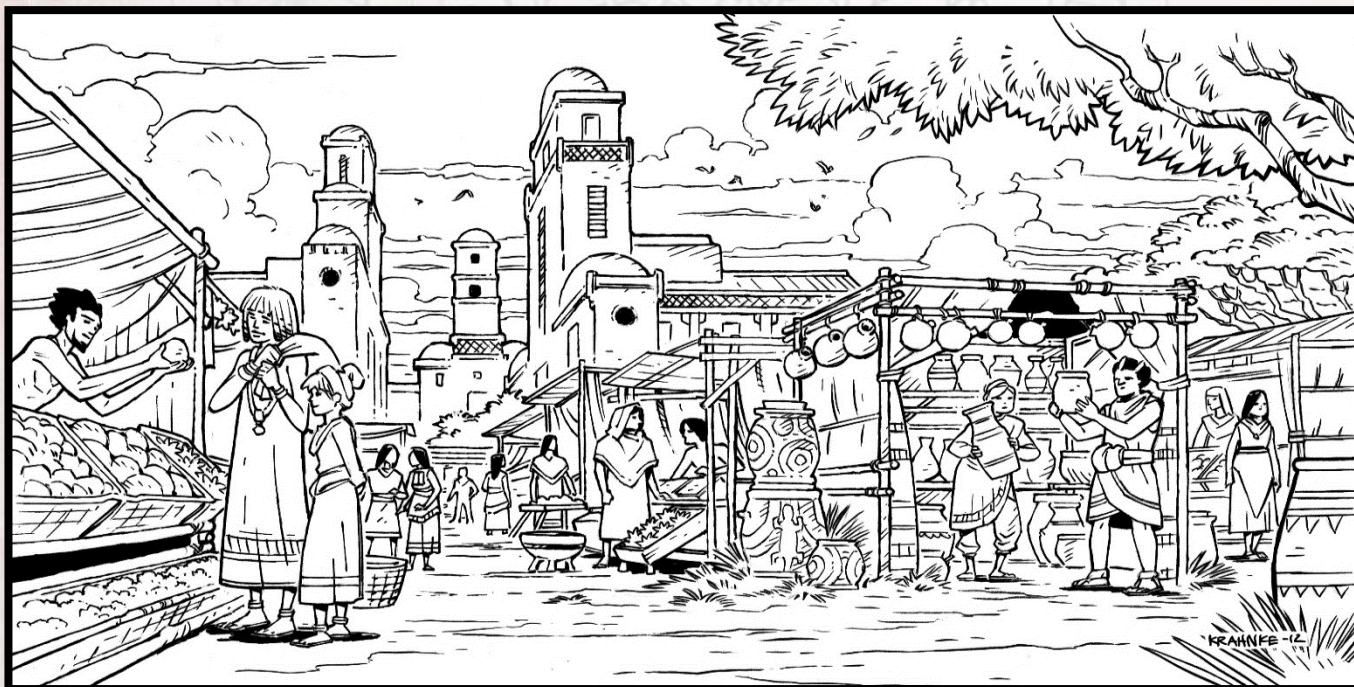
ACQUIRING LIMITED EQUIPMENT

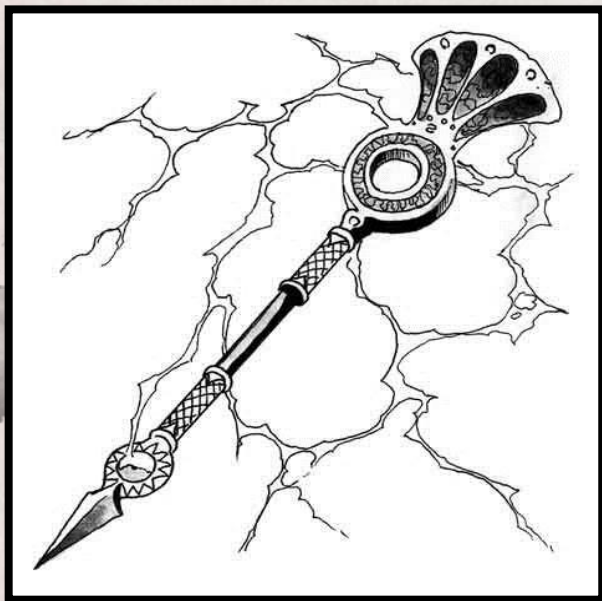
Once the DM decides to include one or more limited lists, the next question is how the equipment will get into players' hands.

Character Creation. Unless otherwise decided by the Dungeon Master, players can start with (and purchase) equipment from any limited lists available in the campaign. Players using the class-and-background method for starting equipment can use the variant Item Swaps rule of this chapter to access such gear.

Alternately, the DM may decide that characters don't have access to some or all of the campaign's limited lists at character creation, depending on how and where such exotic gear is supposed to appear in the campaign. The DM might instead want to drop in a limited equipment list as the campaign is underway. In this case, the DM might also decide to restrict the player characters' proficiency with limited weapons.

Proficiency and Related Effects. By default, characters proficient with armor categories are proficient with limited armors from the same categories. The functions of these armors are basic and





fundamental. But, at the DM's discretion, this might not be true of proficiency with limited weapons.

The DM might choose to exclude limited weapons from normal proficiency when they are available but remain culturally-foreign. In this case, consider using the new rule variant for limited weapon proficiency described in this chapter.

When limited lists have weapon tables, a (parenthetical) weapon name following a new weapon indicates that the new weapon is identical to that parenthetical weapon and uses the same special rules.

Costs. The DM can also control access to limited equipment by altering prices. The listed costs assume that the gear is relatively accessible. For increased rarity (decreased availability), simply double their stated values or set the prices even higher.

VARIANT: EXOTIC PROFICIENCY

With this option, characters lack proficiency with weapons from limited lists, despite them being categorized as "simple" and "martial," and despite new access to limited weapon proficiencies this book applies by racial traits and class features. This rule makes these limited weapons "exotic" and unfamiliar.

Under this system, proficiency with limited weapons is gained in two ways, either through the Weapon Master feat or through training in downtime. (See the *Player's Handbook*, page 187.)

Training an "exotic" weapon takes 100 downtime days. Only characters that would be proficient without this optional rule may gain proficiency this way; this system is not intended allow proficiency additions that are beyond the normal reach of each class.

For example, a wizard wishes to become proficient with the teppoyumi, which is possible because that weapon is listed under wizard in the Class Proficiencies section. (When not using this special rule, the wizard is already proficient.)

VARIANT: ITEM SWAPS

This optional rule modifies the class-and-background method for generating starting equipment. It allows customizing starting equipment, something particularly important when limited lists are used.

When a character is created, this rule allows the player to replace any item given by the class or background, adding another item of the same "type" with *equal or lower value*. This rule requires the swapped item to be of the same "type" so that the character's starting equipment package remains well-rounded. These types are as follows.

- ❖ Armor cannot swap between categories (light, medium, heavy, or shields). A character with a Strength score 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. Likewise, a handaxe can be swapped for a mace, since both are simple melee weapons the mace is no more expensive than the handaxe.
- ❖ Other items can only be swapped with the Dungeon Master's guidance. Replacement items must adhere to the general function or concept of what was swapped; equipment packs can be swapped for equipment packs, musical instruments for musical instruments, and so on.

*Human hunter ranger
in brigandine armor
with pavise and
double heavy
crossbow*



Chapter 2

CHAPTER TWO

ARMOR



SHIELDS AND ARMOR ARE THE SUBJECT OF this chapter. In these pages, we examine armor rules, both standard and optional, old and new. The armor tables include several new additions, and there is a host of new options for customizing armor to your particular needs.

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 (or wielder, in the case of the tower shield) 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.



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 table. 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.

Enclosed. *This armor's design mostly encloses the body with protective materials that are more impervious to liquid.*

The wearer has resistance to damage from any liquids contacted (unless completely submerged), 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. This penalty applies even if the critical hit is downgraded to a normal hit because of some magic, class feature, or other special equipment.

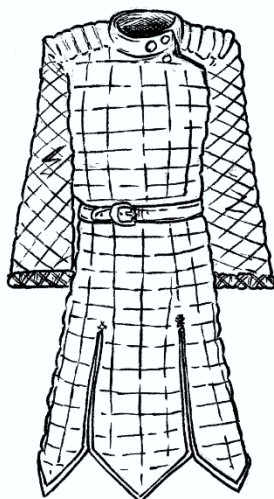
For every such hit, the armor suffers a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to a protective rating of 10 is destroyed such that it no longer provides an Armor Class rating when worn.

A crafter using the applicable artisan's tools can repair damaged or destroyed ersatz armor. Each –1 penalty applied is repaired at a cost of 5% of the armor's value.

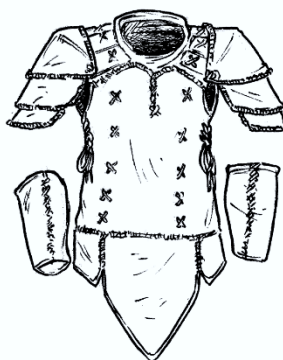
Hardened. The plating of this armor is particularly resistant to forceful penetration; the wearer's Armor Class is not penalized for attacks made with the breach weapon property. To be fully protected, a shield-bearing creature must have this property on both its armor and shield, since the breach property can act against the protection provided by 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.*

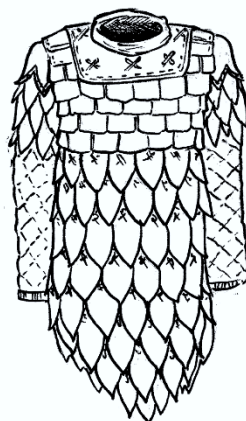
Attacks with cruel weapons do not stick in the armor wearer or leave behind pieces that must be



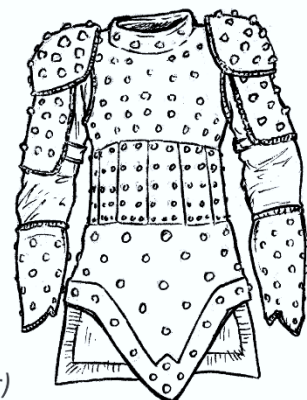
padded (light armor)



leather (light armor)



leather scale (light armor)



studded leather (light armor)

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 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	1 action	1 action
Buckler	1 bonus action or 1 action	1 bonus action or 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, but at a cost.

You 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. The suit also imposes disadvantage on your Dexterity (Stealth) checks if the armor does not already do this. At any time thereafter, you can use the remaining requisite time to finish donning the armor, thus gaining its full benefits.

You can combine this hurried donning with the time reduction for getting help putting on your armor. This reduces the time to one quarter of what is listed on the table. The Quicker Donning rule has no 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 sleep less restorative while enclosed in the stifling confines of armor.

If you wear medium or heavy armor through a long rest, you cannot remove exhaustion and recover only one-quarter of your expended Hit Dice (minimum of one die). You can 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 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 likewise imposes Disadvantage on any 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 statue.

Such armor also reduces the wearer's movement speed in water; each foot of movement costs 2 extra feet (instead of the normal 1 extra foot). Even if the

wearer has a swimming speed, such armor means that the wearer must use 2 feet of movement for each actual foot moved.

DESCRIPTIONS

Armor suits, shields, and their attachments are described below.

Armor Spikes. *These short, sharp spikes can be added to any suit of armor.* (Page 32)

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 feature but this damage is not additive with that feature.

Banded Mail. *This resembles leather armor with form-fitted metal bands sewn over most areas. It represents an improvement in protection over ring mail but gaps in the bands still provide less protection than the integrated links of chain mail.* (Page 32)

Buckler. *This small, lightweight shield straps to the forearm for ease of use.* (Page 34)

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

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 between combat styles.

A buckler cannot be used for any functions of the Shield Master feat.

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 a full range

of motion and move about with little encumbrance. (Page 30)

Brigandine. A doublet of cloth or canvas, to which is 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. (Page 30)

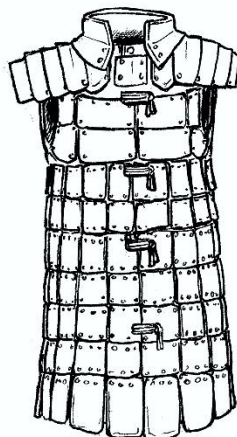
Chain Mail. A hauberk and short pants made of interlocking, riveted links. A suit of this type includes some sort of forearm protection and a mail coif. It also includes a padded layer of cloth underneath. (Page 32)



layered furs (medium armor)



hide (medium armor)



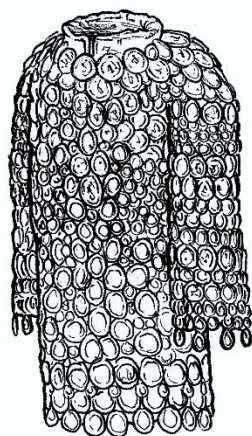
brigandine (medium armor)



chain shirt (medium armor)



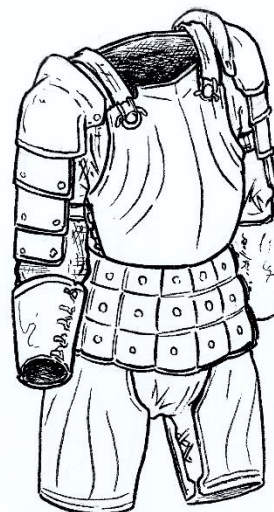
scale mail (medium armor)



coin armor (medium armor)



breastplate
(medium armor)



half plate (medium armor)

Chain Shirt. A suit of light chainmail that covers the torso, waist, and upper arms. This armor is often worn between layers of cloth or leather. (Page 30)

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. (Page 30)

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. The coins constitute a separate ornamentation for the purpose of the armor's resale value.

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. (Page 32)

Wearing a great helm with a suit of medium or heavy armor provides a +2 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. (Page 30)

Hide. These treated animal hides are fashioned into a protective suit of armor. Hide armor is often used in primitive societies. (Page 30)

Layered Furs. Unhardened animal hides, when used in layers, provide significant protection to the wearer. Furs layered this way are used for armor in primitive societies or as ceremonial wear. (Page 30)

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. (Page 32)

Leather. The breastplate and shoulders of this armor are made of leather that has been stiffened by boiling it in oil. The rest of the armor is made of softer and more flexible materials. (Page 27)

Leather Scale. A torso and shoulder covering made of stiff, overlapping scales of treated leather. (Page 27)

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. (Page 32)

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 a held 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 is a gambeson made of quilted layers of cloth and batting. (Page 27)

Pavise. Also called an "archer shield," a pavise is a convex shield with a prominent central ridge. The shape, and a spike or other balancing post that folds out from the bottom, allow the pavise to stand on its own and give cover to someone behind it. (Page 34)

Placing a pavise (or picking it up from a placed position) requires an action. Once placed, you no





layered hides
(heavy armor)



ring mail
(heavy armor)

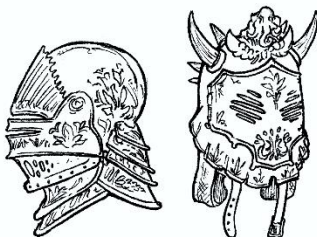


banded mail
(heavy armor)



chain mail
(heavy armor)

great helms
(additions)

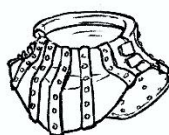


splint (heavy armor)



locking gauntlet
(additions)

reinforced gorget
(additions)



armor spikes
(additions)



plate (heavy armor)

longer get 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 over the backs of each finger. Plate armor is typically worn over an arming doublet, buckled to various parts of the garment to better distribute the carried weight across the wearer's body. (Page 32)

Reinforced Gorget. A reinforced gorget is a metal collar that protects the wearer's neck and clavicle region. (Page 32)

This protective device grants immunity to the strangling mechanics of garrotes.

Ring Mail. Heavy rings sewn onto a leather covering, this armor is not as protective (or expensive) as a suit of chain mail, with its more complex, interlocking rings. (Page 32)

Scale Mail. This armor consists of a leather hauberk and leggings covered by overlapping metal scales and other reinforcements. (Page 30)

Shield. A one-handed protective device, this flat or curved plane covers a portion of the body and is actively wielded for blocking attacks. (Page 34)

A shield can be made of wood or metal. It provides the protection described in the Armor table. 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. (Page 34)

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. (Page 34)

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

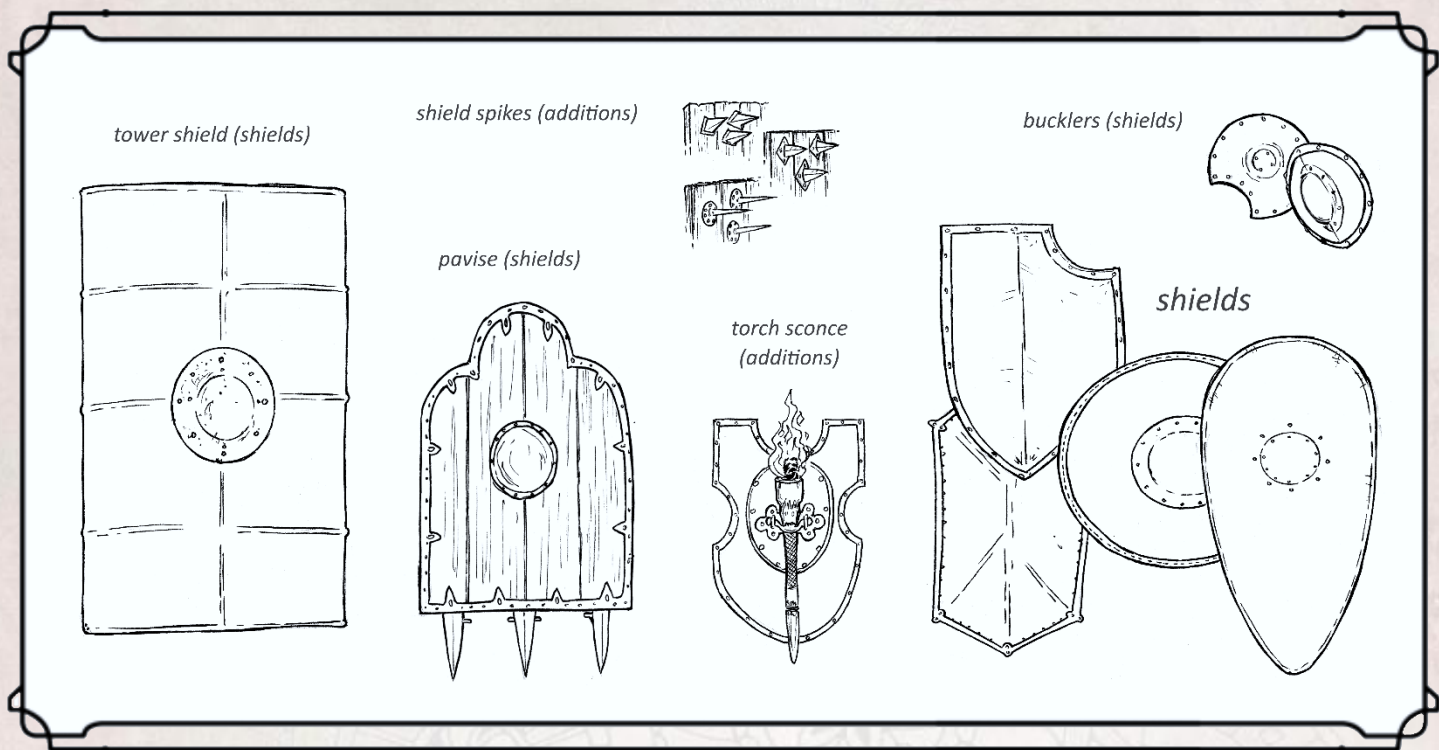
effect (*Monster Manual*, page 204).

Splint. Splint armor is composed of narrow strips of interlocking metal, riveted together and backed by leather and cloth padding. Significant overlap of the plates provides exceptional protection (and weight). Mail segments cover some of the wearer's joints. A version of this armor called "plate mail" uses fewer, larger plates over certain sections of the body. (Page 32)

Studded Leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or studs. (Page 27)

Tower Shield. A tower shield is much larger and heavier than a standard shield, standing nearly as tall as the person who wields it. (Page 34)





With a tower shield equipped, you can use your reaction to hunker behind it in response to an attack against you or to an effect that would cause you to make a Dexterity saving throw. You gain the benefits of half cover until the start of your next turn.

Additionally, whenever you take the Dodge action while a tower shield is equipped, the benefit is not lost if you become incapacitated because of the stunned condition or if your speed is otherwise reduced to 0.

If you have the Shield Master feat, you cannot use a tower shield to bash because of its unwieldy nature.

NEW ARMOR RULES

The following rules and modifications can affect armor in various ways.

ALTERNATE MATERIALS

These rules address armor and shields crafted with alternate materials or techniques.

BRONZE ARMOR

Aside from ceremonial uses, bronze armor tends to appear in cultures where iron is rare, but copper and tin are not. Old bronze armor is sometimes worn by poor knights, those who must keep up appearances by wearing plated armor but cannot afford new steel.

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.

Bronze-made armaments costs three-quarters of the price of normal, iron-made versions. Its users more often have found a suit of bronze rather than buying it.

ERSATZ ARMOR

Some 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 materials, 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.

Almost any normal armor can be made of alternative materials, even those not normally crafted from metal. Ersatz armors 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 armor is burdened with the ersatz armor property.

ADAMANTINE ARMOR (VARIANT)

With this rule, *adamantine armor* is not treated as magical. This metal does not require magic techniques to craft, nor will the material alone indicate to the *detect magic* spell.

A suit of armor backed by adamantine becomes incredibly durable. While wearing such a suit, any critical hit against the wearer becomes a normal hit.

A new or existing suit of armor can be reinforced with adamantine at a cost of 500 gp. The Dungeon Master may regulate which smiths have access to this rare metal and may alter the price accordingly.

MITHRAL ARMOR (VARIANT)

With this rule, *mithral armor* is not treated as magical. This metal does not require magic techniques to craft, nor will it indicate to the *detect magic* spell.

A suit's mithral components are equally as protective as steel but are lighter, thinner, and more flexible. Such a suit does not impose disadvantage on Dexterity (Stealth) checks. Light and medium mithral armor have the subtle armor addition at no extra cost. Half plate and plate mithral armor can be made subtle at the normal price for that improvement.

A new suit of armor can be crafted with mithral for its heavier components instead of steel at an additional cost of 350 gp. The DM may regulate which smiths have access to this rare metal and may alter the price accordingly.

ARMOR IMPROVEMENTS

Armor can be improved in two ways, by ornamentation or by the incorporation of a masterwork feature. Although armor can be crafted with ornamentation or have it added later, a masterwork feature can only be added as the suit of armor is created, increasing its crafting time accordingly.

For resale purposes, an armor with an improvement treats the improvement as a separate item in the nature of an object of art. Although the base item can be resold at half its base price, ornamentation and masterwork components fetch their full value on resale if sold to the right buyer. For example, a suit of splint armor has a base price of 200 gp and can be resold as used for 100 gp. With 50 gp of ornamentation, the resale value is 150 gp (half the item's value + the full ornamentation value).

ORNAMENTATION

Most suits of armor have decoration of some sort, be it engraving, scrollwork, stylization, or some other simple beautification. Usually these changes have no game effects. However, adding precious materials or applying serious artistic changes translates into a substantial increase in the object's value, something called "ornamentation."

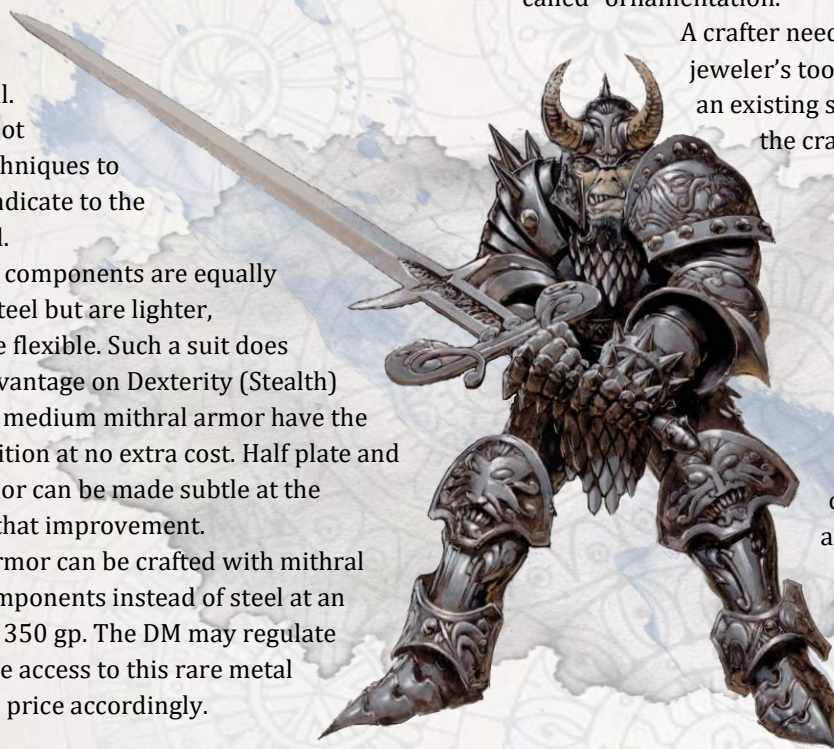
A crafter needs proficiency with jeweler's tools to add ornamentation to an existing suit of armor. However, if the crafter does not also have proficiency with smith's tools, the suit takes on the ersatz armor quality when modified. A crafter proficient with smith's tools *and* jeweler's tools can ornament existing armor without weakening it or can create new ornamented armor.

SUBTLE ARMOR

Affected armor takes on the appearance of normal, 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. Alternately, the armor is crafted for easy concealment under normal clothing.

This modification can apply to most armor 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.

MASTERWORK

Masterwork armor and shields are finely-built in some particular way such that they warrant special rules. A masterwork suit of armor or shield takes on a single bonus armor property, selected from a limited list.

A masterwork suit of armor has 1 additional property that the armor does not already possess. Any suit can add absorbent, efficient, enclosed, layered, lightweight, quick-escape, or reinforced. A suit of heavy armor may add the hardened armor property.

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

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 armor and shields to ensure that the additional modification makes sense as applied.

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 costs an additional 300 gp.

MASTERWORK: WHY NOT +1?

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

The *Comprehensive Equipment Manual* product does not use that method because of the “bounded accuracy” design of the 5th Edition rules. Bonuses to attack rolls and Armor Class distort that balance. If you want to allow a numerical bonus, be aware that the players, upon reaching a certain wealth threshold, will make all their armaments masterwork. They will quickly 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.

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.

Armor pieces can be found piecemeal but are not sold that way under normal circumstances. Each limb of a piecemeal suit weighs one-sixth of a normal suit’s total weight, and a torso weighs one-third.

COVERAGE AND ARMOR GRADE

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

The armor grades on the table apply to each limb. (A torso provides double the given value.) A piecemeal suit of armor provides the wearer with a base Armor Class of 10 + total armor grade, rounded down.

RESULTING ARMOR CATEGORY

While wearing piecemeal armor, you are treated as wearing light armor, medium armor, or heavy armor as indicated below.

You are wearing light armor if wearing any pieces from the light category, and no more than one medium limb piece. This means you can add your Dexterity modifier to your Armor Class. You do not qualify as wearing light armor if wearing a medium torso or if wearing any heavy piece.

You are wearing medium armor if you do not qualify for the above benefit, you are wearing at least one piece from the medium category, and you are wearing no more than one heavy limb piece. This means you can add your Dexterity modifier to Armor Class, to a maximum bonus of +2. You do not qualify as wearing medium armor if you are wearing a heavy torso.

You are wearing heavy armor if you are wearing a heavy torso, or at least two heavy limb pieces. This means you do not add your Dexterity modifier to AC.

PIECEMEAL ARMOR EFFECTS

A suit of armor affected by armor properties, special rules provided in the item’s description, or penalties on the Armor table may likewise provide these effects when worn piecemeal.

PIECEMEAL ARMOR GRADE

Light Armor: Ashigaru (0.4), leather (0.2), leather scale (0.4), manchira (0.2), nerigawa kozane (0.4), padded (0.2), quilted coat (0.2), studded leather (0.4)

Medium Armor: Breastplate (0.7), brigandine (0.5), chain coat (0.5), chain shirt (0.5), coin armor (0.7), domaru (0.9), dhenuka (0.4), half plate (0.9), hide (0.4), hotoke (0.7), kozane (0.7), kikko (0.5), layered furs (0.4), scale mail (0.7)

Heavy Armor: Banded mail (0.9), chain mail (1.0), haramaki (1.2), kusari (0.9), lamellar coat (1.0), layered hides (0.7), o-yoroi (1.4), plate (1.4), ring mail (0.7), splint (1.2)

Negative or restrictive effects apply if two or more components of the piecemeal suit apply them. Positive effects (other than Armor Class modifiers) apply only when four or more components apply them. For these considerations, count the torso as two pieces.

MAGIC ARMOR PIECES

Magical properties of armor apply to a piecemeal suit only at the Dungeon Master's discretion. Most suits will grant none of their magical properties unless worn in whole. However, some armor components apply their benefits modularly; finding a magical component by itself might be a character's sole motivation to adopt piecemeal armor.

Cursed armor suits are more likely to apply their effects in piecemeal components.

VARIANT: EQUIPMENT SIZES

Normally, player character races can use one another's equipment without restriction, even if this creates nonsensical matches. For example, a burly half-orc shouldn't fit in a halfling's leather armor. Similarly, a lithe elf would be swallowed up in a goliath wizard's voluminous robe.

For greater realism, the Dungeon Master can impose an alteration cost before a piece of apparel can be used effectively, even if the creatures share the same size rating.

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

DM's Corner. This variant rule seems too fiddly for consistent application. But it does make good sense when transferring armor and clothing between Small and Medium characters, or Medium characters with the Powerful Build racial trait.

Previous editions assigned percentage cost and weight adjustments to differentiate between Small and Medium worn gear. The 5th Edition uses an easier and more efficient system, equating Medium and Small equipment, but it makes very little sense when it comes to costs and weights. Applying this variant rule selectively (between Medium and Small sizes) reintroduces some common sense to the system.



*Tiefling battle master
fighter in studded
leather armor with
reinforced gorget,
quadrens, extended
scissor, and tail spikes*

Chapter 3

CHAPTER THREE

WEAPONS



HIS CHAPTER VASTLY EXPANDS THE WEAPONS available to customize characters with. Both players and Dungeon Masters may be intrigued by the variety of options here as well as the customization rules for alternate materials and masterwork construction. The chapter concludes with variant rules and guidance for integrating new weapons into the existing proficiency sets for characters of various races and classes.

WEAPONRY

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-LIKE DEVICES

Weapon-like devices are neither simple nor martial in nature; they are not weapons at all, despite sharing some of the features of weapons. These items are typically worn objects that enhance the unarmed capabilities of the wearer, but some weapon-like devices aid combat in ways that don't inflict damage directly.

Weapon-like devices that enhance unarmed attacks can be enchanted. They can bear any generic weapon enchantments that the Dungeon Master determines to be suitable to their nature.

WEAPON PROPERTIES

Unlike armor, most weapons have special properties. The following list includes both standard and new properties, some of which are only available through the masterwork weapons rules.

Many of the properties here include descriptions of the weapon shapes that best utilize them. These descriptions interact with the masterwork weapon rules, as described at the end of this chapter.

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



ballistic 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.*

When you wish, you can employ the listed alternate damage type with no change to the weapon's damage dice. Doing so does not reduce the weapon's efficiency or convert it into an improvised weapon.

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 chapter). A sling must be loaded to deal any damage when used in this way.

Ballistic. You can use a firearm that has the ballistic property to make a ranged attack only if it is loaded with ammunition. Each time you attack with the firearm, you expend one piece of ammunition. This means a combination of a load (a ball or a weight of shot pellets) and a charge (a measured weight of gunpowder). Alternately, a cartridge of any kind constitutes a piece of ammunition.

A firearm without the magazine weapon property can load only a single piece of ammunition in each of

its barrels. If you run out of ammunition, you cannot make additional attacks with the weapon, even if you have a feature that allows you to make additional attacks with that action, bonus action, or reaction. You must reload the firearm before you can use it again.

Weapons with this property require two hands to reload. Reloading a piece of ammunition (powder from a horn and a bullet), requires an action. Barrel-loaded firearms with multiple barrels require each to be reloaded separately. The addition of the magazine property can quicken this process, as described below.

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 ballistic property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in this chapter).

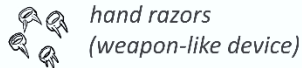
Blast. This property is applied to a weapon by its ammunition, only for the attacks that make use of such ammunition. These attacks are made with

advantage, increasing the weapon's reliability against close targets and offsetting the disadvantage applied to long-range targets.

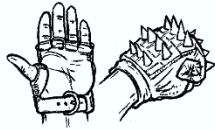
Attacking a target within the weapon's long range increment (beyond its normal range), lets you designate a secondary target within 5 feet of the primary target and apply your attack and damage roll to both. Choose both targets before rolling to hit.

Attacks with this ammunition do not apply your ability modifier to damage unless the modifier is negative. Nor are these attacks subtle or precise enough to apply a rogue's Sneak Attack damage.

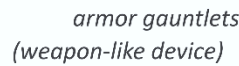




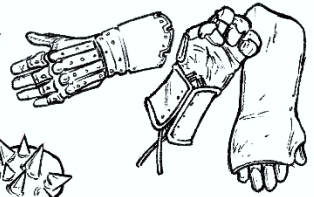
hand razors
(weapon-like device)



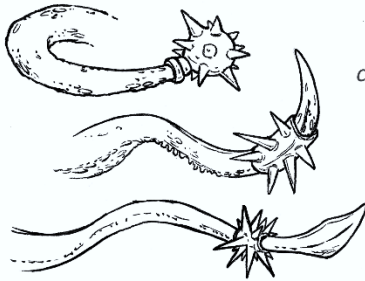
cestuses (weapon-like device)



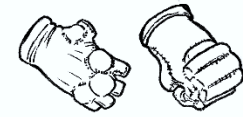
armor gauntlets
(weapon-like device)



spiked armor gauntlets
(weapon-like device)



tail spikes (martial melee)



weighted knuckles
(weapon-like device)



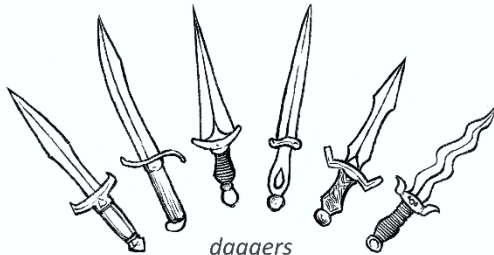
clawed
gauntlet
(martial
melee)

Breach. Melee breach weapons have long, narrow piercing points while ranged breach attacks are propelled with exceptional force.

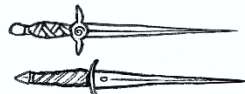
If this property is applied to a weapon by its ammunition, it applies only for the attacks that make use of such ammunition. Breach allows attacks to ignore up to 1 point of a target's protection from

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.

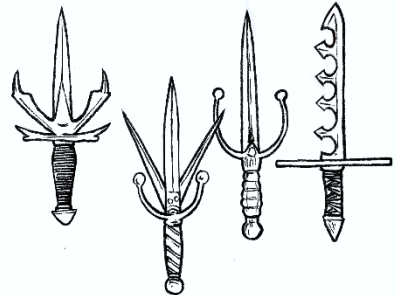
If this property is noted with a number (as in the case of some firearms), the breach effect ignores up to



daggers
(simple melee)



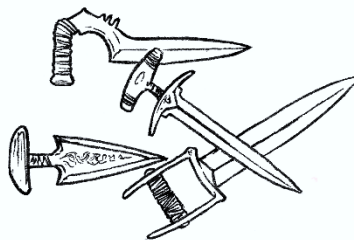
stilettoes (simple melee)



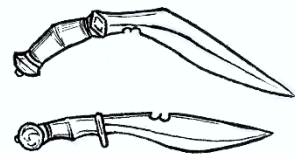
parrying daggers (martial melee)



poison reservoir daggers (simple melee)



punch daggers (simple melee)



kukris (martial melee)

throwing daggers (simple ranged)



the stated number of points of the target's protection from armor.

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, 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 combine 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.*

When wielding this weapon, you gain a +2 bonus on attack rolls to disarm. Increase this bonus to +3 if the weapon is two-handed or is versatile and used in two hands, or if you are wielding two single-handed weapons that each have this property. (These benefits do not apply to a Disarming Attack Combat Maneuver, which uses unrelated techniques to both disarm and inflict damage with the same strike.)

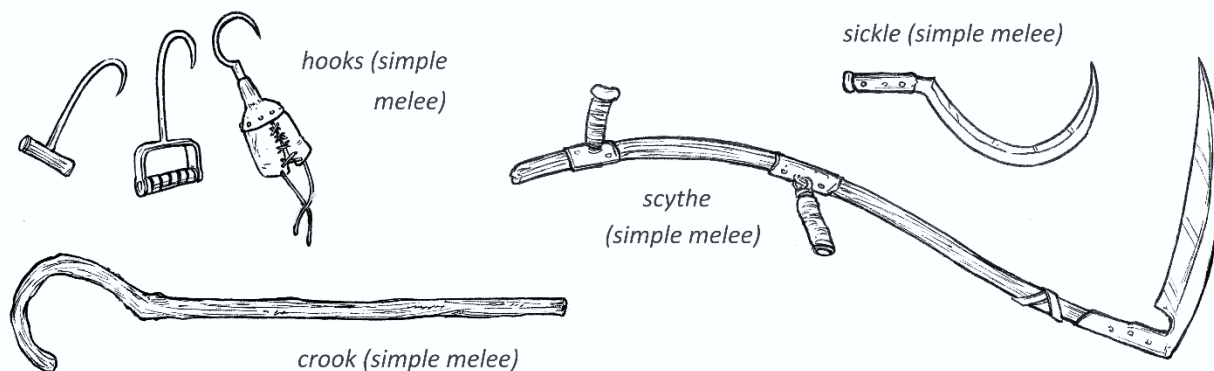
Even without this weapon property, you can use a weapon attack to knock a weapon or another item from a target's grasp. To do this, make an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. You have disadvantage on the attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than you, or disadvantage if it is smaller. If you win the contest, the attack causes no damage

or other ill effect, but the defender drops the item. (This disarming system is presented as an optional rule in the *Dungeon Master's Guide*, page 271.)

Ersatz. 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.

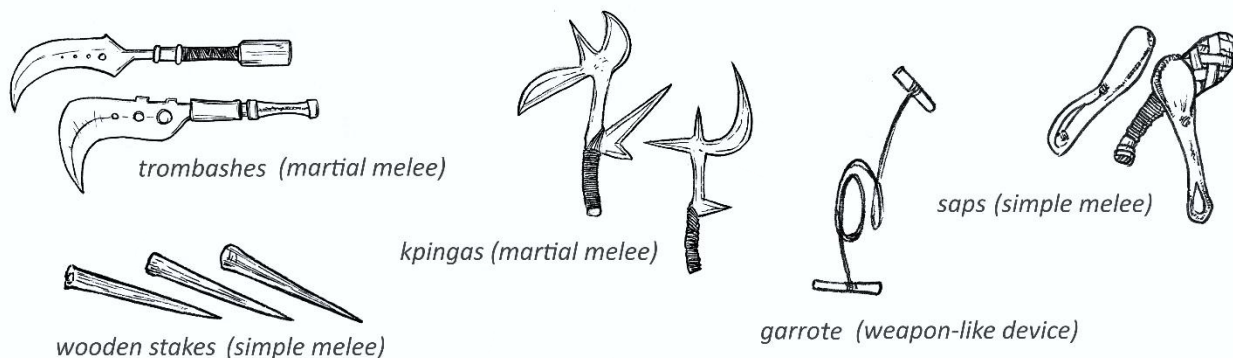
When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Gargantuan. These weapons are designed for Gargantuan creatures. They are normally unusable by Huge or smaller creatures.

Handgun. Handguns are single-handed weapons easily wielded in close combat. Any firearm with this weapon property does not suffer disadvantage for its use when a hostile creature is within 5 feet.

Light weapons with the handgun property allow you to employ the rules for two-weapon fighting. When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with a light weapon that you're holding in your other hand if it has the handgun weapon property. You don't add your ability modifier to the damage of the bonus attack, unless it is negative.

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.

Huge. These weapons are designed for Huge creatures. They are normally unusable by Large or smaller creatures.

Large. These weapons are designed for Large creatures. They are normally unusable by Medium or smaller creatures.

Light. A light weapon is both lightweight and short, suitable for use in the off-hand.

Light weapons allow you to employ the rules for two-weapon fighting. 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.

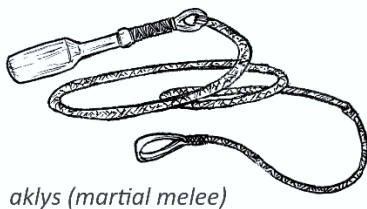
Loading. You can fire only one piece of ammunition from this weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Magazine. A firearm with this property can hold up to the number of rounds listed parenthetically after this weapon property. Without this property, a firearm can load only one round at a time per barrel.

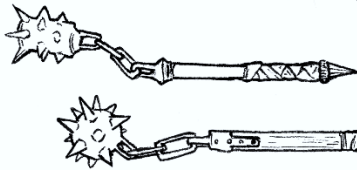
As an action, you can load a number of cartridges, shotshells, or slugs equal to your Dexterity modifier (minimum of 1) into the magazine of a firearm you are holding. As a bonus action, you can load a single cartridge, shotshell, or slug into the magazine of a firearm you are holding, regardless of Dexterity or other factors.



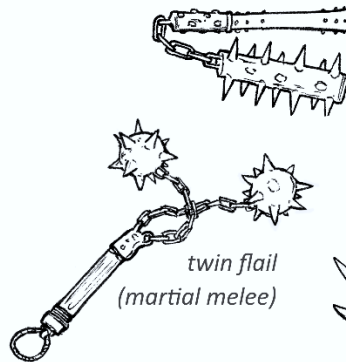
Derro wielding scourge, repeating light crossbow, buckler with short hooked spear, and battleaxe



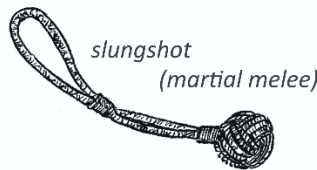
aklys (martial melee)



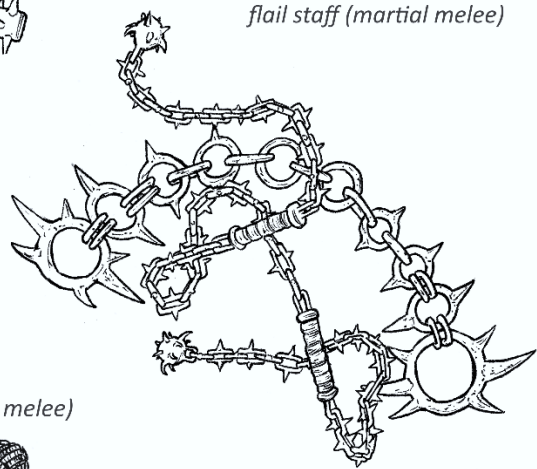
flails (martial melee)



twin flail
(martial melee)



slungshot
(martial melee)



flail staff (martial melee)

spiked chain (martial melee)

Misfire. If the d20 for your attack roll produces a 1, the barrel of a weapon with this property is fouled; in addition to the attack automatically missing, the barrel is rendered inoperable and the ammunition is destroyed. A fouled barrel must be cleaned and recharged before it can be used again. This cleaning takes 15 minutes and requires tinker's tools.

Each loaded barrel of a firearm from the Firearms 1 or 2 limited lists (weapons not using sealed metal cartridges) is also fouled if submerged, even if the weapon lacks the misfire property.

Some firearms list a number parenthetically after the misfire property. If the d20 for your attack roll is equal to or lower than the number indicated, prior to any modifiers, the weapon's barrel is fouled. When a natural 1 is not rolled, it is possible for such an attack to hit its target and still result in a fouled barrel.

If you have a class feature that increases a weapon's misfire rating, and the firearm lacks this property, add the misfire property with a rating equal to what the increase would have been.

Natatorial. The Underwater Combat rules do not impose disadvantage on attack rolls with this weapon. All other restrictions apply as normal. See page 198 of the *Player's Handbook*.

Note: This is not a new weapon property. The *Player's Handbook* already applies this benefit to crossbows, daggers, javelins, nets, shortswords, spears, and tridents, and to weapons that are thrown. The *Comprehensive Equipment Manual* simply plucks this effect from its obscure corner of the standard rules and drops it into the equipment descriptions.

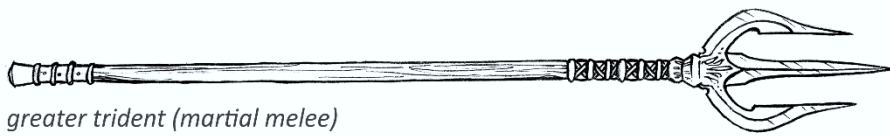
Reach. This weapon adds 5 feet to your reach when you attack with it. Some weapons add more distance, as provided in their individual descriptions.

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.

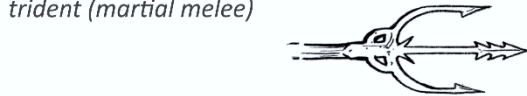
Creatures do not have disadvantage on ranged attacks with thrown weapons while using the



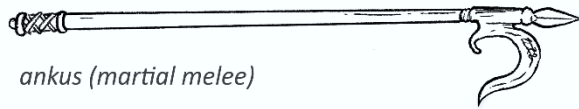
greater trident (martial melee)



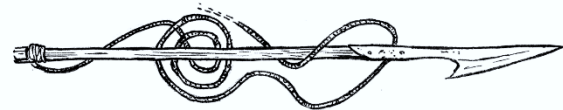
trident (martial melee)



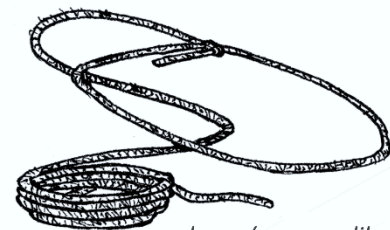
javelins (simple melee)



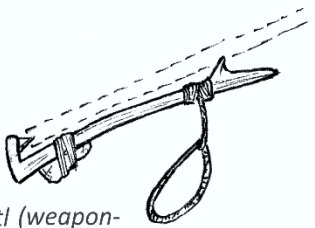
ankus (martial melee)



harpoon (martial melee)



lasso (weapon-like device)



atlatl (weapon-like device)



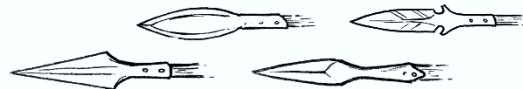
yklwa (martial melee)



short hooked spear (simple melee)



short spear (simple melee)



spear (simple melee)



weighted spear (martial melee)



ritiik (martial melee)

pincer staff (martial melee)

Underwater Combat rules. See page 198 of the *Player's Handbook*.

Tiny. These weapons are designed for Tiny creatures. Wielders of all sizes can use such weapons without penalty.

A Tiny creature cannot normally wield a weapon that lacks this property.

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 +2 bonus on your Strength (Athletics) checks for shoving a creature if you are attempting to knock it prone (see the *Player's Handbook*, page 195). Increase this bonus to +3 if the weapon is two-handed (or is versatile and used in two hands), or if you are wielding two single-handed weapons that each have this property.

These benefits do not apply to a Trip Attack Combat Maneuver, which uses unrelated techniques to both trip and inflict damage with the same strike.

Two-Handed. This weapon requires two hands to attack with.

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 can modify 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. This device doesn't restrict the user's unarmed attacks, which can be made with other body parts.

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. They can also be silvered or otherwise constructed of exotic materials, increasing the efficacy and versatility of your unarmed strikes.

Versatile. *Versatile weapons have longer handles than needed, or extra handles positioned at critical points on the weapon.*

You can attack with a versatile weapon using one or two hands. The parenthetical damage value that appears following this property applies when the weapon is used to make a melee attack with two hands.

Wounding. *The sharp portions of a wounding weapon leave viciously-shaped injuries that are prone to bleeding.*

If a target takes damage from one or more wounding attacks, it suffers 1 point of damage from blood loss at the end of its next turn. Any healing that occurs between the injury and the end of the creature's turn prevents the damage. Binding the wound likewise prevents the damage, requiring an action and either a successful Wisdom (Medicine) check against a DC of 10 or spending one use of a healer's kit.

Creatures without a circulatory system are immune to this property.

DESCRIPTIONS

Standard weapons and weapon-like devices are described here.

Aklys. *A long leather thong is attached to one end of this weighted club. Its other end is tied to the wielder's wrist.*



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.)	Special, unarmed (B)
Gauntlet, spiked armor	(6 gp)	—	(1 lb.)	Special, 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, natatorial, thrown (20/60)
Dagger, poison reservoir	30 gp	1d4 piercing	1 lb.	Finesse, light, natatorial, special, thrown (20/60)
Dagger, punch	10 gp	1d4 piercing	1 lb.	Deadly, finesse, light, natatorial
Fustibalus (<i>staff sling</i>)	2 gp		4 lb.	Special
<i>staff portion</i>		1d6 bludgeoning		Versatile (1d8)
<i>sling portion</i>		1d4 bludgeoning		Ammunition (45/180), two-handed
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.	Light, thrown (20/60)
Hatchet	3 gp	1d4 slashing	2 lb.	Finesse, light, thrown (20/60)
Hook (<i>baling hook, gaff, or prosthetic hand</i>)	4 gp	1d3 piercing	1 lb.	Disarming
Javelin	5 sp	1d6 piercing	2 lb.	Natatorial, thrown (30/120)
Knobkerrie	4 sp	1d4 bludgeoning	3 lb.	Light, special, thrown (10/20)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Mace, liturgical	30 gp	1d6 bludgeoning	4 lb.	Special
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.	Natatorial, thrown (20/60), versatile (1d8)
Spear, short	5 sp	1d4 piercing	2 lb.	Natatorial, thrown (30/90), light
Stake, wooden	1 cp	1d3 piercing	1 lb.	Ersatz, light
Stiletto	5 gp	1d3 piercing	1 lb.	Breach, finesse, light
War pick, light	3 gp	1d4+1 piercing	2 lb.	—

The club end can be used in melee but is also weighted for throwing. (Page 45)

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

SIMPLE RANGED WEAPONS

Item	Cost	Damage	Weight	Properties
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (80/320), loading, natatorial, special, two-Handed
Crossbow, double light	50 gp	1d8 piercing	8 lb.	Ammunition (60/240), natatorial, special, two-handed
Crossbow, repeating light	125 gp	1d8 piercing	7 lb.	Ammunition (40/160), loading, natatorial, special, two-handed
Crossbow, pellet light	25 gp	1d6 bludgeoning	5 lb.	Ammunition (40/160), loading, natatorial, 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)

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. This weapon evolved from a tool used to guide large creatures like elephants. (Page 46)

Atlatl. This tool extends the effective length of the thrower's arm, allowing weapons to be hurled to greater distances. An atlatl consists 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, at its butt or at a notched point on the shaft. (Page 46)

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.

An atlatl cannot be used underwater.

Battleaxe. A medium-hafted weapon designed for chopping. It sports a single rounded blade mounted at one end, perpendicular to the handle. (Page 69)

Bhuj. Sometimes called an "axe-knife," this weapon has a single-sided blade shaped like a large chopping knife, attached to a long handle. Traditional versions

are built with a hidden blade in the butt of the handle, a dagger that can be drawn in emergencies. (Page 69)

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 (or revealed by a spring-loaded mechanism) as an action or a bonus action. This typically requires some complex adjustment of the item in order to reveal the blade. Some versions remain attached to the objects they were concealed in; others are drawn free like a knife.

One classic example of a hidden blade is called a "toe spike." This blade is concealed in the sole of a boot and "drawn" by pressing the heel sideways into the ground, causing the blade to appear, projecting from the toe of the boot.

A hidden blade is an improvised weapon that closely 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, a version that projects from a bracer might resemble a punching dagger, and a version that draws clear might be a normal 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. (Page 56)

Blowgun, Greater. This longer version of the blowgun allows the user to project blowgun needles to slightly farther ranges. (Page 56)

A greater blowgun's pipe is long and thick enough to use as a breathing tube, allowing you 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. (Page 56)

A Large or smaller creature hit by bolas must make a DC 10 Dexterity saving throw or be restrained. A bipedal creature that fails the saving throw by 5 or more points is also knocked prone. A creature can use an action to automatically free itself or another creature within its reach. Dealing 2 slashing damage to the bolas (AC 10) also frees the creature, ending the effect and destroying the bolas. Bolas have no effect on formless creatures.

Boomerang. A boomerang is a curved wooden weapon, thrown end-over-end. (Page 56)

When thrown by a proficient wielder at a target beyond its normal range increment, a boomerang returns to the thrower if the attack misses; it lands on the ground within 10 feet of the thrower, at a location of the Dungeon Master'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. (Page 69)

The pommel and last few inches of the weapon's haft can be removed like a false bottom sheath. The removeable cap portion constitutes the handle of a stiletto, its blade drawn from the hollow butt of the bhuj and wielded as a separate item.

Cestus. This battle glove adds weights and spikes to the knuckles and the back of the hand. (Page 41)

Chatkcha. A triangular or three-pointed throwing blade. Traditional chatkchas are made of crystal but metal serves just as well. (Page 56)

This weapon is favored by thri-kreen.

Clawed Gauntlet. Long, bladed claws extend from the fingers of this gauntlet. (Page 41)

Club. A club is simply a heavy stick or rod used for clubbing. It is typically made of wood. Clubs come in many variations. (Page 67)

Crook. A short staff with a large blunt hook at one end, used by shepherds to control flocks of sheep or goats. (Page 43)

Crossbow (any). A crossbow uses a horizontal bow attached to a wooden stock. The weapon's mechanism allows a bolt to be loaded and the weapon drawn, held in the firing position for much

longer than a bow could be held manually. Crossbows are easier to aim and fire than traditional bows.

Crossbow, Blade Driver Heavy. The so-called "disk crossbow" resembles a standard crossbow except that it has no bow or string. Instead, the weapon bears a complex array of pulleys and spinning gears, either exposed or enclosed within the device. (Page 57)



MARTIAL MELEE WEAPONS (PART 1)

Item	Cost	Damage	Weight	Properties
Aklys	2 gp	1d4 bludgeoning	2 lb.	Light, special, thrown (10/15)
Ankus (<i>elephant goad</i>)	6 gp	1d6 piercing	3 lb.	Light, tripping
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Bhuj	25 gp	1d8 slashing	4 lb.	Alternate (P), versatile (1d10)
Blade, hidden	20 gp	1d3 piercing	—	Special
Clawed gauntlet	6 gp	1d4 slashing	2 lb.	Deadly, finesse, light
Dagger, parrying	6 gp	1d4 piercing	2 lb.	Defensive, finesse, light
Dueling shield	12 gp	1d6 piercing	12 lb.	Special, two-handed
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)
Kpinga (<i>mambele</i>)	3 gp	1d4+1 slashing	2 lb.	Alternate (P), light, thrown (20/40)
Kukri	5 gp	1d4+1 slashing	1 lb.	High-critical, light
<i>Lance</i>				
Combat	10 gp	1d12 piercing	6 lb.	Reach, special
Combat, light	8 gp	1d10 piercing	4 lb.	Reach, special
Great	35 gp	2d8 piercing	15 lb.	Reach, special, two-handed
Jousting	10 gp	1d8 bludgeoning	6 lb.	Reach, special
Jousting, light	8 gp	1d6 bludgeoning	4 lb.	Reach, special

This weapon cannot be fired unless it is primed, its centrifugal driver spun up to a sufficient speed. Priming a blade driver requires a bonus action, after which the weapon remains primed until the end of the wielder's turn.

When 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 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, Double Heavy. A double crossbow has two separate bows, one positioned above the other. Separate triggers fire a bolt individually from each. (Page 57)

This weapon functions as a normal crossbow with the loading property except that it can be pre-loaded

with two crossbow bolts using an action. Once, after the weapon has been pre-loaded, you can ignore the restrictions of the loading weapon property until both shots have been fired.

Durnan, the proprietor of the Yawning Portal, is particularly skilled with heavy double crossbows and can use them to exceptional effect (*Waterdeep: Dragon Heist*, page 203).

Crossbow, Double Light. *A double crossbow has two separate bows, one positioned above the other. Separate triggers fire a bolt individually from each.* (Page 57)

This weapon functions as a normal crossbow with the loading property except that it can be pre-loaded with two crossbow bolts using an action. Once, after the weapon has been pre-loaded, you can ignore the restrictions of the loading weapon property until both shots have been fired.

Crossbow, Hand. *This small crossbow is light enough to be aimed and fired one-handed.* (Page 57)

Crossbow, Heavy. *A heavy version of the crossbow with a stronger draw power and a heavier stock to support the added strain. It is often drawn with a crank*

or sturdy lever which requires special training to operate safely. (Page 57)

Crossbow, Light. *This simple crossbow is lightweight and easy to manage.* (Page 57)

Crossbow, Pellet Light. *This crossbow has a cupped shuttle attached to its string, used to project stones or other similar projectiles.* (Page 57)

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.* (Page 57)

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 surface can be mobile 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

MARTIAL MELEE WEAPONS (PART 2)

Item	Cost	Damage	Weight	Properties
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, footman's war	5 gp	1d8 piercing	2 lb.	—
Pick, horseman's war	10 gp	1d6+1 piercing	3 lb.	Versatile (1d8+1)
Pincer staff	50 gp	1d6 piercing	7 lb.	[Disarming, reach, tripping, two-handed]
<i>Polearm</i>				
Boarding gaff	5 gp	1d8 slashing	5 lb.	Heavy, reach, special, 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
Quadrens	8 gp	1d3+1 piercing	2 lb.	Disarming, light, natatorial
Ritiik (<i>talon spear</i>)	5 gp	1d6 piercing	4 lb.	Natatorial, thrown (15/45), tripping, versatile (1d8)
Scissor	8 gp	1d4 slashing	3 lb.	Defensive, light, special
Scissor, extended	14 gp	1d4 slashing	5 lb.	Defensive, light, special
Slungshot	1 gp	1d4 bludgeoning	2 lb.	Disarming, finesse, special, tripping
Spear, short hooked	2 gp	1d4 piercing	2 lb.	[Finesse,] light, natatorial, [tripping]
Spear, weighted	7 gp	1d6 piercing	4 lb.	Alternate (B), natatorial, thrown (15/45), versatile (1d8)
Spiked chain	45 gp	1d6 piercing	4 lb.	[Disarming, heavy, reach, tripping,] two-handed

MARTIAL MELEE WEAPONS (PART 3)

Item	Cost	Damage	Weight	Properties
<i>Sword</i>				
Bastard sword	25 gp	2d4 slashing	4 lb.	Heavy, deadly, versatile (2d5)
Broadsword	10 gp	2d4 slashing	4 lb.	Heavy
Claymore	60 gp	1d12 slashing	7 lb.	Deadly, heavy, two-handed
Cutlass	15 gp	1d6+1 slashing	3 lb.	Defensive, heavy
Epee (<i>small sword</i>)	30 gp	1d6 piercing	2 lb.	Defensive, finesse
Estoc	60 gp	1d10 piercing	3 lb.	Breach, heavy, two-handed
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), natatorial
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 (<i>macuahuitl</i> or <i>shark-tooth sword</i>)	20 gp	1d8 slashing	5 lb.	[Alternate (B), ersatz, deadly, heavy, wounding]
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Saber	25 gp	1d6 slashing	3 lb.	Defensive, finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light, natatorial
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, special
Tongi	10 gp	1d6+1 piercing	4 lb.	Versatile (1d8+1)
Trident	5 gp	1d6 piercing	4 lb.	[Disarming], natatorial, thrown (20/60), versatile (1d8)
Trident, greater	12 gp	1d6+1 piercing	5 lb.	Disarming, natatorial, 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 (<i>iklwa assegai</i>)	[10 gp]	1d8 piercing	2 lb.	Natatorial, special, thrown (10/30)

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.

Crossbow, Repeating Hand. *This hand crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon. (Page 57)*

The hand repeating crossbow's built-in 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, Repeating Heavy. *This heavy crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon.* (Page 57)

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, Repeating Light. *This light crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick loading of the weapon.* (Page 57)

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.

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 with a pointed tip. (Page 41)

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.* (Page 41)

Dagger, Poison Reservoir. *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.* (Page 41)

As an action or 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.* (Page 41)

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.* (Page 41)

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, special
Bolas	4 gp	—	2 lb.	Finesse, special, thrown (20/60)
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, hand	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), light, loading, natatorial
Crossbow, repeating hand	375 gp	1d6 piercing	4 lb.	Ammunition (15/60), light, loading, natatorial, special
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), heavy, loading, natatorial, two-handed
Crossbow, double heavy	100 gp	1d10 piercing	22 lb.	Ammunition (75/300), heavy, loading, natatorial, special, two-handed
Crossbow, repeating heavy	250 gp	1d10 piercing	20 lb.	Ammunition (50/200), heavy, loading, natatorial, special, two-handed
Crossbow, polybolos	550 gp	2d8 piercing	48 lb.	Ammunition (150/600), loading, natatorial, 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.	Natatorial, special, thrown (5/15)
Net, barbed	10 gp	—	3 lb.	Natatorial, special, thrown (5/15)

Up to 3 throwing daggers can be drawn as a single interaction with an object (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. (Page 56)

Dueling Shield. Rarely seen in war, this tall shield is used primarily for dramatic ritual contests. It has dangerous spikes at either end and is wielded with both hands using the long, vertical post on the back side. (Page 70)

While wielding the dueling shield with two hands, you are considered to have a shield equipped, gaining a +2 bonus to Armor Class and any other benefits you might derive from a shield.

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. (Page 67)

This weapon has two profiles, one when used as a staff and the other for the sling. Weapon properties with each profile apply only to that type of use.

Flail. A short chain with a handle attached to one end and a small (usually-spiked) weight at the other end. (Page 45)

Flail Staff. A flail-headed chain attached to the end of a short staff. (Page 45)

Flail, Twin. This version of the flail uses two weighted chains instead of a single chain. (Page 45)

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 constrain a target's intake of air and the flow of blood to its brain. Like poisons, such devices are illegal and reviled in most lawful societies. (Page 43)

You can initiate a grapple using this device. If successful, your target is grappled, and it is garroted, meaning it can be choked in successive rounds. However, a garrote is difficult to apply; the target of a garroting attempt can use its reaction to protect its neck, automatically negating any grapple attempts with such devices until the start of its next turn. It is therefore prudent to use this device only on targets

that are surprised or otherwise prevented from using reactions.

If you have successfully grappled a target with a garrote, you can try to choke the creature in successive rounds. To do so, make another grapple check as an action. If you succeed, the creature is restrained until the grapple ends and it suffers 1 round of suffocation. A creature that suffers a number of consecutive rounds of suffocation equal to its Constitution modifier + 1 (minimum of 2 rounds), drops to 0 hit points and is dying. It can't regain hit points or be stabilized until it can breathe again.

If you fail a check to choke your garroted target, or do not use your action to make the attempt on your turn, the creature's number of consecutive rounds of



suffocation resets to 0. If the grapple is broken, the count resets to 0 and the target is no longer garroted. These rules reflect those on page 183 of the *Player's Handbook* for creatures that run out of breath or are "choking."

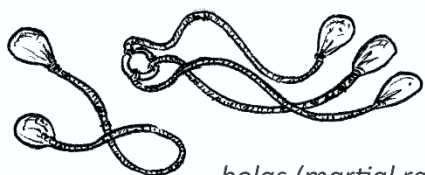
Constructs, oozes, plants, and undead are immune to the choking effects of a garrote. At the DM's discretion, certain other creatures may be immune for anatomical reasons, perhaps by having overly-large necks or no necks at all, or by possessing an irregular circulatory system.

Gauntlet, Armor. A metal gauntlet formed of overlapping plates, the type used with metal armors. (Page 41)

Any suit of heavy armor or medium armor (other than hide, layered hides, or layered furs) comes with two of these. The parenthetical cost and weight are for buying and carrying the gauntlet separately.

Gauntlet, Spiked Armor. A metal gauntlet formed of overlapping plates, the type used with metal armors. This version has spikes on the knuckles and the back of the hand. (Page 41)

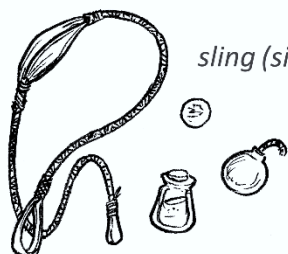
Any suit of heavy or medium armor with the armor spikes attachment (other than hide, layered hides, or layered furs) already comes with two of these. The parenthetical cost and weight are for buying and carrying the spiked gauntlet separately.



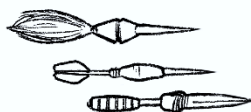
bolas (martial ranged)



blowgun and greater blowgun (martial ranged)



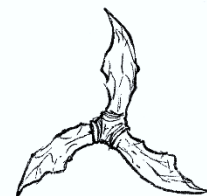
sling (simple ranged)



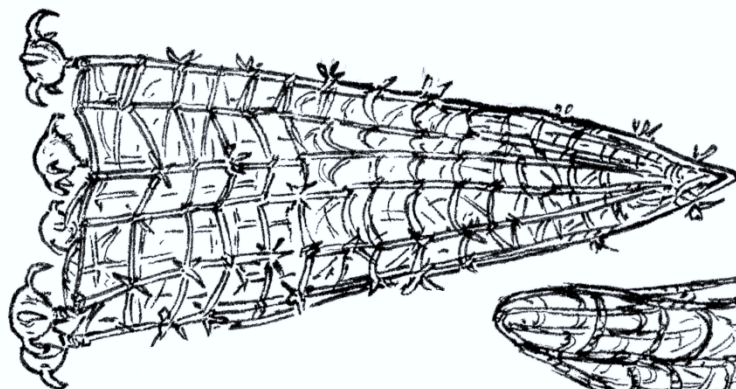
darts (simple ranged)



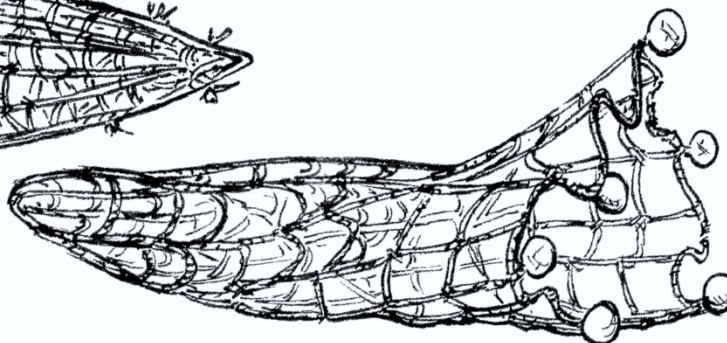
boomerang (martial ranged)



chatkcha (martial ranged)



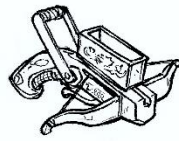
barbed net (martial ranged)



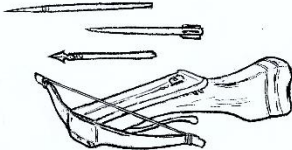
net (martial ranged)



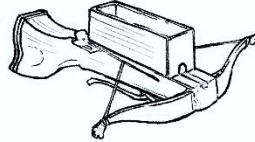
hand crossbow
(martial ranged)



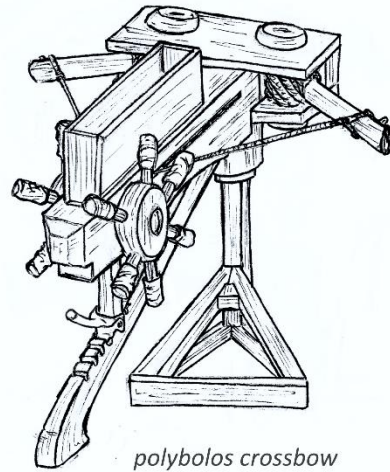
repeating hand crossbow
(martial ranged)



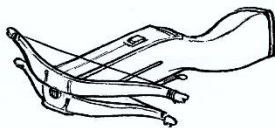
light crossbow
(simple ranged)



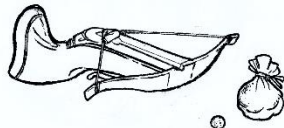
repeating light crossbow
(simple ranged)



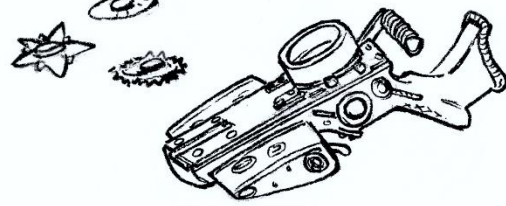
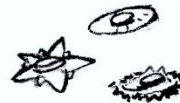
polybolos crossbow
(martial ranged)



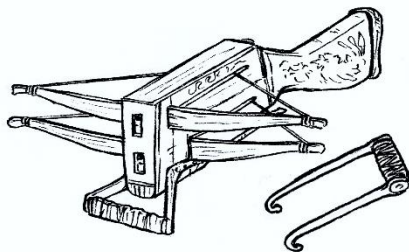
double light crossbow
(simple ranged)



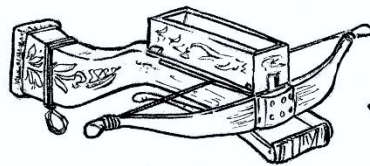
pellet light crossbow
(simple ranged)



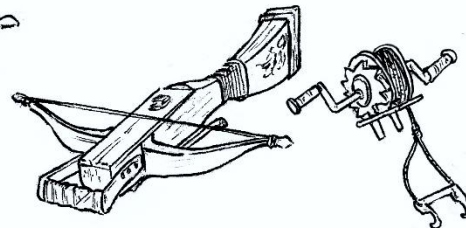
blade driver heavy crossbow (martial ranged)



double heavy crossbow (martial ranged)



repeating heavy crossbow
(martial ranged)



heavy crossbow (martial ranged)

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. (Page 69)

Greatclub. A longer, larger 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. (Page 69)

Hammer, Light. A small hammer weighted for throwing and shaped for devastating impact. (Page 69)

Handaxe. A simple weapon with a short handle and a bearded chopping blade at the end. A handaxe is suitably-balanced for throwing. (Page 69)

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. They are often used to deliver poisons. (Page 41)

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. (Page 46)

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 is 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 with a smaller, un-bearded blade and a lighter handle. (Page 69)

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 on cinched caps are common prostheses for lost hands. (Page 43)

Javelin. A short, light spear balanced for throwing with significant range. (Page 46)

Knobkerrie. A club with a weighty head balanced for throwing. (Page 67)

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.

Kpinga. A one-handed multi-bladed weapon used like a knife or axe and balanced for throwing. (Page 43)

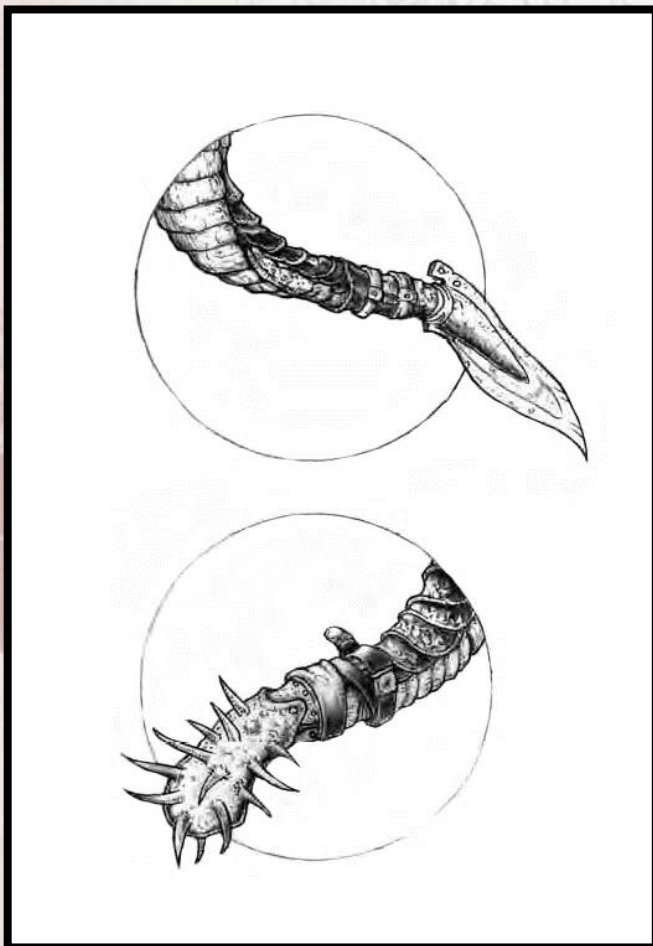
Kukri. This large dagger has a heavy blade, curved slightly toward its cutting edge. The weapon is designed for chopping. (Page 41)

Lance (any). A long-hafted weapon with a sharp point, ideal for wielding from the back of a charging mount. A lance is long enough to brace it under the arm of the wielding hand, allowing it to be used one-handed if a mount provides the strikes' forward momentum. (Page 60)

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, sharpened pole, supported by a swiveling pintle mount.

This 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. (Page 46)

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.

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. (Page 66)

Longbow, Composite. Composite bows are built with a composite of materials, each with various degrees of flexibility. They have exceptionally strong draws. (Page 66)

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. (Page 67)

Mace, Heavy. This weapon has a longer handle and heavier head than the normal mace. (Page 67)

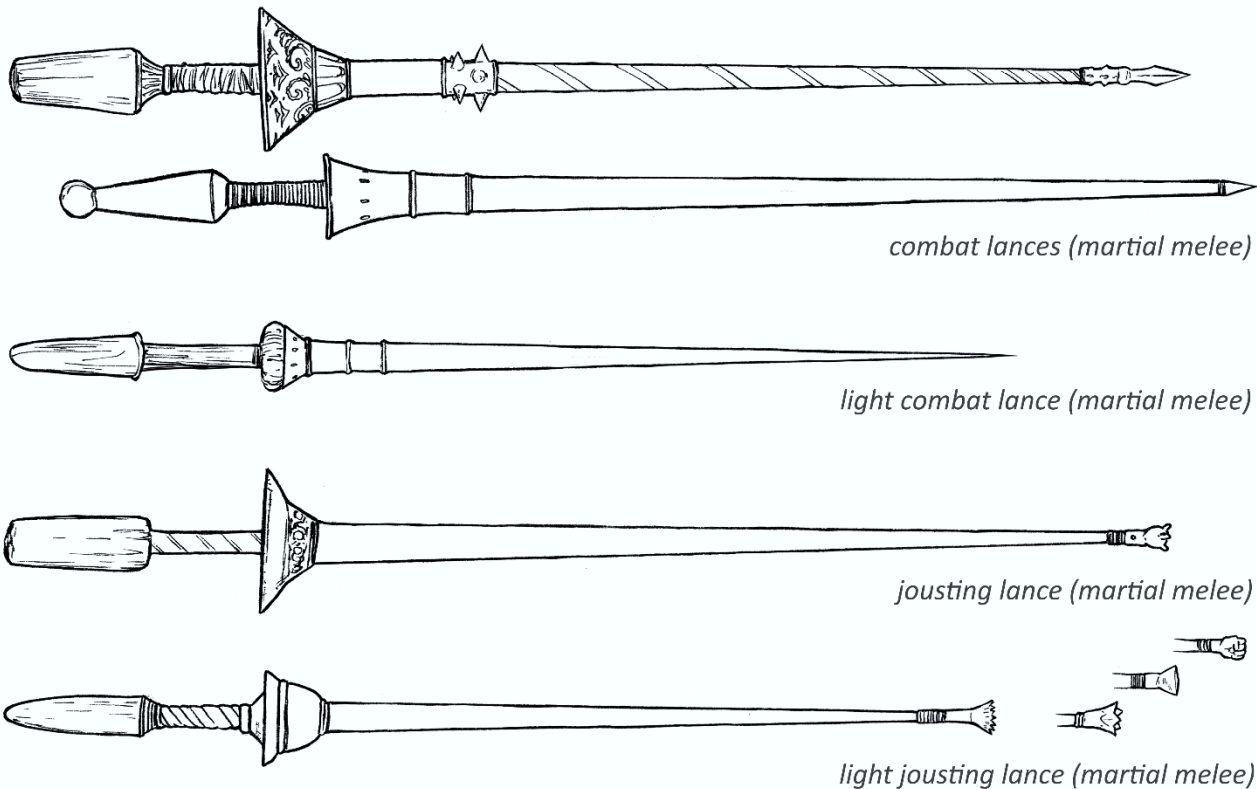
Mace, Liturgical. This mace has a large, hollow reservoir intended for holy water. The head of the weapon contains dozens of holes that are normally covered by an internal bladder. When the mace strikes a target, the impact jars and compresses the internal bladder, momentarily exposing the holes and dousing the target with liquid. (Page 67)

If filled with holy water, the liturgical mace inflicts an additional 1d6 radiant damage against a fiend or undead. Likewise, unholy water inflicts an additional 1d6 necrotic damage against a celestial. If filled with defoliant, the liturgical mace inflicts an additional 1d6 acid damage against a plant creature.

A single flask of holy water, unholy 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. (Page 69)





Maulaxe. This heavy-hafted weapon boasts a double-headed combination of an axe blade facing one direction and a wedged hammer head facing the other. (Page 69)

Morningstar. A clubbing weapon with a heavy, spiked weight at one end. (Page 67)

Net. A net is mesh of interconnected lines designed to entrap targets. (Page 56)

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. (Page 56)

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.

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. (Page 46)

System Change: The weapon on the table 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 (any). Polearms are long-hafted weapons, usually with complex, multi-purpose heads designed for war.

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. (Page 65)

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. (Page 65)

Polearm, Gythka. A short-length polearm with a slashing blade at each end. Traditional gythka blades are made of crystal, but metal is also used. (Page 65)

This weapon is favored by thri-kreen.

Polearm, Halberd. A polearm topped with an irregular head, forming a chopping surface and a piercing point. (Page 65)

Polearm, Pike. And extremely long spear-like weapon used primarily in formation fighting. The end of the haft is often reinforced or covered with metal. (Page 65)

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. (Page 70)

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. (Page 67)

Ritiik. This spear has a forward-facing hook, just below the spear head. (Page 46)

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. (Page 43)

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. A sapping attack requires a precise blow to a vulnerable portion of the target's head. The target of a sapping attack can use its reaction to protect its head, automatically negating any sapping attempts with such devices until the start of its next turn. It is therefore prudent to use this device only on targets that are surprised or otherwise prevented from using reactions.

If your 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 becomes unconscious. Otherwise, the sapping roll has no effect.

A sapped creature regains consciousness after 1d4 hours or when it is healed for at least 1 hit point. At the Dungeon Master's discretion, other effects can also relieve this unconsciousness.

Constructs, oozes, plants, and undead are immune to sapping effects.

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 other end of 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.* (Page 70)

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, often over the shoulder.* (Page 70)

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.* (Page 70)

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.* (Page 43)

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.* (Page 66)

Shortbow, Composite. *Composite bows are built with a composite of materials, each with various degrees of flexibility. They have exceptionally strong draws.* (Page 66)

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 single- or double-strung shortbow connect at their centers with a cloth or leather cup. The cup seats its projectiles during the draw.* (Page 66)

A pellet bow uses sling bullets instead of arrows for its ammunition.

Sickle. *An agricultural tool with a hooked blade, used for harvesting plants.* (Page 43)

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 attacking. The weapon's ammunition is flung from the pouch as one end of the thong is released. (Page 56)

Slungshot. *A short length of rope*



knotted around a stone or metal weight at one end. This weapon evolved from the weights used to throw mooring lines between ships and shore. Sailors and dock workers often carry these weapons in their pockets. A slungshot can be swung forcefully, and an experienced wielder can make attacks with it from unexpected angles. (Page 45)

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. (Page 46)

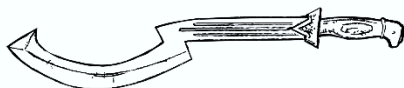
Spear, Short. A hafted weapon with a simple point at one end. A short spear is typically shorter and thicker than a javelin and may be suitable for off-hand use. (Page 46)



gladius (martial melee)



falchion (martial melee)



khopesh (martial melee)



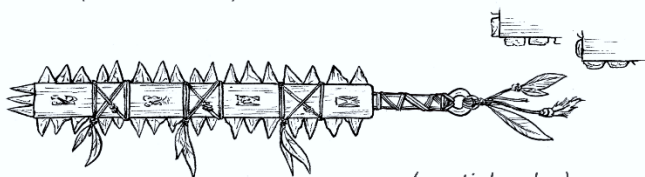
falcata (martial melee)



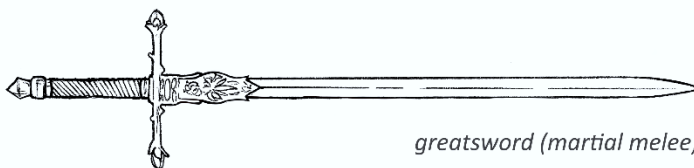
cutlass (martial melee)



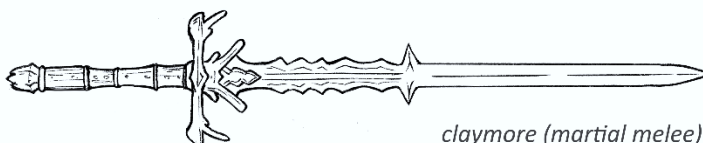
talwar (martial melee)



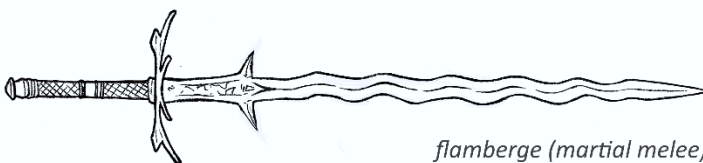
maca (martial melee)



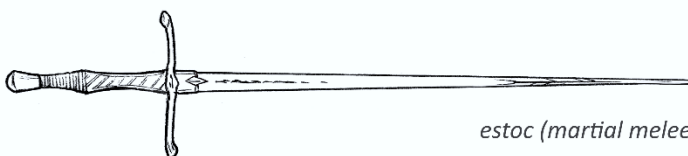
greatsword (martial melee)



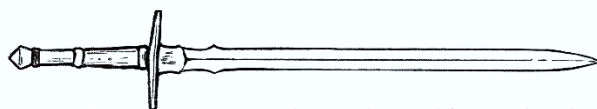
claymore (martial melee)



flamberge (martial melee)



estoc (martial melee)

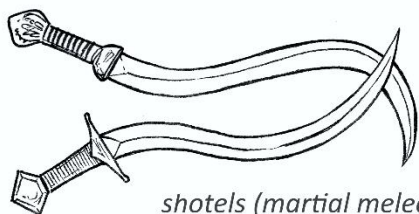


bastard sword (martial melee)

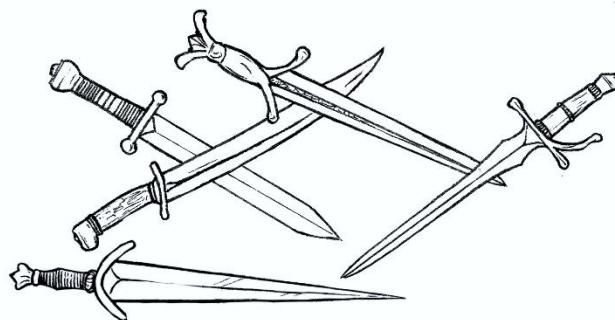


longsword (martial melee)

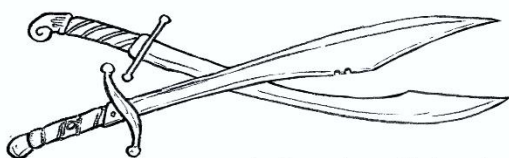




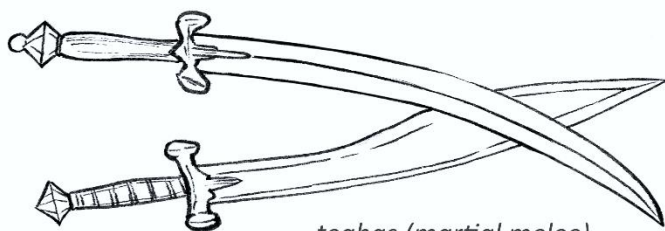
shotels (martial melee)



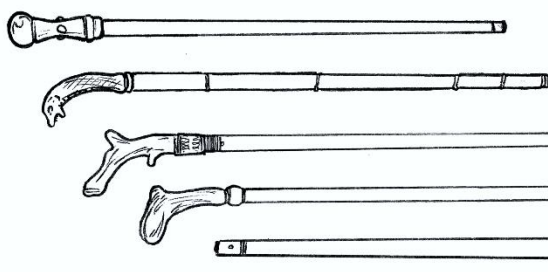
shortswords (martial melee)



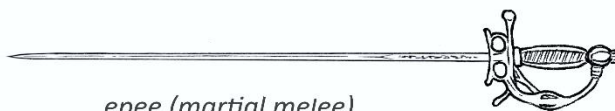
scimitars (martial melee)



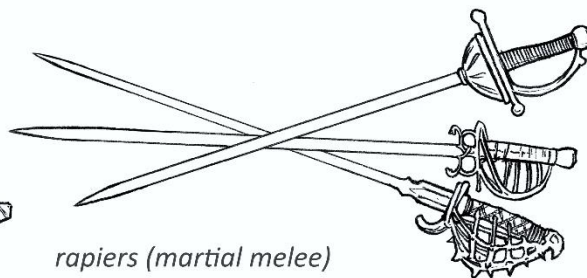
teghas (martial melee)



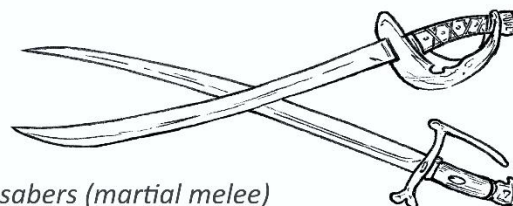
sword canes (martial melee)



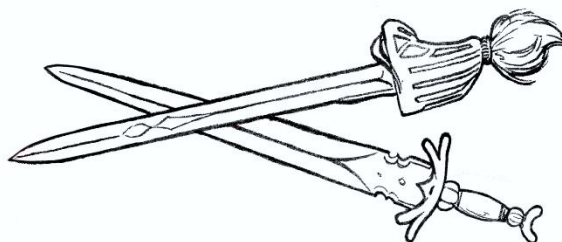
epee (martial melee)



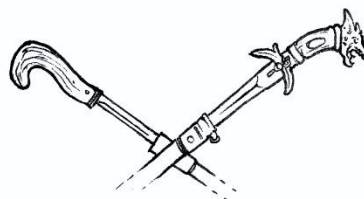
rapiers (martial melee)



sabers (martial melee)



broadswords (martial melee)



Spear, Short Hooked. The backward-facing hook on this short-hafted spear is designed for tripping opponents. Some versions have a smaller opposite hook on the butt end. (Page 46)

System Change: The weapon on the table 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. (Page 46)

Spiked Chain. This chain has various weights and sharp protrusions at strategic points along its length. It is designed to entangle foes. (Page 45)

System Change: The weapon on the table 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 particularly skilled with this weapon and can use it to exceptional effect (*Volo's Guide to Monsters*, page 193).

Stake, Wooden. This weapon is a short, sturdy wooden stick sharpened at one end. The other end is typically flat, suitable for hammering the shaft into the ground or into the heart of a resting vampire. (Page 43)

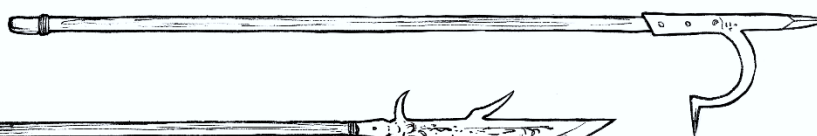
Stiletto. This long, narrow blade is designed to slip between the plates of armor or the links of chain mail. (Page 41)

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 to the end of a long blade. A crosspiece usually separates the blade from the handle, protecting the wielder's hand.

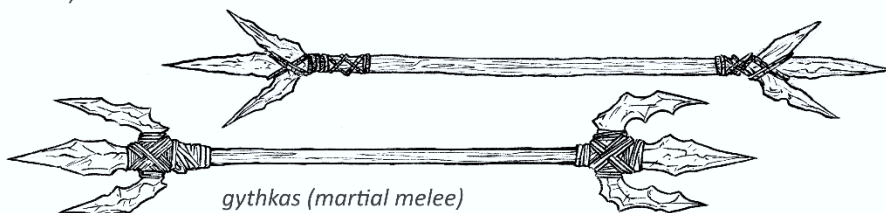
Sword, Bastard Sword. This weapon is a cross between the longsword and the greatsword. The additional length makes the weapon very effective from horseback. (Page 63)

Sword, Broadsword. This weapon resembles a longsword but with a shorter handle and a wider, heavier blade. Older versions lack the weapon's iconic basket hilt. (Page 64)

boarding gaff (martial melee)



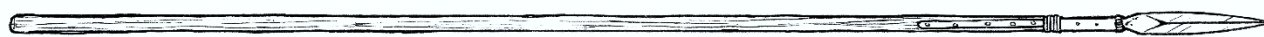
glaive (martial melee)



gythkas (martial melee)



halberd (martial melee)



pike (martial melee)

Sword, Claymore. This weapon closely resembles a greatsword. It has a heavier blade and its crossguards are forward-angled, often capped with round balls or quatrefoils. This configuration facilitates some techniques and maneuvers unique to the weapon. (Page 63)

Sword, Cutlass. A cutlass is a heavy, curved sword favored by sailors for its efficiency in chopping. It has a basket or cupped hilt that protects the wielder's hand in battle. (Page 63)

Sword, Epee. This small, fast weapon is an evolution of the rapier. It's lighter weight and basket hilt make the sword ideal for dueling as well as casual wearing. (Page 64)

Sword, Estoc. A long-bladed, two-handed sword that tapers to a narrow, dramatic point. This weapon is used primarily for thrusting through the gaps in armor. (Page 63)

Sword, Falchion. This weapon resembles a broadsword in function, but it has a heavier, slightly-curved blade. (Page 63)

Sword, Falcata. The falcata is a larger version of the kukri. Its blade curves slightly forward and is wider at the end, providing great momentum for chopping. (Page 63)

Sword, Flamberge. This version of the greatsword has a wavy blade, sometimes with sharp protrusions along its length. (Page 63)

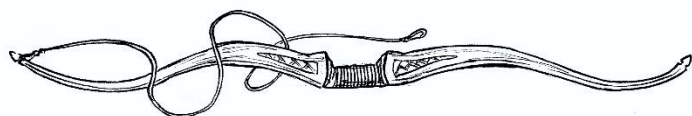
Sword, Gladius. This simple weapon is used primarily for thrusting, like a heavier shortsword, with a blade



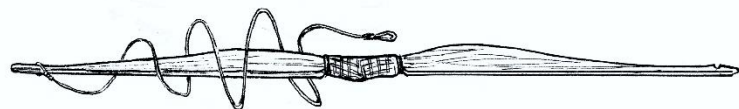
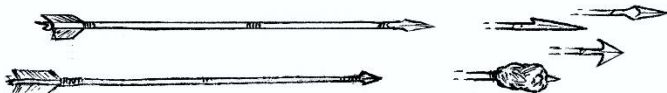
that broadens at the end. This makes it suitable to both piercing and slashing attacks. (Page 63)

Sword, Greatsword. A large sword so big that it requires two hands to wield. (Page 63)

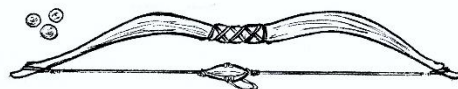
Sword, Khopesh. The blade of this sword curves into a backward-facing sickle shape at the top half of its length. (Page 63)



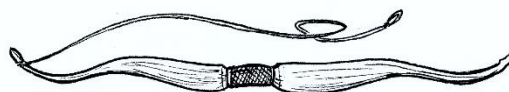
composite longbow (martial ranged)



longbow (martial ranged)



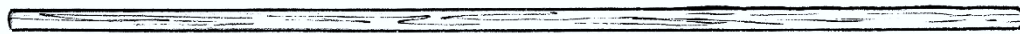
pellet shortbow (simple ranged)



composite shortbow (simple ranged)

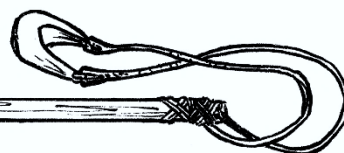


shortbow (simple ranged)

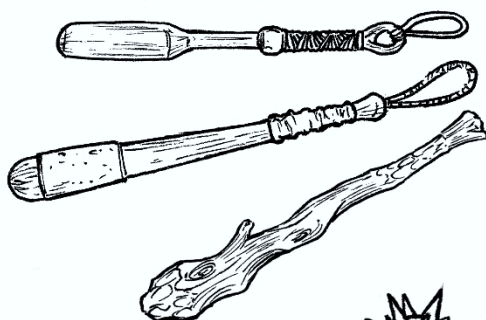


quarterstaff (simple melee)

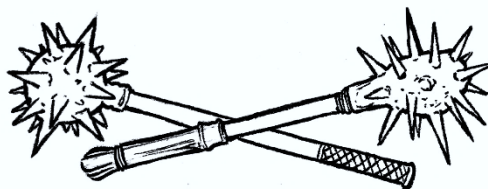
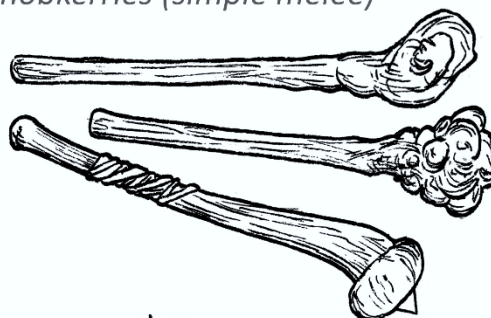
fustibalus (simple melee)



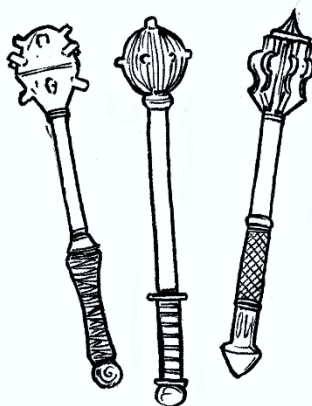
clubs (simple melee)



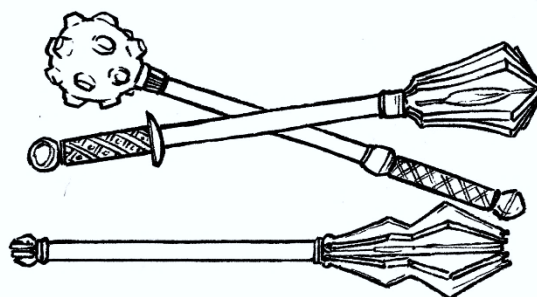
knobkerries (simple melee)



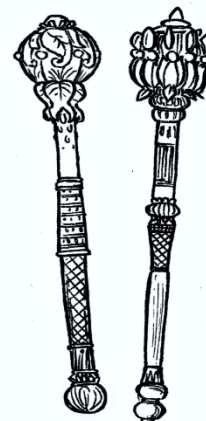
morningstars (martial melee)



*maces
(simple melee)*



heavy maces (martial melee)



*liturgical maces
(simple melee)*

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. (Page 63)

Sword, Maca. The maca is a heavy wooden sword. Sharp pieces of obsidian, shark teeth, or other natural materials line the cutting edges. (Page 63)

System Change: The weapon on the table 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 a version of 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. (Page 64)

Sword, Saber. A slightly-curved 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 would be more likely to catch in a body and be pulled from a mounted wielder's grip. (Page 64)

Sword, Scimitar. A light, curved sword with a heavier end, excellent for fast, intricate attacks. (Page 64)

Sword, Shortsword. This weapon looks like a heavy dagger with a longer blade. The weapon is made primarily for short, vicious thrusts. (Page 64)

Sword, Shovel. The blade of this sword curves dramatically forward into a large hook. The weapon resembles an over-sized sickle. (Page 64)

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. (Page 64)

The cane portion (sheath) can be wielded as a club, whether or not the sword has been drawn from it.

Sword, Talwar. This weapon resembles a scimitar, except that it has a thinner, elongated blade. In some versions, the blade widens near the tip for greater momentum when swinging. (Page 63)

Sword, Tegha. This large, curved sword was designed for use as an executioner's weapon. It must be wielded with two hands. (Page 64)

Tail Spikes. This is a ring or plate that straps onto a creature's tail and locks or ties into place. The device boasts sharp protrusions that can be whipped about to great effect. (Page 41)

This device is only usable by creatures with long tails that are prehensile or partially-prehensile. Applicable player character races include lizard folk,

tabaxi, tiefling, and any others designated by the Dungeon Master. A creature armed with tail spikes may attack with the weapon 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 allow you to do so with an off-hand weapon.

Tongi. A hafted weapon like a battle axe, but in place of a blade, the weapon has a fanning crescent of spikes. (Page 69)



Trident. A spear with three parallel prongs or blades.
(Page 46)

System Change: The weapon on the table is modified from its original form to add the disarming weapon property. This is to distinguish the heavier, more

expensive martial weapon from its simple cousin, the otherwise-identical spear.

Trident, Greater. A longer version of the trident, its prongs are wider and are often bladed as well as being sharp-tipped. (Page 46)



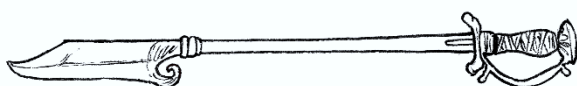
battleaxes (martial melee)



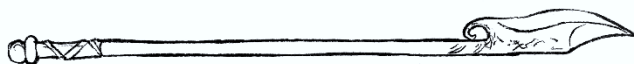
hatchets (simple melee)



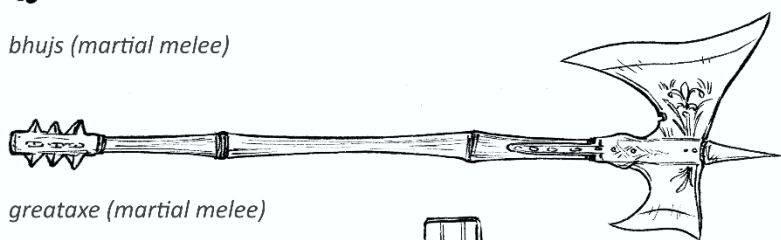
hand axes (simple melee)



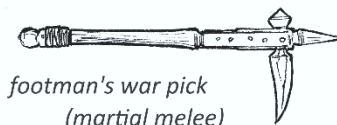
bhujs (martial melee)



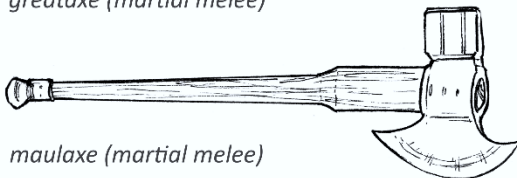
light war pick (simple melee)



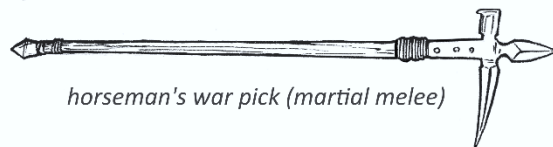
greataxe (martial melee)



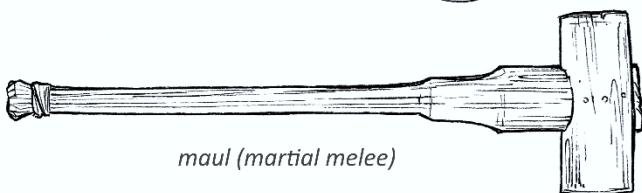
footman's war pick (martial melee)



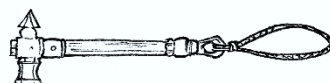
maulaxe (martial melee)



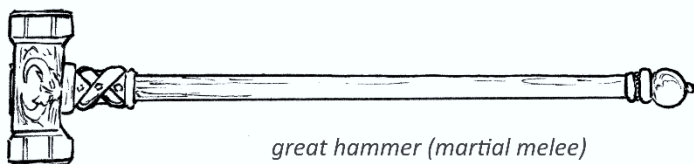
horseman's war pick (martial melee)



maul (martial melee)



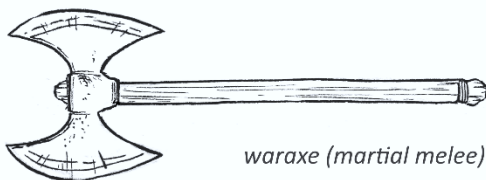
light hammer (simple melee)



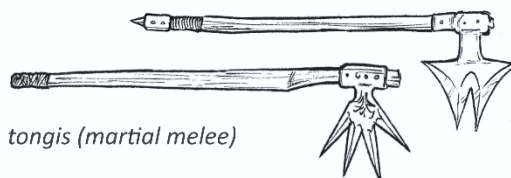
great hammer (martial melee)



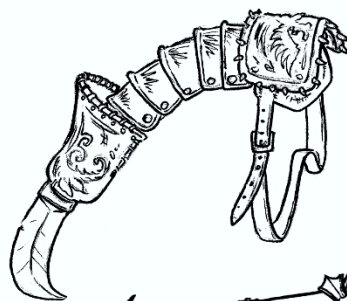
warhammers (martial melee)



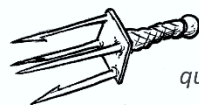
waraxe (martial melee)



tongis (martial melee)



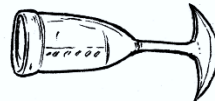
extended scissors (martial melee)



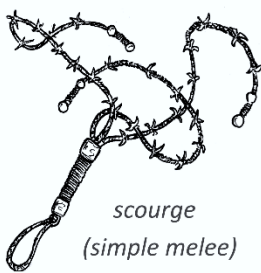
quadrens
(martial melee)



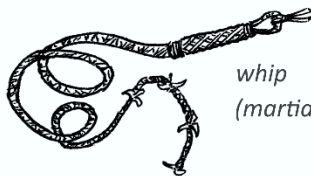
scissors (martial melee)



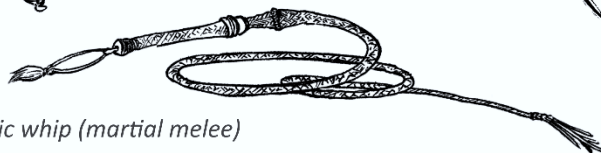
dueling shield
(martial melee)



scourge
(simple melee)



whip
(martial melee)



basic whip (martial melee)

Trombash. A trombash has a large, curved blade, bigger than a dagger, sometimes with additional prongs. Its function is ceremonial as well as martial. (Page 43)

Waraxe. This heavy weapon resembles a battle axe but it's a bit larger and has a second, opposite axe blade. The additional blade slightly increases the variety of techniques available to the wielder and serves to overawe opponents. (Page 69)

This weapon is favored by dwarves.

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. (Page 69)

War Pick, Footman's. This heavy pick's long spike is designed to penetrate the protection worn by armored infantry. (Page 69)

War Pick, Horseman's. This pick has an extra-long handle, suitable for use on horseback, or for infantry

reaching and dragging a knight down from a horse. (Page 69)

War Pick, Light. The smallest version of a war pick, this weapon consists of a handle with a perpendicular spike affixed to one end. Picks are ideal for finding gaps in armor or punching straight through it. (Page 69)

Weighted Knuckles. Weighted knuckles come in two forms; either a set of heavy, connected rings worn over the fingers, or a glove with lead weights sewn in, covering the knuckles. These devices protect the wearer's knuckles when punching and add tremendous impact to such attacks. (Page 41)

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. (Page 70)

Whip, Basic. This leather whip is too long to be functional with the weighty additives that enhance a normal combat whip. (Page 70)

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 attack with 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. *Instead of a mere point, this short spear has a heavy, bladed head, up to two feet long and sharp along its entire length.* (Page 46)

A common variant of this weapon has a blade of chipped stone or obsidian instead of steel; it gains the ersatz weapon property but costs only 1 gp.

System Change: The standard yklwa's price is modified. This is to justify the materials and characteristics of the weapon, bringing it closer toward a balance with similar one-handed martial weapons. The printed cost of "1 gp" is thought by many to be a typo in the yklwa's original sourcebook; that the intended cost was between 10 and 19 gp.

NEW WEAPON RULES

The following rules and modifications can affect weapons in various ways.

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 from various sources on the Internet.

SIZE-RELATED DAMAGE

Weapons built for undersized or oversized users have different damage characteristics. To determine the damage dice of a weapon based on its altered size, find the dice used for a normal version in the Small or Medium column, then use the horizontally-equivalent dice in the relevant size column.

If an entry lists two die modes, the Dungeon Master determines which is appropriate to the weapon.

WEAPON DAMAGE BY SIZE

Tiny	Small or Medium	Large	Huge	Gargantuan
0	1	1d2	1d3	1d4
1	1d2	1d4 (2d2)	1d6 (2d3)	1d8 (2d4)
1d2	1d3	1d6 (2d3)	3d3	1d12 (2d6)
1d2	1d4 (2d2)	1d8 (2d4)	1d12 (2d6)	2d8
1d3	1d5	1d10 (2d5)	3d5	1d20 (2d10)
1d3	1d6 (2d3)	1d12 (2d6)	3d6	2d12 (4d6)
1d4 (2d2)	1d8 (2d4)	2d8 (4d4)	3d8 (6d4)	4d8 (8d4)
1d5	1d10 (2d5)	2d10 (4d5)	3d10 (6d5)	2d20 (4d10)
1d6 (2d3)	1d12 (2d6)	2d12 (4d6)	3d12 (6d6)	4d12 (8d6)
1d8 (2d4)	2d8	4d8	6d8	8d8
1d10 (2d5)	1d20 (2d10)	2d20 (4d10)	3d20 (6d10)	4d20 (8d10)

Generally, the fewer dice used, the better. However, some weapons use two damage dice normally, changing the average damage roll as a result, as in 2d4 instead of 1d8 or 2d6 instead of 1d12. This is an intentional feature and resized versions of the weapon should use at least two dice.

UNDERSIZED

Undersized weapons are built for Tiny-sized creatures. Each has the Tiny weapon property.

Undersized Damage. An

undersized weapon employs damage dice that are half the size of standard versions of the same. Exact conversions are found on the Weapon Damage by Size table.

A halved damage kicker is rounded up.

Any parenthetical die sets are shown as optional; the Dungeon

Master determines

which dice version applies the first time the weapon is introduced.

Undersized Reach. An undersized weapon loses the reach property unless it applied more than 5 feet of additional melee range. Shorten any other reach-granting property by 5 feet.

OVERSIZED

Oversized weapons are built for Large, Huge, or Gargantuan creatures. Each oversized weapon has the

Large, Huge, or Gargantuan weapon property, according to the size of the creature it was built for.

Oversized Damage. An oversized weapon uses more damage dice than one built for Small and Medium creatures. Weapons for Large creatures double the normal number of damage dice, while weapons for Huge creatures triple the dice and weapons for Gargantuan creatures quadruple the dice. Exact conversions are found on the Weapon Damage by Size table.

Damage kickers are doubled, tripled, or quadrupled accordingly.

Oversized Reach. An oversized weapon with the reach property doubles the weapon's normal stated range bonus. (A reach bonus of 5 feet would become 10 feet.) Oversized weapons without the reach property do not gain additional range; similar advantages are incorporated into monster stat blocks already.

DM'S CORNER: WATERDEEP: DRAGON HEIST

The weapon size rules here expand upon those in the *Dungeon Masters Guide*. They ignore the discordant example of an oversized longbow found in *Waterdeep: Dragon Heist*; that item seems to use the conversion system of a previous edition and should be considered a unique variant.

IMPROVISED WEAPONS

An improvised weapon includes any object you can wield in one or two hands, such as a heavy rock, a sharp 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 the applicable 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. For example, a shortsword is built for piercing, but it can inflict slashing damage when needed. This would reduce the damage from 1d6 to 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.

In another 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. However, making a bludgeoning attack with the longsword's pommel is not included in the weapon's primary function; such an improvised attack would not benefit from a proficiency bonus and would inflict a mere 1d4 (bludgeoning) damage.

ALTERNATE MATERIALS

These rules address weapons crafted with alternate materials or techniques.

BRONZE WEAPONS

Bronze weapons are usually found as antiquities, but they can be purchased new in a few areas. Some cultures may prefer bronze for its beauty and ease of maintenance.

Any normal weapon or ammunition usually made wholly (or mostly) with iron or steel can instead be made with bronze. Bronze weapons have trouble holding a sharp edge. This applies a -1 penalty to damage rolls with bronze weapons or ammunition that inflict piercing or slashing damage.

Bronze-made weapons costs three-quarters of the price of normal, iron-made versions.

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. This ammunition does not break in battle, allowing you to recover each piece after a fight if you spend 2 minutes searching.

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

ERSATZ WEAPONS

Some cultures lack the tools and techniques to fashion weapons 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 alternatives, particularly non-metal materials, to construct their armor and weapons.

Ersatz weapons are made of similar materials or obsidian, bone, wood, horn, antler, stone, or crystal.

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

Ersatz weapons 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 ersatz weapon is burdened with the ersatz weapon property.

BYESHK WEAPONS

This dense, purple-sheened metal is mined from the Byeshk and Graywall mountains. It is unique to the Eberron game setting.

A byeshk melee weapon can be crafted at a total cost of 500 gp. Byeshk ammunition can be crafted for 50 gp per piece. Bludgeoning damage inflicted from such an item is considered to come from a magical weapon for purposes of bypassing damage reduction or immunity.

VARIANT: OTHER MATERIALS

A skilled smith can add other minerals to a weapon for 100 gp, or 10 gp for a piece of ammunition. Alternately, a player character can perform the craft 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 special metal, particularly 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 character must supply the raw materials in addition to the smith's fee. The process requires 2 pounds of the metal (or 20 standard gemstones powdered among other material) to integrate with a weapon.

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 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.

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 weapon for 100 gp (or a single piece of ammunition for 10 gp). This cost represents more than the price of the silver; it includes the time and expertise needed to add silver to the weapon without making it less effective.

VARIANT: SILVER BULLETS

With this optional rule, sling bullets and firearm loads of pure silver can be made for a much lower cost than other silvered ammunition. When silver weapons are really needed, collecting old silver coins, eating utensils, and other odds and ends to make ammunition from can add a compelling element to a story. This rule simplifies the process, since no expert skills are needed to mold lumps of metal; the complex coating and hardening techniques needed to silver other ammunition types are unnecessary.

With this option, simple sling bullets and firearm loads of all types can be crafted as silvered simply by providing silver of the ammunition's equivalent weight. This added value does not increase the time needed to craft the ammunition.

Twenty pieces of leaden-type **sling bullets** need the equivalent of 75 silver pieces. Crafting a set of 20 sling bullets takes half an hour.

Firearm loads are harder to craft than sling bullets because they require precision shaping. Crafting ammunition for the Firearms 3 limited list assumes the characters have pre-made alloyed casings; loading these with measured powder, a primer, and silver bullets only needs standard tinker's tools. Alternately, the tools allow standard lead to be replaced in existing loads.

Twenty loads of **ball** or **shot** need the equivalent of 200 silver pieces. Crafting a set of 20 loads takes two hours. Twenty loads of **cartridge** need the equivalent of 100 silver pieces while 20 loads of **shotshell** or **slug** need the equivalent of 150 silver pieces. Crafting 20 of these loads takes three hours.



WEAPON IMPROVEMENTS

Weapons can be improved or significantly altered in several ways. For additional costs, a weapon can be made with ornamentation, with a masterwork feature, or with both.

Improved weapons use the valuation rules for improved armors described previously in this chapter.

ORNAMENTATION

Weapons crafted with ornamentation (or ornamented later) are considered to have an additional component valued separately from the item. The rules for ornamented armor, described previously in this chapter, apply equally to ornamented weapons. (See chapter 2.)

MASTERWORK

Masterwork weapons are finely-built in some particular way such that they warrant special rules. A masterwork weapon takes on a single bonus weapon

property, selected from a limited list. The property must be one 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 at least 1d6 (or 2d3) damage can instead be made versatile, increasing the normal damage die by one size or half size, as appropriate. Conversions work as follows: 1d6 becomes 1d8, 1d8 becomes 1d10, and 1d10 becomes 1d12. Alternately, 2d3 becomes 2d4, 2d4 becomes 2d5, and 2d5 becomes 2d6.

Weapons with the ammunition or ballistic weapon properties may only add accurate, aerodynamic, deadly, fine, or high-critical.

A masterwork weapon costs 300 gp more than a standard version.

CHARACTER RULES

This section provides updates to the standard feats and proficiency availability as they relate to armaments. *Note that some of the following weapons are from limited lists and might not be available in your campaign.*

RACE MODIFICATIONS

This section updates racial traits and features.

RACE PROFICIENCIES

Some racial traits provide proficiency with specific weapons. This section updates these traits to include additional, similar weapons from this product.

Drow Weapon Training. For this race trait, add proficiency with the cutlass, epee, hand repeating crossbow, kotsurugi, koyumi, quadrens, repeating koyumi, saber, and sword cane.

Dwarven Combat Training. This trait additionally provides proficiency with the daiono, hatchet, kidzuchi, masakari, maulaxe, nata, ono, otsuchi, tongi, urgrosh, and waraxe.

Elf Weapon Training. This race trait also gives you proficiency with the composite daikyu, composite hankyu, composite longbow, composite shortbow, daikyu, gladius, hankyu, ninjaken, and tachi.

CLASS MODIFICATIONS

This section updates class features relating to specific weapons and how classes interact with them.

CLASS PROFICIENCIES

Some character classes provide proficiency with specific weapons, rather than whole categories. This list updates their features to include additional similar weapons from this product.

Bard and Rogue. These classes gain proficiency with the cutlass, epee, hand repeating crossbow, koyumi, quadrens, repeating koyumi, saber, slungshot, sword cane, plus all firearms with the handgun weapon property.

Druid. Druids are additionally proficient with the 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, and yklwa.



Monk. Monks gain proficiency with the bhuji, clawed gauntlet, flail staff, fustibalus, and spiked chain.

These weapons are monk weapons, usable with the Martial Arts class feature. Proficiency with these weapons is also gained by a character that multi-classes into the monk class.

Monks can use their Martial Arts class feature in combination with weapon-like devices that enhance unarmed attacks.

Sorcerer and Wizard. These classes gain proficiency with the bo, crook, fustibalus, jisho, kaiken, kunai, light repeating crossbow, poison dagger, shuriken, teppoyumi, throwing dagger, and wooden stake.

ARCHETYPE PROFICIENCIES

This segment updates weapon proficiencies related to class archetypes.

Arcane Archer. Features of this fighter archetype also work with the composite daikyu, composite hankyu, composite longbow, composite shortbow, and daikyu.

Way of the Kensei. This monk tradition allows the character to select any of the following for a kensei 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 kensei weapons, nor can firearms of any kind.

FEAT MODIFICATIONS

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

CROSSBOW MASTER

The bonus action attack provided by this feat works with the hand crossbow, koyumi, repeating hand crossbow, and repeating koyumi.

DUAL WIELDER

If your campaign uses the Dual Weapons limited list, this feat's bonus of +1 to Armor Class applies while wielding a dual weapon.

If your campaign uses one of the Firearms limited lists, this feat lets you use two-weapon fighting with two firearms that have the handgun weapon property even when those weapons aren't light.

GREAT WEAPON MASTER

This supplement introduces the heavy property to some one-handed weapons, a combination that the Great Weapon Master feat was never designed to interact with. Therefore, 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 a versatile heavy weapon wielded in both hands.

POLEARM MASTER

This feat applies to every weapon listed on weapon tables under the term "polearm" and to every weapon from the Extra Polearms limited list (including hybrid polearms). It further applies to the bo and quarterstaff. As of the 2018 *Player's Handbook* errata, this feat also works with spears. From this product, compatible versions include the double spear, ritiik, spear, weighted spear, and yari. Other spear types are too short for use with this feat.

With the exception of reach, butt attacks do not use the beneficial weapon properties of weapons found in this supplement, including new special properties.

There are some exceptions and modifications when it comes to making Polearm Master butt attacks with weapons from this product.

First, just like the pike, the ahlspiess, partisan, and nagaeyari (and any hybrid polearms derived from them) do not qualify for butt attacks; these weapons are too long for such adroit use.

Second, when attacking with the butt of a getsugasan, gythka, or lajatang, the damage is 1d8 slashing rather than 1d4 bludgeoning. When attacking with the butt of a double spear, the damage is 1d6 piercing instead.

SHARPSHOOTER

This feat cannot modify attacks with new weapons that have damage ratings of 0, 1, or 1d2, nor with items that do not normally inflict damage, like the lasso. Neither can this feat modify attacks that have the blast weapon property.

*Human noeticist psion
with fustibalus and
pendant psionic focus*



Chapter 4

CHAPTER FOUR

ADVENTURING GEAR



HIS CHAPTER ADDRESSES GEAR FOR adventuring, the so-called “utility” equipment. It significantly develops and expands the tables of the *Player’s Handbook*, creating separate lists for general adventuring gear, equipment packs, containers, ammunition, and magical implements.

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 novice players and Dungeon Masters. In such campaigns, characters can tote any amount of weight and are only penalized if the Dungeon Master believes, in some abstract sense, that their carried items are 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 objects or the environment) are required to switch between weapons or to find potions in a backpack. Only the action needed to use the thing—that weapon or potion—is tracked.

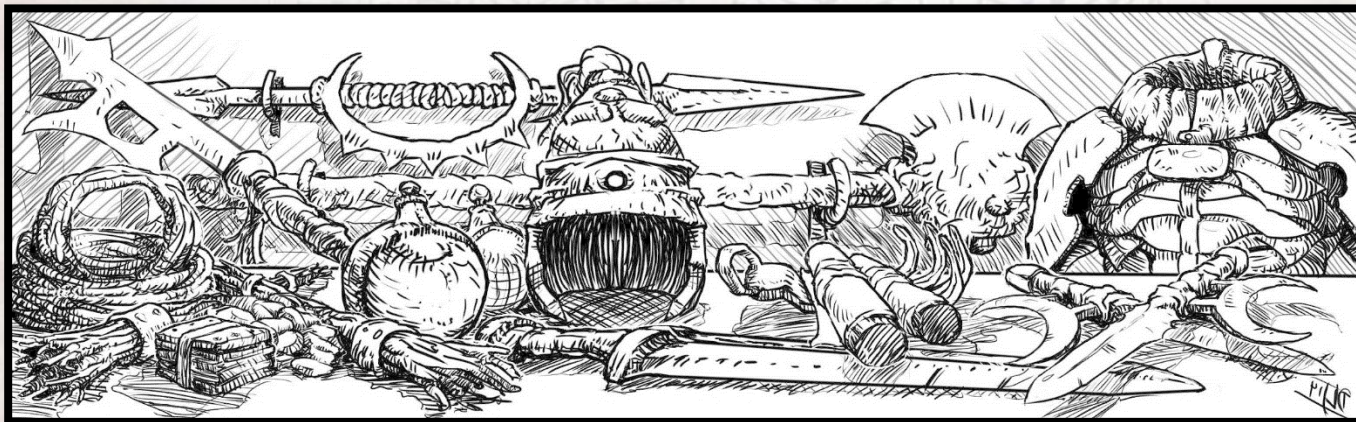
While this is a valid approach to the game, this product assumes that carry weight and interactions will be tracked according to standard rules.

VARIANT: DWARVEN SPEED RACIAL TRAIT WITH THE ENCUMBRANCE OPTIONAL RULE

Dwarves have a special Speed trait which says, “speed is not reduced for wearing heavy armor.” This reflects an important racial benefit, one found in prior editions too. It allows dwarves to maintain normal movement while carrying heavy burdens, partly mitigating their lower standard speed.

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 total weight of equipment carried. The optional encumbrance rule makes no provision to incorporate or translate dwarves’ exceptional carrying power. That important racial advantage is simply lost.

To preserve this benefit for dwarves while using the encumbrance optional rule, 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 of being heavily encumbered.



DM'S CORNER: EFFICIENT ENCUMBRANCE

"Efficient encumbrance" is an unofficial technique for tracking gear, a technique that many playing groups have used for decades. It uses a separate list to represent the party's combined excess carrying capacity, preventing players from having to repeatedly adjust their equipment lists and recalculate encumbrance during the course of an adventure.

With this technique, a single list of items is tracked separately from the individual character sheets. As new items are discovered, whether extra equipment, coins, or other treasure, they go onto the list. The idea is to split this treasure later, at the adventure's conclusion, only updating individual character sheets at that time. The Dungeon Master or a single player can be the keeper of this list, the one who adds and subtracts items and who ensures that the list does not exceed its weight capacity.

The list has a maximum weight equal to the character's combined excess carry weight, including magical additional capacities provided by *bags of holding* and the like. The players each calculate the weight of their normal equipment and report their excess capacity, the sum of which is noted at the top of the efficient encumbrance list. It is assumed that the players are carrying this gear amongst themselves, but it doesn't matter who carries the individual items on the list.

This tool can support a variety of additional complexities, some of which are detailed here.

Containers.

Beyond carry weight capacities, DUNGEONS & DRAGONS limits what players can carry based on the

containers they possess. The item list can therefore track two weight numbers, the sum of the player characters' excess carry weights, and the sum of their containers' excess carry weights. With this permutation, it pays to bring extra sacks into the dungeon; they're cheap, lightweight, and hold quite a lot.

Awkward Items. Some items can't be logically relegated to a line on the item list because of their size or bulk, separate from weight. For example, a large piece of expensive furniture might need two characters to carry it between themselves, preventing them from having torches or weapons in hand while travelling. The shared list does not mean that the Dungeon Master has to ignore realities such as these.

Useful Items. Occasionally, found treasure will be useful enough that it might get used during the adventure. This is particularly true of single-use items like magic potions. In such cases, the list keeper can simply note which character is actually holding the listed item. That way there is no argument or confusion about who's carrying the *potion of healing* when it's desperately needed.

Travel Supplies. The list is also a useful bookkeeping tool for consumable traveling gear.

Rations and similar regular-use items can be tracked here instead of itemizing them on character sheets. This is true because it prevents the hassle of regular updates to individual equipment lists, and also because the weight of such items is easily interchanged with treasure. As rations, feed, and insect repellent are consumed, additional space is freed up for treasure and other found objects. Listing these on the same balance sheet is very efficient.



GENERAL ADVENTURING GEAR, PART 1

Item	Cost	Weight
Abacus	2 gp	2 lb.
Ascender	4 gp	—
Ashiaro	3 gp	1/2 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Ball bearings (box of 10,000)	11 gp	21 lb.
Banner, flag, or pennant	1 gp	3 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Bell kit	12 gp	3 lb.
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Book	25 gp	5 lb.
Book, code	35 gp	5 lb.
Book, lore	30 gp	5 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Caltrops (box of 200)	11 gp	21 lb.
Candle	1 cp	—
Chain (10 feet)	5 gp	10 lb.
Chalk (1 piece)	1 cp	—
Climber's kit	25 gp	12 lb.
<i>Clothes</i>		
Camouflage	10 gp	3 lb.
Cold weather	4 gp	6 lb.
Common	5 sp	3 lb.
Costume	5 gp	4 lb.
Disguise	10 gp	2 lb.
Fine	15 gp	6 lb.
Peasant	5 cp	2 lb.
Traveler's	2 gp	4 lb.
Coin grinder	4 gp	1/2 lb.
Cord, weapon	2 gp	—
Crampons	4 gp	1 lb.
Crowbar	2 gp	5 lb.
Diver's kit	5 gp	4 lb.
Doka	1 gp	1 lb.
Ear trumpet	2 gp	1 lb.
Earplugs	1 sp	—
Falling sail	85 gp	15 lb.
Filtered mask	8 gp	1 lb.
Fire kit	4 cp	1 lb.
Fishing Tackle	1 gp	4 lb.
Glass breaker's kit	15 gp	2 lb.
Goggles	2 gp	—

Item	Cost	Weight
Grappling hook	2 gp	4 lb.
Grooming kit	5 sp	1 lb.
Hacksaw	10 gp	2 lb.
Hammer	1 gp	3 lb.
Hammer, muffled	4 gp	4 lb.
Hammer, sledge	2 gp	10 lb.
Harness	3 gp	2 lb.
Hourglass	25 gp	1 lb.
Hunting trap	5 gp	25 lb.
Ink (1-ounce bottle)	10 gp	—
Ink, invisible (1-ounce bottle)	15 gp	—
Ink pen	2 cp	—
Ladder (10-foot)	1 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, candle	2 gp	1 lb.
Lantern, hooded	5 gp	2 lb.
Lantern, lighting rig	45 gp	10 lb.
Loadstone	1 gp	—
Lock	10 gp	1 lb.
Lock, fine	50 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	6 lb.
Manacles, fine	50 gp	4 lb.
Mantlet	80 gp	70 lb.
Map, area	5 gp	—
Mess kit	2 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Nekode	2 gp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Oil (80-pint cask)	8 gp	100 lb.
Oil can (pump)	6 gp	1 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Periscope	8 gp	1 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Pole, collapsible (10-foot)	5 gp	5 lb.
Raiment repair kit	2 gp	1 lb.
Rain catcher	1 gp	5 lb.
Ram, portable	4 gp	35 lb.

GENERAL ADVENTURING GEAR, PART 2

Item	Cost	Weight
Rations (1 day)	5 sp	[1 lb.]
Rations, compact (1 day)	2 gp	1/2 lb.
Robes	1 gp	4 lb.
Robes, fine or silk	50 gp	3 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope ladder, hempen (50 feet)	3 gp	24 lb.
Rope ladder, silk (50 feet)	26 gp	12 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Saw	3 gp	5 lb.
Sheath, concealed	4 gp	—
Sheath, false bottom	12 gp	—
Sheath, poison	10 gp	—
Shikaro	6 gp	1 lb.
Shovel	2 gp	5 lb.
Signet ring	5 gp	—
Slate board	5 cp	—
Snorkel	5 cp	1 lb.
Snow shoes or skis	2 gp	3 lb.
Soap	2 cp	—
Scale, merchant's	5 gp	3 lb.
Sealing wax	5 cp	—
Spikes, iron (10)	1 gp	5 lb.

Item	Cost	Weight
Sprayer	6 gp	3 lb.
Spyglass	1,000 gp	1 lb.
Spyglass, compact	600 gp	1/2 lb.
Stretcher, folding	6 gp	5 lb.
String or twine (50 feet)	1 sp	1 lb.
Swim bladders	3 gp	1 lb.
Tate	35 gp	35 lb.
Tent		
Pavilion	30 gp	350 lb.
Six-person	5 gp	100 lb.
Two-person	2 gp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Torch, signal	1 sp	1 lb.
Water clock	1,000 gp	100 lb.
Water shoes	4 gp	4 lb.
Weaponblack	1 gp	—
Whetstone	1 cp	1 lb.
Whistle, animal	2 gp	—
Whistle, signal	5 cp	—
Winch	7 gp	5 lb.

GENERAL ADVENTURING GEAR

This category of gear covers miscellaneous items. General gear includes things that characters of all types might want to carry on their adventures but do not easily fall into other adventuring gear categories.

DESCRIPTIONS

"General" adventuring gear is described here.

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. Locking 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. An ascender cannot be used on a rope that has been knotted at intervals for easier climbing.

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 wearing ashiaro and moving at half speed, you 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 only if it equals or exceeds your 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 hard, level area, forming a square 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 strategically placed and deployed using a plunger that opens a series of spouts around the box. This requires a single action. If deployed on a flat, hard surface, such an activation sends ball bearings flooding out in all directions, covering a 20-foot radius area around the point where the box was deployed. A creature moving across the area 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 or, in some cases, the Mercenary Life background feature.

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 sized for one 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 philosophy, diagrams and notes on tinkerer's contraptions, or just about anything else that can be represented using text or pictures. Books can also be blank, for writing in.*

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, useful 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. If you spend 1 minute consulting a relevant lore book, you have advantage on any Intelligence check to recall lore of that type, made at the end of the consultation. The 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 area affected by caltrops 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.

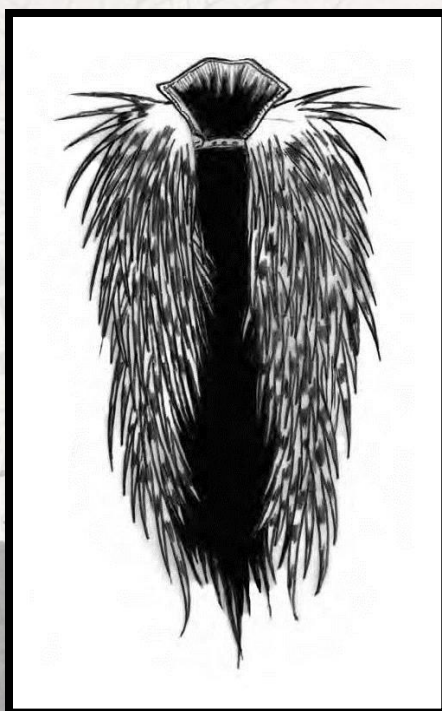
Clothes, Camouflage. *Camouflage is the practice of manipulating the visual cues that allow the eye to perceive variations in the environment. These variations are the ones that signal the presence*

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 environments.

These camouflage rules apply generally to various camouflage methods. When you would suffer disadvantage on a Dexterity (Stealth) check because your appearance starkly contrasts your background, such as while hiding in a snowy field, the use of camouflage can negate this disadvantage.

Likewise, if another creature attempts a Wisdom (Perception) check that would gain advantage for the same reason, the advantage is negated by your 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 someone could while 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 help in evading pursuers, the disguise can be torn away with a single action and either stowed in a pack or abandoned somewhere out of sight.

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

Clothes, Peasant. *These garments might once have been common clothes, but they are now old, threadbare, and out of style. Alternately, peasant clothes can be newly-made of poor materials using crude techniques. Whatever their makeup, peasant clothes mark the wearer as a person of little means.*

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, and mittens or gloves are included.*

Coin Grinder. *This small metal cylinder is divided in half; its two ends can be twisted in opposite directions. The device can be opened to insert up to ten coins which, when the device is used, reduce them to shavings or dust.*

It takes 1 minute to reduce the contained coin or coins to shavings, and one further minute to reduce them to dust or powder. The resulting particles 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. With 250 silver coins and a coin grinder, you could generate suitable components in under half an hour.

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 your wrist using an action, provided your other hand is free to secure it. Once secured, the weapon cannot be disarmed by normal means. If you drop the weapon, it hangs from your wrist and can be re-gripped on your turn, requiring no effort or action

to do so. To put the weapon away, you must use a free hand to remove the loop from your 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 you advantage on saving throws and ability checks to prevent falling on ice. They also allow you 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.

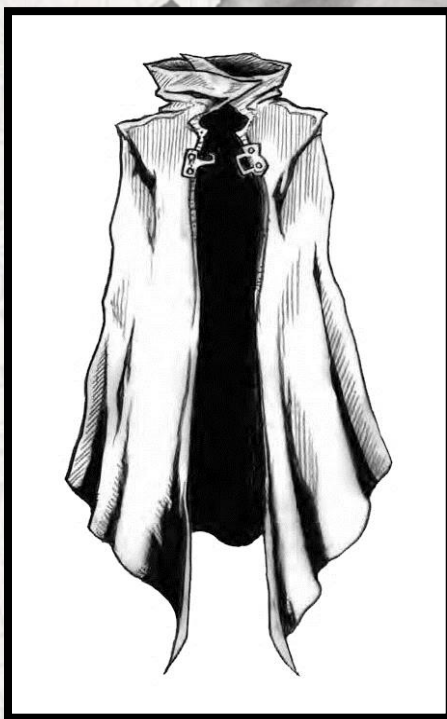
Diver's Kit. *This kit contains rubber diving flippers that attach to the feet, a glass-faced rubber diving mask, a snorkel, a short knife, and a diver's can.*

A diver's can is a metal tube about one foot long with an air-tight breathing nozzle and an internal plunger. The device holds enough compressed air to provide you with a single lungful of air when you couldn't breathe normally. When holding your breath, at any point prior to suffocation, you can use an

action to manipulate the plunger and breathe in the contained air. This allows you to begin holding your breath again for another number of minutes equal to 1 + your Constitution modifier (minimum of 30 seconds). The diving flippers each require one action to apply to or remove from the feet. They allow you 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, you gain 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 (like lock-picking) to prevent coldness from inhibiting the action.

Ear Trumpet. *This funnel-shaped device has a small end that fits into the ear and a larger, hollow end to press against a door or wall.*

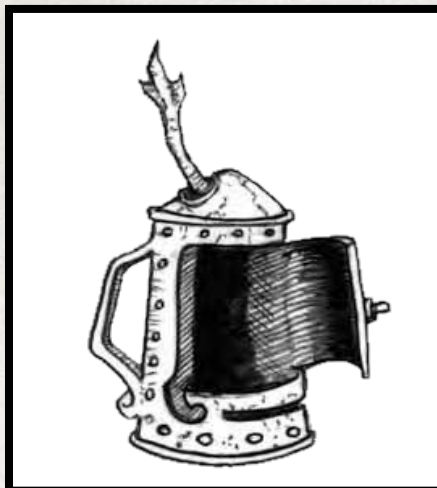
By putting one end in your ear and touching the other to a door or wall you get advantage to any Wisdom (Perception) checks to hear things on the other side, so long as the sources of those sounds are within 15 feet of the door or wall.

Earplugs. *Earplugs do not completely block sound, but they can be useful 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 earplugs into your ears, or to remove them. While worn, you have the deafened condition, even though 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 with air and creates drag, allowing the wearer to fall through the air at a safe speed.*

A falling sail is activated with an action when you are falling. The rush of air through the contraption is necessary for it to deploy; you cannot activate a falling sail prior to falling from a great height. A falling sail deploys at the start of your next turn



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 friction creates enough heat to ignite the tinder placed at its base.*

It takes 1 minute to light a fire with this kit, even if lighting abundant, exposed fuel.

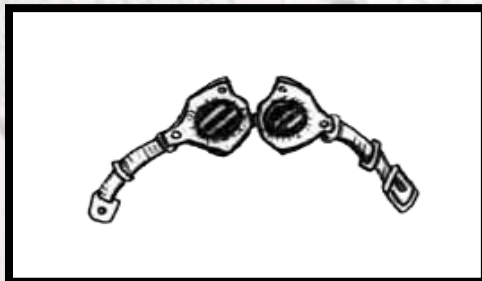
Fishing Tackle. *This includes a wooden fishing rod, silken line, corkwood bobbers, steel fishhooks, lead line-sinkers, intricate flies and lures, and small net traps.*

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 1/2 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 shards cling to the tarpaper 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 as it applies to Wisdom (Perception) checks, but not the penalty to 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 your Strength score. (If using a lighter rope, like silk, the maximum height is 30 feet, plus 3 additional feet per point of Strength.) Failing the check by 5 or more means the hook fails to catch and falls back immediately. Failure by 4 or more means that the hook holds initially but comes loose after 1d4 rounds of supporting weight. The DM should roll your Dexterity (Athletics) check in secret so you do not know if the hook is secure or not; a wise climber, one who has enough time for caution, will test 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 creature of Medium or Small size can be suspended securely by a harness and hauled up a cliff by 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 creature. A harness of this type 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 can be affixed by its 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 with hands or similar appendages 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 small, exposed 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 15 feet. Once lit, it burns for 12 hours on a flask (1 pint) of oil. A strong wind (at least 10 mph) will extinguish the flame.

Lantern, Bullseye. *This lantern takes the 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 an 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 form of a lamp, but with a glass enclosure to protect the flame. 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 raise or lower the hood. Lowered, the lantern gives only 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 an action 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 planet's magnetic poles.*

Due to inconsistencies in natural magnetization, a lodestone is not infallible. But it does give you advantage on any Wisdom (Survival) check to determine which direction 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 check using thieves' tools.

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 check using thieves' tools. 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 the hands of a Small or Medium humanoid. 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 can pick the manacles' lock with a successful DC 15 Dexterity check using thieves' tools. 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 humanoid. 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 can pick the manacles' lock with a successful DC 20 Dexterity check using thieves' tools. 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 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. While behind a mantlet, you 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 it 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 you 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 trail. These are usually packaged within a portable, lightweight container.

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

Nekode. This banded glove has short, firm spikes that protrude from the palm to assist climbing.

If worn in a pair, you have advantage on Strength (Athletics) checks to climb trees. A nekode takes one action to put on or remove. It can be used as a light improvised weapon, inflicting 1d2 piercing damage.

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 (1 minute after application), 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,

cover 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. The primary use by 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 combination of 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 you to see around corners or obstacles without exposing yourself (maintaining total cover).

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

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

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

Pole, Collapsible. This hollow steel pole is segmented along its 10-foot length.

As an action, the pole can be broken down into a more portable form, about 2 feet long. Another action

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

Raiment Repair Kit. This pouch contains sewing needles, patches, scissors, and a variety of different threads. It is used to repair rips 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 a 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, nuts, or other items, depending on what is available or common where these meals are prepared and packaged.

System Change: The weight of a day's rations is changed here (and in other portions of this book) to just 1 lb. The *Player's Handbook* weight of 2 seems to be a typo; that higher weight is contrary to the rules in other parts of the *Player's Handbook* and in the *Dungeon Master's Guide*. Additionally, it deviates from the otherwise-identical weight of rations found in all prior editions of DUNGEONS & DRAGONS.

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.

Each compact ration counts as 1 pound of food, despite weighing less than a full pound.

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 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.

PROBLEMS WITH STANDARD STARVATION RULES

Although both the *Player's Handbook* and *Dungeon Master's Guide* insist that a whole pound of food is necessary each day, the applied mechanics in the standard rules belie this notion. No starvation penalties apply until several days pass without food. The exact number of days 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, the first penalty for going without food.

Because a level of exhaustion is removed during a long rest, as long as "some food" is consumed, an adventurer only needs to eat when this threshold is reached. The average human (Constitution 10) can therefore operate at peak efficiency by consuming a bit of food every 4 days.

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. Body physiology changes to adapt to starvation in ways that often cause 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. Instead, a starving character reduces the count by 2 days for each day of eating normally (consuming 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, a level of exhaustion applies that is *additional* 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 is determined with a Dexterity check, the result of which becomes the DC to untie the knot using another Dexterity check. (Alternately, a knot can be tied simply, requiring no check to untie it.) Tying or untying each knot requires an action.

System Change: A rope can be knotted at one-foot intervals for easier climbing. This reduces the rope's length by one-fifth and affords climbers advantage on Strength (Athletics) checks to climb it. Knotting or unknotting a 50-foot length of rope requires 1 minute. (This function first appeared in a previous edition of the game. It returned to the 5th Edition in the text of

the rope of climbing but was left out of the normal rope rules in the *Player's Handbook*!)

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 you take to apply the saw. It has no effect on harder materials like metal.

Scale, Merchant's. *This small device uses balancing lead weights and the mechanical advantage of its lever*

arm to precisely measure the weight of objects or quantities of objects, up to 30 pounds.

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 Dungeon Master 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 you must succeed at a DC 20 Wisdom (Perception) check to spot the weapon. A person physically touching (searching) the sheath's 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, extra-long 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, given later in this chapter.)

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 and seal 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, you 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) check 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.

Slate Board. A board of thin stone backed with wood for reinforcement. This board interacts well with chalk, allowing the user to easily produce simple writing or drawings and quickly wipe the board clean for reuse.

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 curved breathing tube has a comfortable mouthpiece that can be gripped in the teeth.

This item allows you 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 your temple, pointing upward.

Snow Shoes or Skis. Snow shoes are pairs of circular or oval frames containing sturdy netting. These attach to the user's boots, greatly enlarging the surface area of the soles, allowing the user to walk unhindered on 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 you 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 15.

Sprayer. *This device has a pneumatic hand pump attached to a small drum. It is designed to spray liquids.*

You can attack a target within 15 feet by spraying it with the sprayer, which counts as an improvised weapon. 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, unholy water, defoliant, and many other liquids. They cannot use corrosive or caustic substances like acid or alchemical fire, as these will destroy the 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 2 times 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 1.5 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 rope.*

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, you have advantage on any swimming ability checks related to staying at the surface of the water. Conversely, you have disadvantage to such checks if purposefully trying to dive or operate below the surface. If unconscious and wearing swim bladders, you will float at the surface of calm waters rather than sinking. These effects apply only if you are Small or Medium sized.

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, you 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 to face.

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 the marked side or passes through it, the tate provides you with cover. Alternately, you can place the tate at an angle. 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 stakes, cords, and the tent itself.*

This tent can be erected in 4 minutes by one person, or in 2 minutes by two or more people.

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

It takes 1 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 Clock. *This device measures time by the flow of water between a series of chambers that are connected by small apertures. This large device produces very precise time measurements.*

Water Shoes. *These circular flotation devices attach to the wearer's feet.*

Using a pole for stability and propulsion, you can “walk” across very calm water at a very slow speed. Each foot of movement applied with water shoes costs

3 extra feet. If you fall prone or purposefully dive into the water, you cannot regain your “standing” pose unless next to shore, a boat, or some other fixture to grab hold of. You have disadvantage on any Strength checks to swim while the shoes are attached. It takes one action to attach or remove each shoe.

Weaponblack. *This sticky, black substance is used to dull the sheen of metal blades and armor, camouflaging them for dark environments.*

Metal weapons and armor can be blackened with this substance, preventing the items from standing out against shadows or dark backgrounds. This can help your camouflage attempts. (See camouflage clothes, above.)

Whetstone. *A fine-grained stone used to sharpen metal blades by grinding or honing with the flat side of the stone. This device comes with a small vial of oil for lubrication.*

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 from 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 consists 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 you to drag up to double the weight you 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, you can hoist up to eight times the weight you 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 table here shows the maximum value of equipment pack that each class can swap to if using the class-and-background method for starting gear. (These numbers represent the costliest pack each class has access to in the *Player’s Handbook*.)

MAXIMUM PACK COST BY CLASS

Cost	Class
40 gp	Bard, psion, warlock, wilder, wizard
19 gp	Cleric, paladin
12 gp	Battlemind, fighter, monk, ranger, rogue, sorcerer
10 gp	Barbarian, druid

DESCRIPTIONS

Each pack is fully-catalogued below, noting each component’s weight. Total weights are given on the Equipment Packs table.

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 one of the following: an arcana lore book (5) or a traveling spell book (5).

Artisan’s Pack. Includes a chest (25), a protective smock (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 one of the following: glassblower’s tools (5), jeweler’s tools (2), or smith’s tools (8).

Builder’s Pack. Includes a chest (25), a protective smock (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 one of the following: 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),

EQUIPMENT PACKS

Item	Cost	Weight
Arcanist's pack	35 gp	8 lb.
Artisan's pack	38 gp	41+ lb.
Builder's pack	25 gp	50+ lb.
Burglar's pack	12 gp	42½ lb.
Chef's pack	30 gp	49 lb.
Courtier's pack	30 gp	32½ lb.
Crafter's pack	12 gp	47+ lb.
Diplomat's pack	39 gp	36 lb.
Dungeoneer's pack	12 gp	51½ lb.
Entertainer's pack	40 gp	33 lb.
Explorer's pack	10 gp	68 lb.
Fabricator's pack	65 gp	52+ lb.
Healer's pack	16 gp	29 lb.
Illustrator's pack	25 gp	29+ lb.
Infiltrator's pack	39 gp	40½ lb.
Knight's pack	39 gp	85 lb.
Laborer's pack	10 gp	51 lb.

Item	Cost	Weight
Lockbreaker's pack	40 gp	33 lb.
Merchant's pack	19 gp	44 lb.
Messenger's pack	10 gp	52 lb.
Minstrel's pack	36 gp	29 lb.
Monster hunter's pack	33 gp	49½ lb.
Naturalist's pack	55 gp	48 lb.
Noble's pack	40 gp	51 lb.
Priest's pack	19 gp	21 lb.
Rider's pack	12 gp	72 lb.
Sailor's pack	32 gp	50 lb.
Savage's pack	5 gp	22 lb.
Scholar's pack	40 gp	11 lb.
Soldier's pack	10 gp	51 lb.
Spy's pack	40 gp	30 lb.
Supplicant's pack	40 gp	42 lb.
Tracker's pack	10 gp	36 lb.
Traveler's pack	10 gp	44 lb.

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), 5 sheets of parchment (0), a bottle of ink (0), an ink pen (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 (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 one of the following: 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 a bar of 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 (1), 10 torches (10), 10 days of rations (10), and a waterskin (5). The pack also has 50 feet of hempen rope (10) strapped to the side.

Fabricator's Pack. Includes a chest (25), a protective smock (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 one of the following: 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 (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 back of it. It also includes a miner's pick (10) and a shovel (5) strapped to the sides.

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) or unholy 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 lamp (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).

Suppliant'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), 5 days of rations (5), and a waterskin (5). The pack also has a set of snow 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 can carry useful items toward the adventure and valuable items away from it!

DESCRIPTIONS

Containers are described below. The carrying capacity of each container is shown on the Container Capacities table.

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.

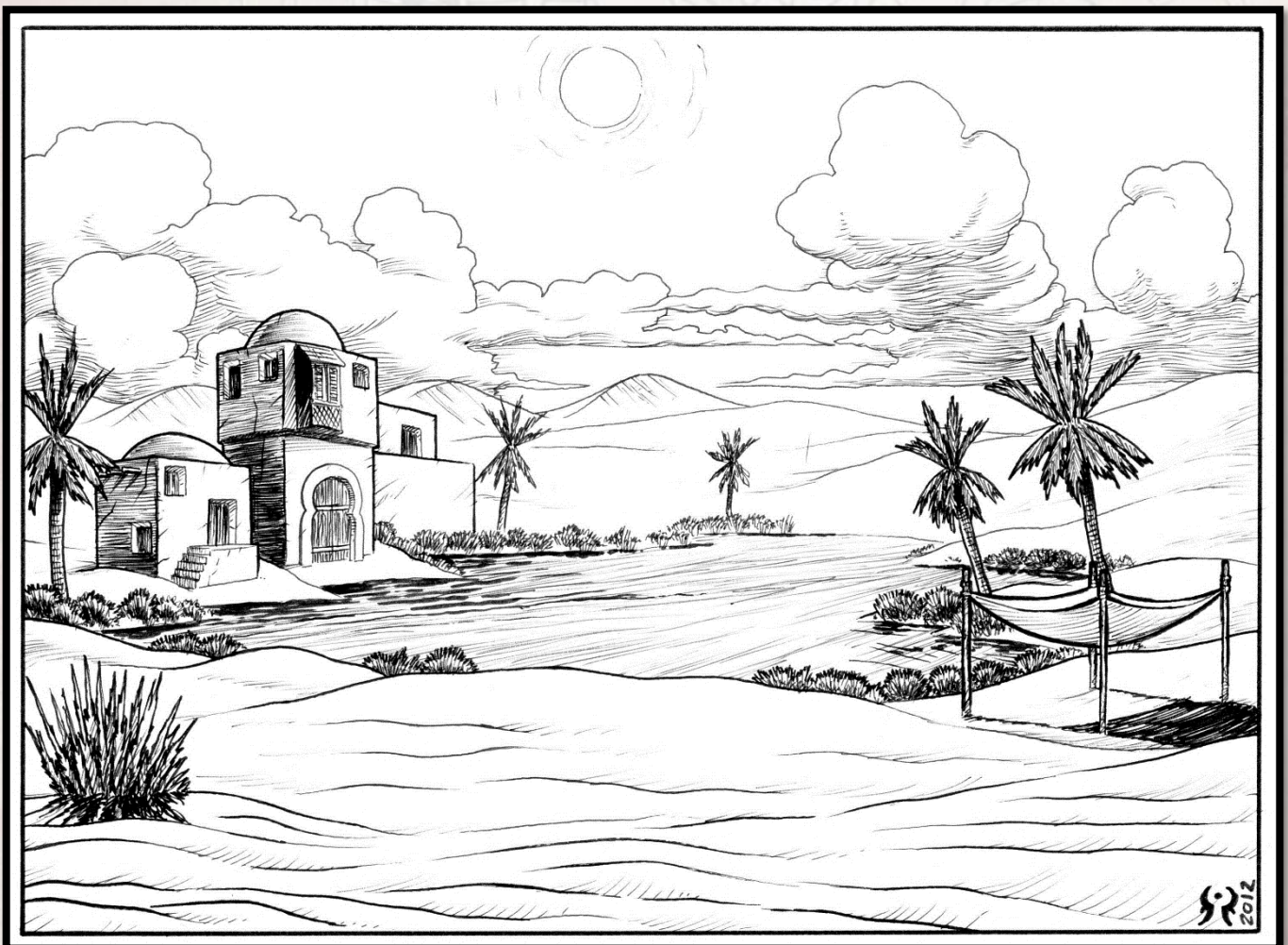
Barrel. A cylindrical container made of wooden slats or staves. The whole container is bound in wood or metal hoops. Barrels are water-tight, capable of containing liquids.

Basket. This supple container is available in various shapes and is woven of wood fibers or reeds.

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

Box. This square or rectangular container is typically made of wood.

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



Bucket. A cylindrical 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 different objects, the heel of a boot, the side of a crate, the end of a pole, and more.

To find a hidden compartment, you must physically handle the object and succeed on a DC 15 Intelligence (Investigation) check.

A hidden compartment's carrying capacity depends upon the object into which it is built. The shape varies as necessary, but the capacity cannot exceed one-tenth of the item's weight. The long handle of a two-handed (or versatile) weapon is a common place to build a hidden compartment.

Crate. This very large box is 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.

Lockbox. A square or rectangular container made of hardened metal with reinforced banding and hidden hinges, designed to resist brute-force tampering. Interlocking rings allow a padlock to hold the lid closed.

Pot, Iron. This deep, metal bowl comes with a handle for carrying or suspending over a fire and a lid that can enclose contained food as it is cooked.

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,

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.			

CONTAINER CAPACITIES

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

* Items like bedrolls can be strapped to this container, but the weight of such items should not exceed half container's capacity.

DM'S CORNER: MANAGING CONTAINERS

The number of containers a character may carry is up to the DM; these are only suggestions.

One cannot simultaneously wear more than 1 backpack, haversack, or rucksack, but an additional pack can be carried in a hand.

Multiple satchels are possible, even multiples worn over the same shoulder.

A reasonable number of pouches can be worn around the belt, on shoulder straps, or on a harness. You don't need to buy 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 are too unwieldy 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 saddled horse or similar beast can bear a 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 pack-saddled horse or similar beast 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.

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 waist, or 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 from the elements.

A water-resistant satchel keeps its contents dry in any weather. It protects the contents for up to 1 full minute of submersion before water will penetrate the container.

Tankard. This large mug is 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 lays out the various alternatives to these normal types of ammunition.

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 effective on contact can be placed into an alchemical arrow, including acid, alchemical solvent, alchemist's fire, defoliant, holy water, unholy

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.

A substance that comes in a vial fills one alchemical arrow. A substance that comes in a flask fills two alchemical arrows, but that dose is diluted; any applied damage is halved and any effect that grants a saving throw is rolled with advantage.

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.

You 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 half

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			Lead (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.

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 it is made within 10 feet of the target.

Arrow, Grappling. *The head of this heavy arrow has four opposite claws that form a grappling hook.*

This arrow allows you to use your attack roll in the place of the normal ability check when trying to place a grappling hook.

The head of a grappling arrow is attached to a 100-foot length of silk cordage. The coiled cord is spooled or is placed on the ground before firing so that it can unwind as the arrow flies toward its target. The line has loops knotted into it just large enough to serve as footholds for a climber. The cord has 1 hit point and can be burst with a DC 12 Strength check.

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 its 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.*

These are normally referred to as just "arrows."

Arrow, Smoke. *A thin wrap of an alchemical material encases the shaft of this arrow behind the head.*

You may spend a bonus action to knock this arrow and dip the point into an active fire source prior to shooting, causing the material to smoke vigorously. The arrow trails smoke as it flies and creates a 5-foot cube of smoke wherever it hits. The smoke dissipates in 1d4 rounds, or until dispersed by a wind of at least 10 mph. Smoke arrows are each crafted to emit a specific color of smoke, useful for signaling.

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

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.*

These are normally referred to as just "blowgun needles."

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.*

These are normally referred to as just "crossbow bolts."

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.*

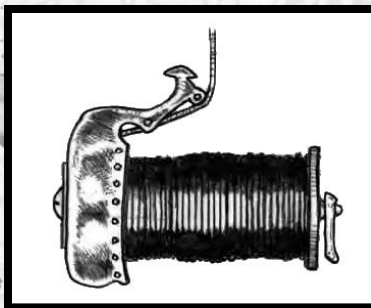
This bolt allows you to substitute your attack roll in the place of the normal check for trying to place a grappling hook.

The head of a grappling arrow is attached to a length of silk cordage. The coiled cord is spooled or is placed on the ground before firing so it can unwind as the arrow flies toward its target. The line has small loops knotted into it at intervals, placed to serve as footholds for a climber.

The cord weighs 2 pounds and is 100 feet long. It has 1 hit point and can be burst with a DC 12 Strength check.

If used as a weapon, the grappling crossbow bolt reduces the crossbow's damage to 1d4 bludgeoning. Because of their shape, these bolts cannot be loaded into a repeating crossbow magazine.

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. Such bolts are often used by spotters in battle to mark certain targets.*



VARIANT: RECOVERING AMMUNITION

The ammunition weapon property says that characters can recover half the ammunition used after a combat by searching for 1 minute. Where did the rest go? This system assumes that the other pieces are harder to find or are broken and unusable.

With this variant, searching for another minute allows recovery of the rest of the ammunition. Half this second batch of found ammunition (a quarter of all ammunition fired) is broken.

Constraints. The ability to recover *any* ammunition assumes the party has time after a battle; that it is not being pursued or racing after its goal. It also assumes that the battlefield is readily searchable; firing at a sea monster from the safety of a boat is likely to make the ammunition totally unrecoverable. A fight in pitch blackness, which the party can't see through, is just as likely to prevent the recovery of any ammunition.

Repairs. Broken pieces of ammunition can be repaired with magic or tools. This allows careful archers to maintain their stocks of ammunition on extended adventures.

A *mending* cantrip is sufficient to fix each piece of broken ammunition, requiring only one action per piece repaired.

Without magic, broken ammunition can be repaired using the appropriate artisan's tools, as though the remnants were craft components. Repairing requires about 1 minute of time per copper piece of the product's value. (This figure is a distillation of the 8-hour workday which allows up to 5 gp of total market value production.) This means that it takes 5 minutes to repair a standard arrow, bolt, or sling bullet, since each has a 5-cp market value.

Example. A ranger fires 20 of her standard arrows in a battle. Afterward, she recovers 10 arrows in the first minute of searching. In the second minute of searching, she recovers 5 more whole arrows and 5 broken ones. With the right artisan's tools, the ranger can repair the broken arrows in 25 minutes.

By prearranged agreement, this focuses the attention of allied ranged units like archers and war wizards.

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. A crossbow firing an inking crossbow bolt reduces its damage to 1d2 bludgeoning.

Because of their shape, these bolts cannot be loaded into a repeating crossbow magazine.

Crossbow Bolt, Notch-Tip. *The long, thin head of this piece of ammunition has a pair of notches on opposite sides, about one inch below the head. These weaken the shaft, causing it to break on impact, leaving the tip 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 half the weapon's normal range increment. When firing a stabilized crossbow bolt, apply a -1 penalty to the damage roll.

Sling Bullet, Alchemical. *This spherical projectile is made of clay or glass, designed to shatter on impact,*

dispersing its liquid contents onto the target. It is larger than a normal piece of sling ammunition.

Any liquid that is effective on contact can be placed into an alchemical sling bullet, including acid, alchemical solvent, alchemist's fire, defoliant, holy water, unholy water, and all sorts of contact poisons. When fired from a sling, an alchemical sling bullet halves the weapon's normal and long range increments. In addition to damage, a successful ranged attack applies the contained liquid, as though it had been splashed onto the target.

A substance that comes in a vial fills one alchemical sling bullet. A substance that comes in a flask fills two alchemical sling bullets, but that dose is diluted; any applied damage is halved and any effect that grants a saving throw is rolled with advantage.

These ammunition pieces are favored by kobolds, who call them "stink pots."

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.*

These are normally referred to as just “sling bullets.”

Sling Bullet, Razor Glass. *This piece of ammunition is designed to shatter into sharp slivers that imbed themselves in the target.*

This design applies the cruel weapon property to attacks with the ammunition.

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 due to their irregular shapes; they apply a –1 penalty to the weapon’s damage roll.

MAGICAL IMPLEMENTS

These are the items used by spellcasters, particularly to support the various features of their classes.

RESTRICTIONS

Some campaigns treat spellcasting as rare, illegal, or both. In these campaigns, spellcasting player characters must find alternate ways to acquire the necessary implements for their class features to function.

For these campaigns, the Dungeon Master can require characters to craft their own magical focuses, utilizing the downtime rules and their proficiencies with the applicable artisan’s tools. Additionally, the various new utility spells found in this section allow spellcasters to enhance existing items turning them into certain sorts of focuses.

VARIANT: FOCUSES FOR RANGERS

Rangers normally cannot make use of spellcasting focuses; they must collect individual components (or carry a component pouch) for any spell that requires a material component.

With this optional rule, rangers can use one or more types of druidic focus, as determined by the Dungeon Master. This option is suitable for a campaign setting where rangers and druids draw their magical power from the same natural forces.

Alternately, if the Dungeon Master allows that rangers draw their spells from nature-related gods, rangers may use holy symbols of the appropriate nature deity as spellcasting focuses.

Component pouches are trickier; their composition is unrelated to any artisan’s tools. For this item, any spellcaster can craft a component pouch in downtime without using artisan’s tools. The time and resources for crafting represent the effort and cost of gathering, preparing, and storing each of the individual components (and the pouch itself).

DESCRIPTIONS

Magical implements are described below.

Arcane Focus (any). *Although arcane focuses 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*

The Dungeon Master can apply any of these categorical restrictions to suit the laws of the campaign world.

MAGIC RESTRICTIONS

In settings where magic is criminalized, the Dungeon Master can restrict spellcasting focuses related to the type of magic that is forbidden, meaning these items cannot be purchased and are illegal to own.

Magical Implements. The following are restricted: All focuses related to the type of magic that is forbidden. If arcane magic is forbidden, rare ink, spellbooks, and traveling spellbooks are also restricted. If all magic is forbidden, component pouches are also restricted.

LITERACY RESTRICTIONS

If arcane magic is forbidden, literacy is probably also restricted because it serves as a gateway to magical power. In the Dark Sun setting, arcane magic is strictly forbidden to most who dwell in cities or are otherwise within reach of the sorcerer kings’ authority. Literacy is allowed only to members of certain castes.

Adventuring Gear. The following are restricted: Book (any), ink (any), ink pen, paper, parchment

Tools. The following are restricted: Artisan’s tools (calligrapher’s tools), forgery kit

MAGICAL IMPLEMENTS

Item	Cost	Weight
<i>Arcane focus</i>		
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Weapon etching *	+50 gp	—
Component pouch	25 gp	2 lb.
<i>Druidic focus</i>		
Ritual sickle	2 gp	2 lb.
Sacrifice	—	—
Sprig of mistletoe	1 gp	—
Totem	1 gp	4 lb.
Totem, greater	35 gp	—
Weapon embellishment *	+25 gp	—
Wooden staff	5 gp	4 lb.
Yew wand	10 gp	1 lb.

Item	Cost	Weight
<i>Holy symbol</i>		
Amulet	5 gp	1 lb.
Amulet, ornamental	10 gp	1 lb.
Emblem	+5 gp	—
Flask (empty, 1 pint)	6 gp	—
Ordained weapon *	+100 gp	—
Reliquary	5 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Ink, rare (1-ounce bottle)	100 gp	—
<i>Psionic Focus</i>		
Circlet	25 gp	1 lb.
Dorje	15 gp	1 lb.
Pendant	10 gp	1 lb.
Weapon Circuitry *	+75 gp	—
Spellbook	50 gp	3 lb.
Spellbook, travelling	30 gp	2 lb.
Torch, everburning	50 gp	1 lb.
Unholy water (flask)	25 gp	1 lb.

spellcasting focuses, 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 focuses retain much of their natural shape and coloration.*

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 normally functions as a club in addition to being an arcane focus, unless its design and materials are too awkward or delicate to wield as a weapon. (See Improvised Weapons in chapter 3.)

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.

DM'S CORNER: WEAPON FOCUSES *

The core rules have only a few spellcasting focuses that are also weapons. The staff and wooden staff are explicitly quarterstaves according to the *Dungeon Master's Guide*. Similarly, many rods can qualify as clubs with the improvised weapon rules. However, these are uncommon; a character casting spells often foregoes holding a weapon simultaneously.

This chapter allows characters to turn other weapons into spellcasting focuses, weapons that are more useful to martially-inclined characters. For example, while an eldritch knight can already wield a staff arcane focus to get the benefits of both a weapon and a focus, this is probably not the character's first, best choice for a weapon.

Some may argue that the advantage of making other weapons into focuses is small, and that many campaigns already ignore the minutia of deploying spell components. However, the advantage is a real and significant one for some campaigns. It is therefore called out here as a System Change; the Dungeon Master may disallow these focuses, the ones marked on the table with an asterisk (*).

An arcane spellcaster with the ritual caster 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 instead require this effect to be prepared and cast as a *basic rite* spell.

Arcane Focus, Wand. Wands are simple, lightweight arcane focuses, making them quite popular. A wand is typically shorter than the forearm of the user and is convenient to store in a sleeve.

Arcane Focus, Weapon Etching. Adding the right runes and sigils to a weapon can turn it into an arcane focus. This is costlier than other weapon-shaped arcane focuses; the techniques are easily applied to rods and staves, but other weapons, those not traditionally associated with arcane magic, are harder to convert.

The charted cost for this arcane focus represents rituals and arcane markings applied to an existing weapon; the cost of this arcane focus does not include the cost of the weapon it is applied to.

Only arcane spellcasters can make this type of arcane focus. This includes arcane tricksters, artificers, bards, eldritch knights, sorcerers, warlocks, and wizards. The special creation 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 instead require this effect to be prepared and cast as a *basic rite* spell.

Component Pouch. This pouch contains all the material components a spellcaster might need.

The pouch does not contain costly spell components, those with specific costs indicated in their spell descriptions.

Druidic Focus (any). A druid can use these items as spellcasting focuses, 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 instead 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 focuses 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 one hour per point of the sacrificed creature's Intelligence score. 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, Weapon Embellishment. *This rare type of focus is a weapon with non-metal components.*

A druid can perform a ritual to embellish a non-metal weapon with magical plant essences that leave shaped impressions on the item. The components of this ritual cost 25 gp. If the weapon has the ersatz weapon property, it becomes a druidic focus. The Dungeon Master may instead require this ritual to be prepared and cast as a *sacrament* spell.

The cost of this druidic focus does not include the cost of the weapon it is applied to.

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 instead 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 focuses, 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. Most are inlaid with silver.*

Holy Symbol, Emblem. *This incorporates the symbol of a deity or pantheon as inlay or engraving 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, Ordained Weapon. *A rare religious ceremony is required to ordain a weapon to serve as a holy symbol.*

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 Dungeon Master may instead require this ritual to be prepared and cast as a *high ceremony* spell.

The affected weapon must be one 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. In some worlds, the gods each have a favored weapon, which is also a suitable option for clerics of those faiths, whether the weapon is marked with symbols or not.

The cost of this holy symbol does not include the cost of the weapon it is applied to.

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.*

BASIC RITE

1st-level abjuration (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 as an etching arcane focus. (50 gp)

Empower Rod. You convert an aklys, club, hanbo, hotchiku, or knobkerrie to a rod arcane focus. (10 gp)

Empower Staff. You can turn a bo, crook, fustibalus, or quarterstaff into a staff arcane focus. A shikomizue can likewise be empowered but only works as a focus when the sword is sheathed. (5 gp)

Suffuse Ink. You can enchant a one-ounce vial of ink, dark ink, or glowing ink, making it “rare,” sufficient for wizards transcribing spells into their spellbooks without additional cost. (100 gp)

This spell belongs to the spell lists of arcane spellcasters (arcane tricksters, artificers, bards, eldritch knights, sorcerers, warlocks, and wizards).

SACRAMENT

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (Rare herbs of a value described below)

Duration: Instantaneous (see text)

You perform one of several nature-inspired sacraments. When you cast the spell, choose one of the following effects. Its target must be within 10 feet of you throughout the casting.

Awaken Sickle. You touch a sickle, empowering it to serve as a ritual sickle druidic focus. (2 gp)

Embellish Weapon. You can turn a touched weapon of the appropriate sort into a weapon embellishment druidic focus. (25 gp)

Empower Staff. You can turn a bo, crook, fustibalus, or quarterstaff into a wooden staff druidic focus if it is made of wood. (5 gp)

This spell belongs to the spell list of druids and, if the Dungeon Master allows, rangers. (See the Focuses for Rangers sidebar in this chapter.)

HIGH CEREMONY

2nd-level abjuration (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 place significant to your religion, 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.

Coronation. In the name of a deity or pantheon, you crown the ruler of a kingdom or similar realm. This requires the additional material component of a crown of some sort. Once per year, while the ruler maintains divine favor (a story element dictated by the Dungeon Master), the ruler may cure a diseased creature with a touch. At the Dungeon Master's discretion, additional capabilities may be imparted.

Curse Water. You touch up to four vials of water and cause them to become unholy water.

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

This spell belongs to the spell lists of 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 focuses 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 instead require this ritual to be prepared

and cast as a ceremony spell. (See *Xanathar's Guide to Everything*.)

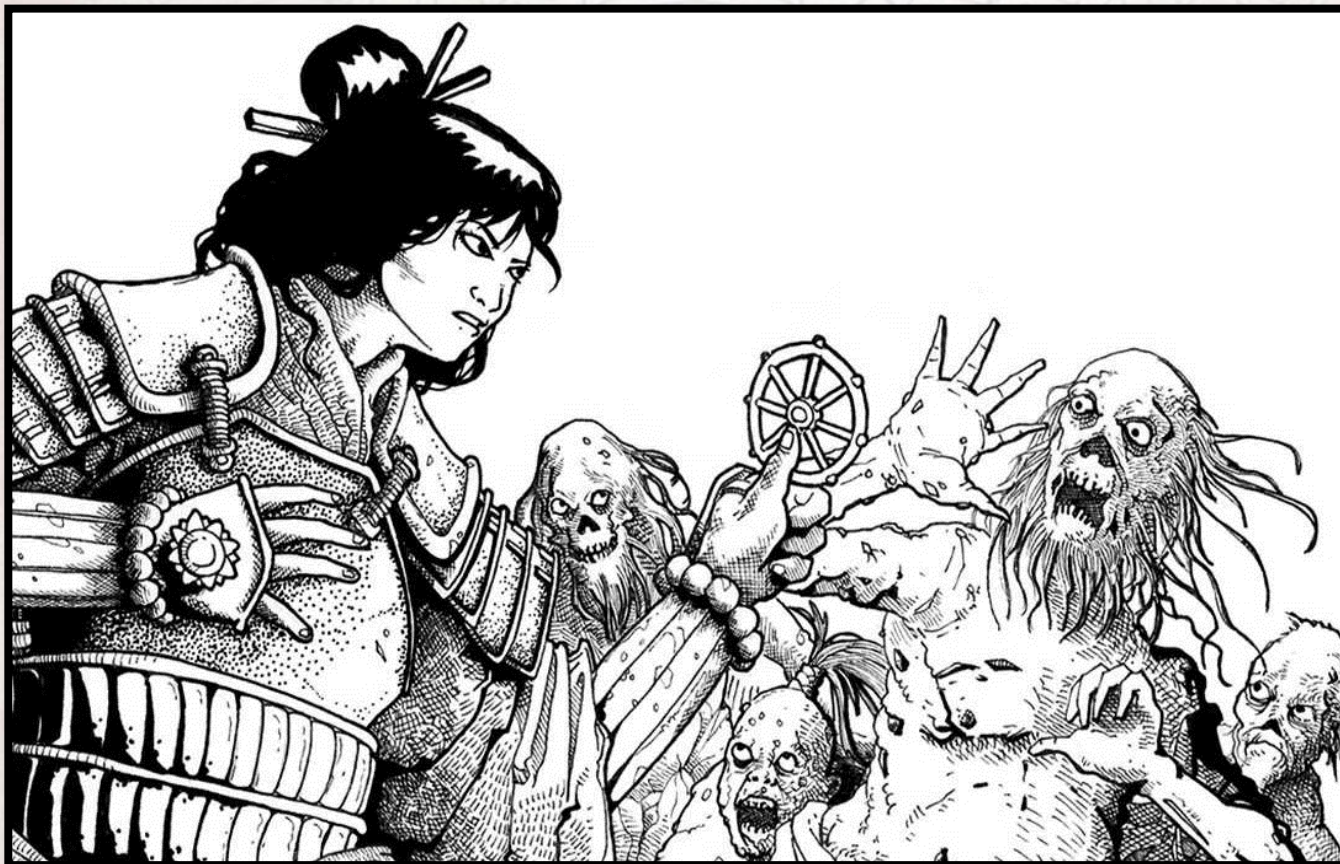
Ink, Rare. This ink is magically-interactive. Rare ink is used for the note-taking, diagraming, and transcription processes required to write a spell into a spellbook.

Half a bottle (1/2 ounce) is needed for each level of a new spell. If the wizard is writing already-known spells, the extra 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 ritual caster 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 instead require this effect to be prepared and cast as a *basic rite* spell.

Psionic Focus (any). Although psionic focuses come in many varieties, they are all made of crystal or have one or more prominent crystals attached to them. A psion, psychic warrior, or wilder can use these items as spellcasting focuses, as described in chapter 10 of the *Player's Handbook*.

A magic item in the form of a circlet, dorje, or



pendant can be used as a psionic focus, except when it requires attunement and cannot be attuned by the character trying to use it as such.

For more information on psionic focuses, see Wraith Wright's *Comprehensive Psionics Manual*.

Psionic Focus, Circlet. A circlet is a lightweight ring worn on the head like a crown. A circlet's metal is typically iron, and it mounts one or more crystals over the wearer's brow.

Psionic Focus, Dorje. A typical dorje is a long, thin crystal shaped like a wand. Some dorjes are decorated with carvings or runes along the lengthwise facets of the crystal. A dorje can also serve as an arcane focus.

Psionic Focus, Pendant. A pendant is a crystal attached to a necklace or thong worn around the neck.

Psionic Focus, Weapon Circuitry. Any mundane weapon can be encrusted with expensive crystals connected by engravings of psychoactive patterns called psychic circuitry, giving it the abilities of a psionic focus.

Only psionicists can make this type of psionic focus. This includes battleminds, psions, and wilders. The process of engraving and adapting circuitry takes one hour and uses a psychoactive solution containing 75 gp worth of powdered gemstones. The Dungeon Master may instead require this effect to be deployed using the methods described in the *Comprehensive Psionics Manual*.

The cost of this psionic focus does not include the cost of the weapon it is applied to.

Spellbook. A heavy tome with 100 pages suitable to the application of rare inks.

Each page is suitable for recording 1 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 lock.

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 check using thieves' tools. The water-resistant case protects the book from full submersion for up to 10 minutes.

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.

Unholy 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 unholy water as an improvised weapon. If the target is a celestial, and the attack hits, the unholy water inflicts 2d6 necrotic damage.

A cleric or paladin may create unholy 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 instead require this ritual to be prepared and cast as a *ceremony* spell, altering the terms of that magic to allow the creation of unholy water. (See *Xanathar's Guide to Everything*.)

VALUE OF SPELLBOOKS WITH SPELLS

You found a wizard's 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), plus the value of any ornamentation. But what about the value of the spells within?

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

When selling a used spellbook, count the spells within it as separate items. Each adds half the market price of a *spell scroll* of the same level to the spellbook's total sale value. Because only a wizard can use the contained spells and, because an interested buyer probably needs only a few of them, it is nearly impossible to sell the book for its true worth.



*Human undying
warlock in padded
armor with staff
arcane focus and
bandoleer of
alchemical brews*

Chapter 5

CHAPTER FIVE

COMPOUNDS



A VIAL OF LIQUID IS A COMMON FEATURE OF an adventurer's gear set. The concoction within may provide a useful benefit, or it may be a potent, dangerous substance intended to poison anyone who comes in contact with it. Called compounds, these substances are created by mixing the materials found in nature, substances derived from animals, plants, and minerals.

These concoctions are divided into three categories. Alchemical brews are the substances created with alchemist's supplies, herbal brews are made with herbalism kits, and poisons are created (or extracted and preserved) with poisoner's kits.

QUASI-MAGICAL BREWS

Some compounds mix naturally-occurring ingredients in a way that creates magical reactions. The byproducts, alchemical brews and herbal brews, are quasi-magical in nature. This has several implications, prompting an assortment of optional rules.

The following variant rules are offered to help Dungeon Masters rationalize the creation of magic items (like *potions of healing*) using mundane tools and methods, as allowed by the *Player's Handbook*.

MAGIC AURA

Unless the optional rules below are employed, quasi-magic items have no auras discernable through the *detect magic* spell. True potions are an exception, like the *potion of healing*.

VARIANT: SCHOOLS OF MAGIC

The Dungeon Master may apply magic auras and schools of magic to each item, revealed by the *detect magic* spell. Alternately, the DM may determine that some compounds have auras while others do not.

For example, the antitoxin and the *potion of healing* are both products of an herbalism kit, the latter of which the core rules treat as a magic item. The DM may determine that the *potion of healing* has an aura, but the antitoxin does not, or vice versa.



CREATION

Being only quasi-magical, the compounds in this chapter do not normally require formulas to create like normal magic items. Proficiency in the applicable tools is the only prerequisite.

VARIANT: FORMULAS

The Dungeon Master may decide that proficiency with the right artisan's tools only allows the creation of the (very mundane) compounds marked with an asterisk (*) on the Alchemical Brews and Herbal Brews tables. Every other listed compound requires a formula, as described in the *Dungeon Master's Guide* and as further clarified in Wraith Wright's *Comprehensive Wealth Manual*.

VARIANT: RAW HERBS

Some herbal brews are no different in effect than the raw, unprocessed herbs found in nature. Those untreated herbs have the effects listed in this chapter, regardless of who collects them or how.

With this variant, naturally-occurring substances lose their potency if not used within 5 days, unless otherwise noted in their descriptions. The concoction's shelf life can be changed to indefinite using the crafting rules. However, because the raw ingredients are already collected, no costs are associated with this activity. The only requirements are the time and tools necessary for the process.

With this variant, the raw, untreated herbs are craft components, something described in chapter 1.

IDENTIFICATION

Similar to magic potions, compounds can normally be identified with close inspection. A compound's function may be revealed by its taste, smell, appearance, viscosity, or other physical characteristics.

VARIANT: MORE DIFFICULT IDENTIFICATION

The Dungeon Master may decide that compounds are mysterious and unknown by default. There are several versions of this optional rule.

The Dungeon Master can decide that compounds are identifiable only as magic items, using whatever means of magic identification are allowed in the campaign. Alternately, the DM may require proficiency

with the relative type of tools in order to make an identification with mundane inspection. If using the Formulas variant rule, above, the DM may also decide that a character must know the relevant formula to identify the substance.

ALCHEMICAL BREWS

These substances can be crafted with alchemist's supplies.

Some substances in this section (and other sections) appear on their tables alongside a parenthetical notation for a container, like "(vial)" or "(flask)". The cost for purchasing or creating these substances includes the container they come in. If the item's container is not destroyed in its use, that container remains behind and can be put to miscellaneous uses by enterprising adventurers. This notation is also necessary for some substances to determine whether they fit into alchemist's arrows and the like.

DESCRIPTIONS

Alchemical brews each have their own specific rules.

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. It takes 1 minute to set, after which time, breaking the bond requires a DC 20 Strength check.

Alchemical Silver. *This is a viscous oil that 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 to ammunition lasts for 1 minute, after which the oil dries out and the applied compound crumbles away to dust. Applied to a melee weapon, the

application is used up at the third successful strike, or after 1 minute, whichever occurs first.

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 thin, clear liquid 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, tangler grenades, 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 your 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 to 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.*

The crystals can be spread on the ground in a 5-foot square patch. Any creature that moves through the area grinds crystals together causing a series of small ignitions. This creates a burst of light that is visible for quite some distance in the dark and inflicts 1 point of fire damage on the creature. Once an affected patch has triggered three times, there are insufficient crystals remaining for any effect.

Blend Cream. *This creamy gray solution looks innocuous upon inspection. It begins to change color 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.*

A dose dissolves in a container of up to 10 gallons of liquid. After 1 minute, the solution removes any mundane poison or disease that taints the liquid. This has no effect on liquids that are themselves pure

poisons, or on creatures that have already been affected by a poison or disease. If dissolved into a container holding more than 10 gallons, the substance has no effect.

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 (and scar trees) in up to 4 patches, each about five feet square. The light vegetation shrivels and dies within 1 hour, leaving the area barren.

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 a struck target is a plant creature, it takes 2d6 acid damage. Other creature types are unharmed.

COMPOUNDS: ALCHEMICAL BREWS

Item	Cost	Weight	Item	Cost	Weight
Acid (vial)*	25 gp	1 lb.	Ink, glowing (1-ounce bottle)	30 gp	—
Alchemical glue (vial)	20 gp	—	Instant rope (flask)	25 gp	1 lb.
Alchemical silver (vial)	10 gp	—	Lockgrip grease (vial)	10 gp	—
Alchemical solvent (vial)	40 gp	—	Longbreath (vial)	15 gp	—
Alchemist's fire (flask)*	50 gp	1 lb.	Mirage powder (vial)	20 gp	—
Bladefire (vial)	50 gp	—	Moonrod	1 gp	1 lb.
Blastpatch (flask)	3 gp	1 lb.	Motelight (vial)	20 gp	1 lb.
Blend cream (vial)	30 gp	—	Oil, slow-burning (flask)	1 gp	1 lb.
Catstink (flask)	6 gp	1 lb.	<i>Potion of climbing</i> (small flask)	25 gp	1/2 lb.
Clearwater solution (vial)	4 gp	—	Salve of slipperiness (flask)	15 gp	1 lb.
Defoliant (flask)	25 gp	1 lb.	Smokestick	1 gp	—
<i>Eggshell grenade</i>			Stonebreaker acid (vial)	20 gp	—
Dust	10 gp	—	Sunrod	4 gp	1 lb.
Flash	15 gp	—	Tanglefoot bag	50 gp	1 lb.
Pepper	15 gp	—	Tangler grenade	95 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	—
Ink, dark (1-ounce bottle)	50 gp	—			

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 creatures with eyes that have an unobstructed view of the fire and are within 15 feet of it must succeed on 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 on a DC 10 Constitution saving throw or be incapacitated. If a target fails its saving throw, the effect lasts for three rounds, but the target can attempt to end the effect early. At the end of each of its turns, the affected creature can attempt another saving throw. 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 of Medium or smaller size, prevents decay for 10 days. It takes 2 minutes to apply this cream to a creature. 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 coarse and comes in gray, white, or black.*

A pinch (one dose) of this substance burns with a bright flare if exposed to fire. A creature with eyes that is within 10 feet, and that has an unobstructed view of the powder or is not deliberately looking away from it, must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn. A creature with the Sunlight Sensitivity trait has disadvantage on this check.

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. A creature with eyes that is within 10 feet, and that has an unobstructed view of the powder or is not deliberately looking away from it, must succeed on a DC 10 Constitution saving throw or be blinded until the end of its next turn. A creature with the Sunlight Sensitivity trait has disadvantage on this check.

Flash Rocket. *This cylinder contains a large 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. Flash 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 is available for the same cost. It 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 this 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

It takes one action to open this flask and draw 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 you of something you are holding with the treated hand or hands. You require an extra action,



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 allow the text to be read 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.*

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, you can hold your breath for twice as long as normal. Even when out of breath, double the number of rounds you 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.*

The dust can be tossed into the air, filling a cubic area adjacent to you, 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 or

ability check to pierce affected visual 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 dim light in a 20-foot radius for the duration.

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 advantage for the next hour on any Dexterity checks to escape from a grapple, a set of manacles, or other restraints.

Smokestick. *This tiny rod of alchemical substances smokes furiously when lit or thrown into a fire.*

This item 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 unharmed.

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 mass of sticky alchemical foam.*

As an action, you can pull the bag's activation cord and throw the device at a target up to 20 feet away. If you miss, the device is wasted. On a hit, the alchemical substance bursts out, engulfing the foe with a sticky, fast-hardening foam. A Large or smaller creature hit by a 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.

Tangler Grenade. *This ovoid resin projectile shatters upon impact, releasing a spray of potent, sticky webbing.*

As an action, you can throw the grenade at a point up to 60 feet away. Each creature within 10 feet of that point must succeed on a DC 15 Dexterity saving throw or be restrained by the webbing. As an action, a creature can try to free itself or another creature within its reach. This requires a successful DC 20 Strength (Athletics) check. A gallon of alcohol dissolves the webbing of a single grenade. Alternately, the webs dissolve on their own after 1 hour.

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 cold natural climates as though wearing cold

weather clothes, or similarly hot climates as though standing in a shaded and well-ventilated area.

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

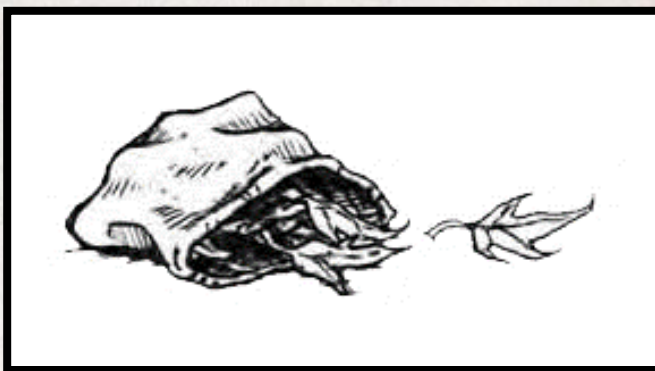
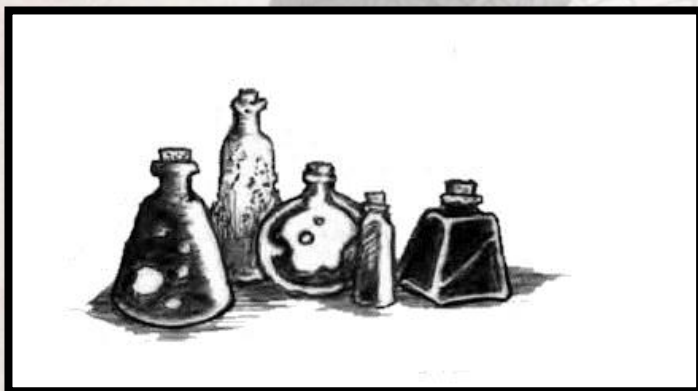
As an action, you can throw the stone up to 60 feet. Make a ranged attack against a creature or object, treating the thunderstone as an improvised weapon. The shock of impact causes the substances in this hardened alchemical lump to react violently, generating a deafening boom. Any creature hit by the 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.*

The torch burns for 3 hours, providing bright light in a 30-foot radius and dim light for an additional 30 feet. If you make a melee attack with a burning alchemical torch and hit, it deals 1d4 fire damage. An alchemical torch is not disrupted by wind or water; it functions even if submerged, though its light ranges are halved.



An alchemical torch can be extinguished by smothering 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.*

One does of this dust can be spread over a zone of up to six contiguous 5-foot square patches and 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, oscillating 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

These substances can be crafted with herbalism kits.

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 asleep, even against magically-induced sleep. If affected by the *sleep* spell, the user is counted as having twice as many hit points as its current total.

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 throw 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, this applies to 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 are 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 as though the poisoned creature had succeeded on a saving throw. Failure indicates that you cannot affect that poison with this antidote kit.

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

Drinking this vial gives you advantage on saving throws against paralysis effects (including poisons that might 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.*

Consuming this substance gives you advantage on saving throws against diseases for 8 hours. It confers no benefits to undead or constructs.

Antitoxin. *A mixture of common antidotes and treated charcoal designed to counteract a wide variety of toxins.*

COMPOUNDS: 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) ^{ToA}	2 gp	—
Antidote kit*	150 gp	3 lb.	Nature's draught (vial)	8 gp	—
Antiparalytic (vial)	40 gp	—	Nightlight (vial) ^{OotA}	5 gp	—
Antipathogen (vial)	30 gp	—	Nilhogg's Nose (vial) ^{OotA}	1 gp	—
Antitoxin (vial)*	50 gp	—	Ormu paint (jug) ^{OotA}	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.	<i>Potion of healing</i> (large vial)*	50 gp	1/2 lb.
Candle, focusing	10 gp	—	Rations, journeybread (1 day)	5 gp	1/8 lb.
Candle, restful	2 gp	—	Regenerative elixir (flask)	15 gp	1 lb.
Clearbreath smoke (flask)	10 gp	1 lb.	Ryath root ^{ToA}	50 gp	1/2 lb.
Clearsense powder (vial)	5 gp	—	Sinda berries (flask) ^{ToA}	5 gp	1 lb.
Healer's kit*	5 gp	3 lb.	Tongue of Madness ^{OotA}	15 gp	—
Herbal poultice	6 sp	1/2 lb.	Torchstalk ^{OotA}	12 gp	1 lb.
Insect repellent (gourd)	1 gp	1/2 lb.	Wildroot (vial) ^{ToA}	125 gp	—
Insect repellent (incense)	1 sp	—	Wukka nut ^{ToA}	1 gp	1/2 lb.

Consuming this substance gives you 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 may ring their camps with these small fires to prevent animal or insect attacks. The fumes are particularly offensive to beasts, each of 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 beast that fails the save 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. This brew has no effect if you received any healing since the last time you suffered fire damage.

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

By meditating in the presence of this candle for no less than 5 minutes, you thereafter gain a +2 bonus to

Intelligence ability checks so long as you remain within 10 feet of the burning candle. A focusing 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 10 feet of the candle who rolls Hit Dice for healing can treat any rolled 1s as 2s instead, so long as the candle is not extinguished prematurely. A restful candle burns for 1 hour, the entire length of the short rest.

Clearbreath Smoke. *Inhaling the gray mist from this flask deadens the user's sense of smell.*

For the next hour, this provides you with advantage on saving throws to resist smell-based effects like a troglodyte's stench. During this period, you automatically fail any ability checks that rely upon your 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 you 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, you can apply it to assist longer recovery; during a short rest, the affected



creature 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 without 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.*

You gain 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.*

You regain 1 lost hit point by ingesting a dose of menga leaves in the prescribed fashion. If you ingest more than 5 doses in a 24-hour period, you gain no additional benefit and must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 hour. You awaken if you take 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 the creature's scent to be less offensive to animals, even calming to them.*

For 8 hours after drinking nature's draught, you have advantage on any 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. The interval of light and darkness switches at the start of your turn each round. When lit, the nightlight produces bright light in a 30-foot radius and dim light for an additional 30 feet.

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 you advantage on Wisdom (Perception) checks based on smell for 1d4 hours. During this period, you suffer 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 large 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 miasmatic stench of plague. A plague mask also covers the eyes with a set of clear glass lenses.*

A plague mask gives you advantage to all saving throws to resist diseases that are airborne or that enter your 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.*

Once the elixir is consumed, any time you must roll a death saving throw within the following 24 hours, you do so with advantage.

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

Ingesting a ryath root gives you 2d4 temporary hit points. If you consume more than one ryath root in a 24-hour period, you must succeed on a DC 13 Constitution saving throw or suffer the poisoned condition for 1 hour.

Unprocessed ryath root has the same effect but retains its potency for only 10 days after being harvested.

Sinda Berries. *Liquid concoctions of these dark brown berries have a bitter aftertaste.*

Consuming one dose gives you 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 a delightfully-earthy scent and is designed to be administered orally.*

Drinking this requires you to make a DC 12 Constitution saving throw or compulsively speak aloud your 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 of 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 creatures. As tools, they are powerful and terrifying. Applied to weapons, poisons can make even a light cut into a deadly wound. Delivered clandestinely, they can kill effectively while



allowing the killer to remain separate from the act in both time and distance.

There are over a hundred poisons described in this section. They come from three sources and are divided among crafted toxins and creature toxins.

About half these poisons are translations 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 core rules. The *Player's Handbook* provides a single poison in its equipment chapter, but the *Dungeon Master's Guide* has over a dozen example poisons. Some of those examples are creature toxins, their effects mirroring those of the creatures described in the *Monster Manual*.

Along these lines, the remainder of the poisons in this book are creature toxins, derived from the rest of the poisonous monsters in the *Monster Manual* and other 5th Edition books. They are likewise translated into the rules and syntax useable by characters. This is an important set of translations because players often want to collect 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.

CRAFTING

Characters can craft the poisons presented on the first poison table (Crafted Toxins) but not the second table (Creature Toxins). Crafted toxins are created with a poisoner's kit using various biological and mineral 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 can only be

POISONED, LESSER (NEW CONDITION)

Normally, a poisoned creature has disadvantage on all attack rolls and ability checks, regardless of which abilities these rolls implicate. 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 parenthetically listing one or more abilities after the condition. 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 has 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 resisted or removed in the same way.

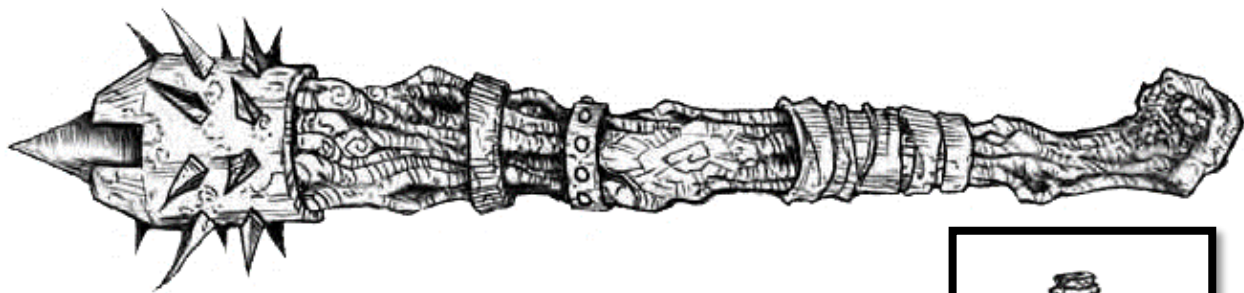
Variant: A DM not wanting to utilize this new condition can simply use the standard poisoned condition whenever something from this book would apply the lesser poisoned condition.

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) check or an Intelligence check with the poisoner's kit. 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 creature doing the harvesting has accidentally subjected itself to the harvested poison, taking damage or requiring saving throws as normal. A successful check yields a single dose.

PURCHASING

The tables 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 which poisons are available, if any, and at what variation to the standard costs. Poisons can be as difficult to market as magic items; the DM may use the guidelines for finding magic item buyers and sellers described in the *Comprehensive Wealth Manual*. Attempting to buy or sell such illicit substances risks running afoul the local authorities.

USING POISON

Poisons come in four types, each with their own uses and functions.

INJURY

A creature cut 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 poison remains viable for 12 hours; the first person touching the affected object within that period 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; unless otherwise noted, inhaled poisons will even affect creatures that do not breathe.

DM'S CORNER: POISONED WEAPONS

There is some debate about the rule for coating weapons with injury poison found on page 153 of the *Player's Handbook*. The debate rests 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, the result would triple the benefit for archers, whereas a single dose would be good for only a single hit with a melee weapon. But for fond memories of past editions, there is 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 will remain toxic for up to 1 minute, or until the third successful 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.

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. A creature that begins its turn in the area or enters the area on its turn is subjected to the poison. 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 gets only 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.

DESCRIPTIONS

Each dose comes in a vial. Some such vials are glass, intended for shattering when thrown. 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 4 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,

COMPOUNDS: CRAFTED TOXINS

Item	Cost	DC/Dice	Item	Cost	DC/Dice
Adlevine extract	100 gp	11/—	Lockjaw	400 gp	12/—
Alforna	30 gp	10/—	Malice ^{DMG}	250 gp	15/—
Anemis	45 gp	13/—	Malyss root paste	310 gp	13/—
Asabi mist	180 gp	12/—	Mesmer paste	205 gp	12/—
Assassin's blood ^{DMG}	150 gp	10/1d12	Midnight tears ^{DMG}	1,500 gp	17/9d6
Banelar essence	110 gp	11/—	Nitharit	430 gp	13/—
Basic poison ^{PHB}	100 gp	10/1d4	Oil of taggit ^{DMG}	400 gp	13/—
Black lotus extract	175 gp	12/2d4	Pale tincture ^{DMG}	345 gp	16/1d6
Bloodroot	80 gp	12/—	Raeliss smoke	360 gp	15/—
Blue whinnis	90 gp	9/—	Redek vine extract	60 gp	13/—
Brain dust	50 gp	12/—	Retch	300 gp	15/—
Burnt other fumes ^{DMG}	500 gp	13/3d6	Rill leaf	210 gp	14/—
Cretel leaf residue	50 gp	14/—	Roshon vapor	1,375 gp	11/—
Crippling vine	220 gp	13/—	Sassone leaf residue	75 gp	9/—
Culum powder	110 gp	12/—	Scorcher fumes	250 gp	11/—
Dancing monkey fruit ^{ToA}	250 gp	14/—	Shadow essence	45 gp	11/—
Dark reaver powder	180 gp	13/1d8	Shreef oil	180 gp	12/—
Deathblade	125 gp	20/—	Sleeping weed	215 gp	13/—
Dragon bile	900 gp	17/—	Striped toadstool	175 gp	11/—
Dridr poison ^{MM}	155 gp	—/1d8	Svirfneblin poison ^{MM}	100 gp	12/—
Drow bullet ^{WDH}	245 gp	—/2d10	Terinav root	175 gp	13/—
Drow poison ^{DMG}	200 gp	13/—	Thever fumes	200 gp	14/—
Essence of ether ^{DMG}	300 gp	15/—	Thever paste	150 gp	12/—
Faralin	125 gp	14/—	Timmask ^{OotA}	375 gp	14/—
Gray whinnis	400 gp	20/—	Torpor ^{DMG}	600 gp	15/—
Greenblood oil	200 gp	11/—	Truth serum ^{DMG}	150 gp	11/—
Haluroot	150 gp	9/—	Ungol dust	75 gp	12/—
Horror weed extract	275 gp	12/1d4	Vapid leaf extract	150 gp	13/—
Id moss	125 gp	11/—	Verminous antidote	15 gp	—
Insanity smoke	305 gp	12/1d8	Wraith sheen	250 gp	14/—
Lich dust	335 gp	11/—	Zabou ^{ToA}	150 gp	10/—

COMPOUNDS: CREATURE TOXINS

Item	Cost	DC/Dice
Assassin vine	305 gp	—/6d6
Basilisk oil	100 gp	—
Bone devil's sting	120 gp	14/—
Bone naga venom	220 gp	—/3d6
Carriion crawler mucus	140 gp	13/—
Catoblepas musk ^{VGM}	225 gp	16/—
Choldrith poison ^{VGM}	220 gp	—/3d6
Chuul saliva	140 gp	13/—
Couatl venom	275 gp	13/—
Death dog saliva	125 gp	12/1d10
Dretch wretch	225 gp	11/—
Erinyes poison	370 gp	14/3d8
Ettercap venom	60 gp	11/—
Flumph stench	1,000 gp	—/—
Fungi gas spore	170 gp	15/3d6
Gnoll spittle	110 gp	12/2d6
<i>Green dragon breath</i>		
Adult	2,600 gp	18/16d6
Ancient	5,200 gp	22/22d6
Young	605 gp	14/12d6
Wyrmling	210 gp	11/6d6
Grell venom	100 gp	11/—
Grung sweat ^{VGM}	50 gp	12/—
Guardian naga venom	600 gp	—/10d8
Homunculus saliva	400 gp	10/—
Imp sting	115 gp	11/3d6
Iron golem fumes	1,350 gp	19/10d8
Kamadan's snakes ^{ToA}	155 gp	12/6d6
Medusa venom	235 gp	—/4d6
<i>Myconid spore</i>		
Hallucinogenic ^{OotA}	300 gp	12/—
Euphoric ^{OotA}	225 gp	12/—
Neogi venom ^{VGM}	170 gp	12/4d6
Neogi venom, hatchling ^{VGM}	145 gp	10/2d6
Pit fiend venom	1,280 gp	21/6d6
Pseudodragon sting	400 gp	11/—

Item	Cost	DC/Dice
Purple wormling poison ^{SKT}	155 gp	13/3d6
Purple worm poison ^{DMG}	2,000 gp	19/12d6
Quasit crud	155 gp	10/2d4
Sea spawn quills ^{VGM}	155 gp	12/1d6
Shoosuva poison ^{VGM}	125 gp	14/—
Spirit naga venom	770 gp	—/7d8
Sprite spit	400 gp	10/—
Stench kow breath ^{VGM}	250 gp	12/—
Thri-kreen venom	150 gp	11/—
Tlincalli sting ^{VGM}	745 gp	14/4d6
Tressym tongue ^{SKT}	55 gp	—/—
Tri-Flower ^{ToA}	375 gp	11/—
Troglodyte stench	300 gp	12/—
Unicorn horn	110 gp	—/—
Vegepygmy chief spores ^{VGM}	450 gp	12/2d8
<i>Verminous Venom</i>		
Flying snake	115 gp	—/3d4
Giant centipede	145 gp	11/3d6
Giant scorpion	190 gp	12/4d10
Giant spider	130 gp	11/2d8
Giant wasp	140 gp	11/3d6
Giant wolf spider	130 gp	11/2d6
Phase spider	165 gp	11/4d8
Poisonous snake	105 gp	10/2d4
Scorpion	105 gp	9/1d8
Serpent ^{DMG}	200 gp	11/3d6
Spider	95 gp	9/1d4
Vrock spores	295 gp	14/1d10
Wyvern poison ^{DMG, MM}	1,200 gp	15/7d6
Yahcha beetle ^{ToA}	1 gp	—
Yochlol mist	75 gp	14/—
<i>Yuan-ti venom</i>		
Abomination	145 gp	—/3d6
Anathema ^{VGM}	165 gp	—/4d6
Common	115 gp	—/2d6

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 subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 10 minutes. The creature can

attempt another saving throw at the end of each minute, ending the effect on itself with a success.

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful

save, the creature takes half damage and isn't poisoned.

Assassin Vine (Injury). A creature subjected to 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 subjected to this poison must make a DC 10 Constitution saving throw or take 2 (1d4) poison damage. Although costly, this mild toxin is made of mundane substances. It is easy to acquire and legal to own.

Basilisk Oil. This substance is a curative creature component. The gullet fluids of a basilisk, properly collected and preserved, provide a natural reversal for petrification. The gullet of a single adult basilisk contains 1d4 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



VARIANT: VISCIDS

At the Dungeon Master's discretion, 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 viscid poison's value twice the standard value listed on the table in this section. A dose of creature-derived poison can be turned into a viscid as a crafting downtime activity using a poisoner's kit. This requires no additional costs or materials, but it takes a number of downtime days equal to one-fifth of the poison's standard gold piece value.

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. Likewise, a viscid contact poison or ingested poison does not expire as normal; it lasts until the affected surface contacts a single creature or until the food is consumed.

Inhaled poisons are, by their nature, thin, light substances. They are not available as viscids.

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 subjected to 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 subjected to this poison takes 10 (3d6) poison damage.

Brain Dust (Inhaled). A creature subjected to this toxin is automatically poisoned (Wisdom) for 1 minute and is "confused" while poisoned. The poisoned creature must make a DC 12 Constitution saving throw at the start of each of its turns. If successful, the effect on the creature ends. 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. It 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). This is a far-reaching inhalant; a creature is also subjected to this poison if it enters within 10 feet of the poison's primary 5-foot

area or starts its turn within 10 feet of that primary area. An affected creature 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 subjected to this poison takes 10 (3d6) poison damage.

Chuul Saliva (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Couatl Venom (Injury). A creature subjected to 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 4 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 Reaper 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 gain the poisoned condition 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 is a far-reaching inhalant; a creature is also subjected to this poison if it enters within 10 feet of the poison's primary 5-foot area or starts its turn within 10 feet of that primary area. An affected creature must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its 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 subjected to this poison takes 4 (1d8) poison damage.

The secrets of crafting this poison are well-known to driders. If using the optional Formulas rule, acquiring the formula requires interacting with driders.

Drow Bullet (Injury). A creature struck by this firearm bullet takes 11 (2d10) poison damage. If using the optional Formulas rule, acquiring the formula requires interacting with drow. Crafting these bullets additionally requires proficiency with tinker's tools to shape and irradiate the requisite toxic alloy.

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 rule, acquiring the formula requires interacting with drow.

Erinyes Poison (Injury). A creature subjected to 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 subjected to 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 4 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.

Fungi Gas Spore (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. Creatures within or entering the affected area must make a DC 15 Constitution saving throw or take 11 (3d6) poison

damage and become infected with a disease. Creatures immune to poison are immune to this disease.

As a secondary effect, spores invade an affected creature’s system, killing the creature in a number of hours equal to 1d12 + the creature’s Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Gnoll Spittle (Injury). This rare poison can only be harvested from a gnoll that is one of Yeenoghu’s chosen priests. A creature subjected to 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 subjected to 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 subjected to 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 subjected to this poison takes (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 subjected to 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 subjected to 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 subjected to 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 infamous 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 subjected to 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 treats all areas as lightly obscured due to distracting hallucinations. 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 make a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Myconid Spore, Hallucinogenic (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Myconid Spore, Euphoric (Inhaled). This rare poison must be harvested from a myconid sovereign that embraces Zuggtymoy. This poison is collected as a spore, not

stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. Creatures in that area or entering it must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion.

Neogi Venom (Injury). A creature subjected to 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 subjected to 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 subjected to 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 subjected to 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 until 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 subjected to 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 4 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 4 points of Dexterity, to a minimum of 3; 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 subjected to this poison 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 subjected to 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 subjected to 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 subjected to this poison 31 (7d8) poison damage.

Sprite Spit (Injury). A creature subjected to 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 until another creature takes an action to shake it awake.

Stench Kow Breath (Inhaled). This is a far-reaching inhalant; a creature is also subjected to this poison if it enters within 10 feet of the poison’s primary 5-foot area or starts its turn within 10 feet of that primary area. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the its 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 subjected to 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 each 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 rule, 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 subjected to this poison 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 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.

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 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.

Thri-Kreen Venom (Injury). A creature subjected to 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 subjected to this toxin is automatically poisoned for 1 minute and is “confused” while poisoned. The poisoned creature must make a DC 14 Constitution saving throw at the start of each of its

turns. If successful, the effect on the creature ends. 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 subjected to 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. While



poisoned, the creature is incapacitated and appears to be in a coma.

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 if using appropriate tools or weapons for the extraction. 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 substance.

Ungol Dust (Inhaled). A creature subjected to this poison 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 4 points of Charisma for 24 hours. This latter effect is not cumulative across multiple applications of this poison.

Vapid Leaf Extract (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Intelligence) for 10 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion if it currently has fewer than 3 levels of exhaustion.

Vegepygmy Chief Spores (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 15-foot cube. A non-plant creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Verminous Antidote. A creature that drinks this vial of liquid gains advantage on saving throws against poisons for 1 hour, so long as the poison's source is a verminous type of beast (some kind of spider, snake, or scorpion). 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 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 Scorpion (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw, taking 22 (4d10)



poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Giant Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Wasp (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Wolf Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Phase Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 18 (4d8)

poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

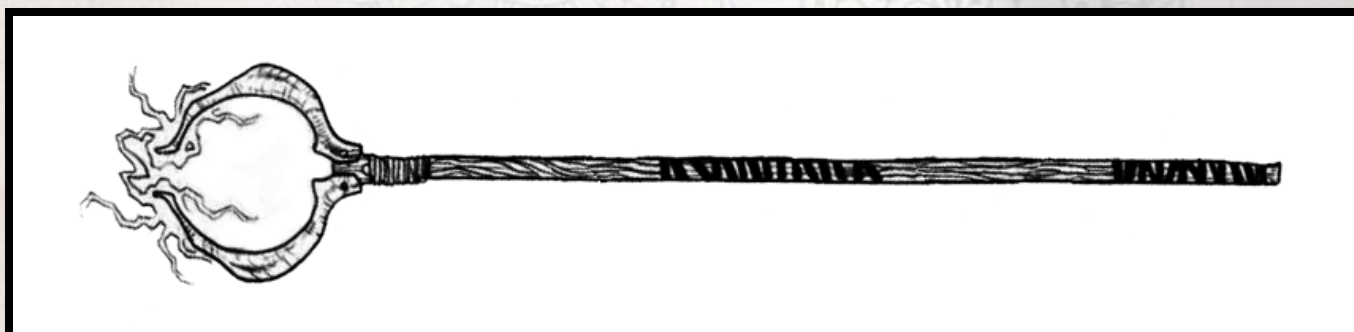
Verminous Venom, Poisonous Snake (Injury). A creature subjected to this poison must succeed on a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Scorpion (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Serpent (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Spider (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Vrock Spores (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 15-foot cube. The toxin spreads around corners. A creature subjected to this poison must succeed on a DC 14 Constitution saving



throw or become poisoned. While poisoned in this way, the target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Wraith Sheen (Contact). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned (Constitution, Dexterity, Strength) for 1 hour.

Wyvern Poison (Injury). A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Yahcha Beetle. This substance is a curative creature component. The flesh of this fist-sized beetle, when eaten, allows the consuming creature to immediately attempt a new saving throw, with advantage, against the disease known as “mad monkey fever.” (See Dancing Monkey Fruit, earlier in this chapter.)

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 subjected to this poison suffers 10 (3d6) poison damage.

Yuan-ti Venom, Anathema (Injury). A creature subjected to this poison suffers 14 (4d6) poison damage.

Yuan-ti Venom, Common (Injury). A creature subjected to this poison suffers 7 (2d6) poison damage.

Zabou (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 10-foot cube. Creatures starting their turns within the area or entering it on their turns 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.

*Gnome artificer wearing
goggles with
blade driver
heavy crossbow*



Chapter 6

CHAPTER SIX

TOOLS



TOOLS INCLUDES ARTISAN'S TOOLS, GAMING sets, musical instruments, and various uncategorized tools. This chapter expands the selection of each of these tool types and provides an array of new rules for their use. It also expands and better codifies the new tool rules in *Xanathar's Guide to Everything*, meaning this chapter is best used in concert with that book.

USING TOOLS

Proficiency with a tool allows you to add your proficiency bonus to any ability check you make to use that tool, and to 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.

Ability checks for tool use are not tied to a specific ability; the Dungeon Master can, for example, call for a Dexterity check to use woodcarver's tools for carving a particularly-fine detail or a Constitution check to use those same tools for creating fine detail over a long and exhausting period of time.

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 Dungeon Master'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 decides that the wider array of inks available in the character's masterwork forger's kit is enough to prevent that 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 ability check made with them.

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 affected.

SKILLS WITH TOOLS

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

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

When deriving lore from a pairing, a 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; in these cases, the tools must be on hand and utilized to exercise coactive or synergistic benefits.

COACTION

If a check could be performed with either a skill or a tool, the Dungeon Master may choose to apply advantage on the roll when both are brought to bear. This benefit is called coaction.

For example, harvesting poison from a creature may be done with either an Intelligence (Nature) check or an Intelligence check using proficiency with a poisoner's kit. (See the *Dungeon Master's Guide*, page 258, or chapter 5 of this book.) Applying both allows the player to roll with advantage.

There are many 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 coactive skill and tool 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

Synergy is about better results, not better rolls. Often, a successful check that applies to both a skill and a tool can yield an exceptional outcome. While a player may suggest a combination, these potent benefits are applied entirely at the Dungeon Master's discretion.

Synergistic benefits might also create potential functionality where the skill or tool alone would not. Or it might modify a scenario to be more favorable even before a check is rolled.

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.

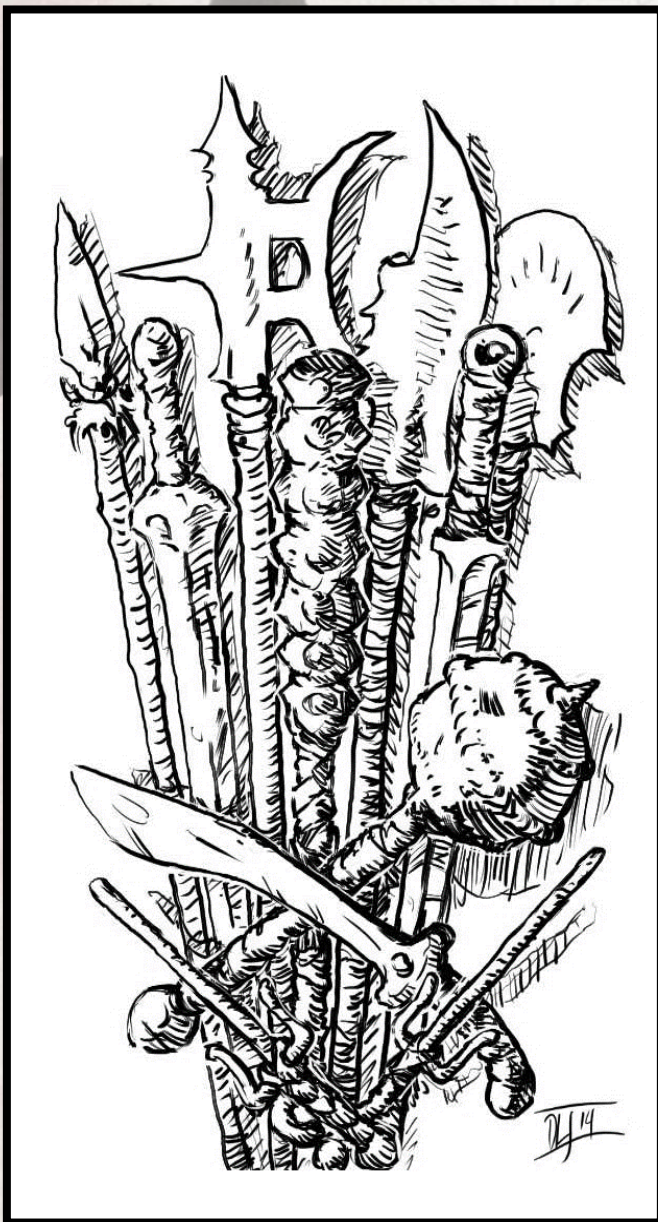
Coaction and synergy may well apply to the same scenarios, but some synergistic benefits have no effect on die rolls whatsoever. Many of these are described in *Xanathar's Guide to Everything*, starting on page 79, what that book calls "special uses."

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.



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 let you craft items for yourself and others or earn a living.

REPAIRS

Artisan's tools are assumed to contain a small quantity of important components for repairing and upkeeping equipment without additional cost. For example, your smith's tools might contain extra links to replace lost bits of your chain mail 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. This additional cost is also appropriate in the case of items ruined by such creatures as rust monsters and black puddings; anything that permanently degrades the item rather than giving it a broken status.

DESCRIPTIONS

Unless otherwise noted, each set of tools comes in its own satchel. (All relevant containers are described in chapter 4.)

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 check using brewer's supplies.

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).

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

TOOLS

Item	Cost	Weight	Item	Cost	Weight
<i>Artisan's tools</i>			<i>Musical instruments</i>		
Alchemist's supplies	50 gp	8 lb.	Bagpipes	30 gp	6 lb.
Brewer's supplies	20 gp	9 lb.	Birdpipes	10 gp	2 lb.
Calligrapher's supplies	10 gp	5 lb.	Drum	6 gp	3 lb.
Carpenter's tools	8 gp	6 lb.	Dulcimer	25 gp	10 lb.
Cartographer's tools	15 gp	6 lb.	Flute	2 gp	1 lb.
Cobbler's tools	5 gp	5 lb.	Glaur	9 gp	2 lb.
Cook's utensils	1 gp	8 lb.	Hand drum	3 gp	1 lb.
Glassblower's tools	30 gp	5 lb.	Harp	20 gp	3 lb.
Jeweler's tools	25 gp	2 lb.	Horn	3 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.	Lute	35 gp	2 lb.
Mason's tools	10 gp	8 lb.	Lyre	30 gp	2 lb.
Painter's supplies	10 gp	5 lb.	Longhorn	20 gp	15 lb.
Potter's tools	10 gp	3 lb.	Pan flute	12 gp	2 lb.
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.
<i>Gaming set</i>			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.	<i>Miscellaneous tools</i>		
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.
Playing card set	5 sp	—	Fortune teller's kit	6 gp	4 lb.
Prophet's gambit (Tarokka) set	1 gp	—	Herbalism kit	5 gp	3 lb.
Ring-toss set	1 gp	—	Navigator's tools	25 gp	2 lb.
Three-dragon ante set	1 gp	—	Poisoner's kit	50 gp	2 lb.
Trictrac set	2 gp	1/2 lb.	Thieves' tools	25 gp	1 lb.

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 the "hidden compartment" item described elsewhere in this product.) You can use an Intelligence check with cobbler's tools 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 heel (DC 15).



Cook's Utensils. *Pans, knives, bottles of assorted seasonings, a journal of recipes, and other 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), to spot poison or impurities in food (DC 15), or to 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 check with jeweler’s tools and turns a gemstone of one shape or cut into a gemstone of another shape or cut.

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 against it, 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 against them, 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*

statutes 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 against them, or the successful attacks of others that you direct, are automatically critical hits.

Use sculptor's tools to modify a statute (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.*

If you are a spellcaster, or working with a spellcaster, you can use these tools to inscribe a *spell scroll* into the skin of a living creature, creating a temporary tattoo. Each limb and the torso of a humanoid is large enough for a single spell. The costs and time needed for inscription are the same as for an equivalent *spell scroll*. Humanoids can see and read the *spell scrolls* on their own bodies when not covered by heavy clothing; such creatures can employ the tattoos as normal *spell scrolls* if they otherwise able to use *spell scrolls*. 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 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. In*

campaigns that incorporate firearms, tinker's tools include a variety of implements suitable for crafting and repairing guns and their ammunition.

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 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 games 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. Dungeon Masters 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 the 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. Often, a character lacks the charm to convince 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 so as to avoid tied outcomes, 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. If an even number of rounds are played, ties can be broken in favor of the player 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 checks each round, adding the player's proficiency bonus if proficient in the gaming set used. 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, Strength or, rarely, Constitution. These add the



player's proficiency bonus if proficient in the gaming set used, although games of Constitution rarely use gaming sets. 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 Dungeon Master determines the percentage chance for a successful round 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, simple 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) check. These results determine the potential for bluffing. A creature can only bluff someone if its Charisma (Deception) check at the start of the game was higher than the bluffed creature's Wisdom (Insight) check. Once during the entire game, each player can reroll a gaming ability check for a round, but only if the highest check for playing 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 Dungeon Master determines is appropriate to conceal the type of cheating used. This is opposed by the other players' individual passive Wisdom (Insight) or Wisdom (Perception) scores, respectively. Anyone whose passive score 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 marks of identification. Dice can be constructed with varied densities to influence rolled 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.

Dart-and-Board Set. A dart throwing game that tests physical dexterity and accuracy. Players try to throw the darts from a set distance into the hanging board target.

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 Gyax 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 in which 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.

[Gale Force Nine, in partnership with Wizards of the Coast, publishes the Tarokka deck. The box 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 published the Three-Dragon Ante game deck in 2005, with a follow-up card set in 2010. Both may be played alone or together.]

Trictrac Set. Each of two players must advance their own set of 15 chits across various positions on a board using a combination of luck (dice rolls) and strategy.

MUSICAL INSTRUMENTS

If you have proficiency with a given musical instrument, you can add your proficiency bonus to ability checks to play the instrument. Proficiency also allows you to compose original music pieces, with or without lyrics. Each type of musical instrument requires a separate proficiency.

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.

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 taut 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 as 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.

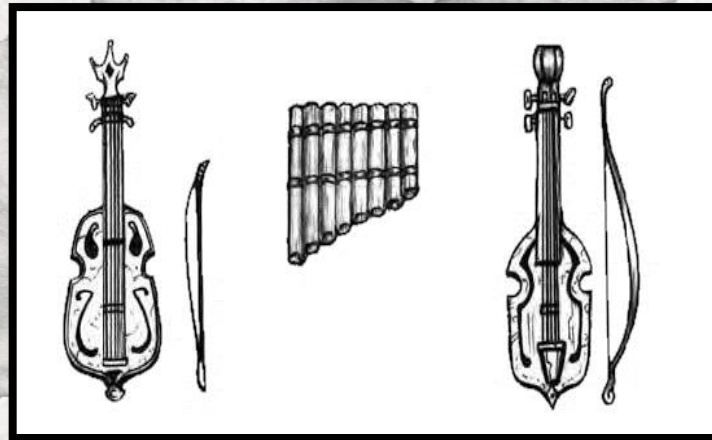
Lyre. A lyre resembles a harp but is smaller. Its strings are plucked with a pick.

Longhorn. A flute of very sophisticated make, this item is 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 whistlecan.

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 suited to generating a stable income.

Each type of tool allows proficient users to add their proficiency bonus to uses of that tool. Where a tool's use might be ambiguous, some clarity is provided in the descriptions here.

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 an examined gemstone (convert it from its 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 dyes, and adhesive-mounted facial prosthetics used to create a variety of disguises.

If proficient, your bonus applies to ability checks to disguise yourself or others.

You can use a long rest or one day of downtime to create a disguise. Each disguise weighs 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 shares many of the components of



calligrapher's supplies and paint supplies, including an array of brushes, pens, pigments, and inks. It also boasts a variety of styluses used to impersonate signet marks by carving 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. This description covers only the mundane uses of this kit.*

If proficient, your bonus applies to Charisma 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 conversationally 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 be used similarly in some 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, but initial collection remains a dangerous process.

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, organized in a roll-up leather satchel. These tools resemble a highly-specialized segment of tinker's tools and can be disguised as such.*

Thieves tools are primarily employed to unlock locks or disarm traps, but additional uses are possible. Use thieves' tools to disarm traps or open locks, rolling against variable difficulties (DC 5–30).

These tools let you create an improvised trap using parts you have on hand. The result of your Dexterity check using thieves' tools sets the DC to discover or disable the trap. An improvised trap deals damage appropriate to the materials used to create it, like an improvised weapon. It may also (or alternately) create a sound designed to wake nearby sleepers. Additives like poisons, ball bearings, or bells can add better functionality or warning effects 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).

*Human champion fighters in
chain mail armor with great
lance and polybolos
crossbow*

*Combat-trained
elephant with chain
mail barding and
howdah*

Chapter 7

CHAPTER SEVEN

MOUNTS AND VEHICLES



HIS CHAPTER COVERS ANIMALS, TACK, AND vehicles, greatly expanding the options found in the *Player's Handbook*. This chapter is useful for campaigns that focus on travel or military campaigns where the players fill cavalry roles.

MOUNTS

This section describes animals commonly rated as mundane mounts. Non-mount animals are categorized as trade goods and are priced in chapter 1. 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 the *Animal Handler's Handbook*.

The beasts in this chapter are creatures commonly trained to serve as mounts. Note that anything requiring an exotic saddle is likely to be found only in limited regions.

EXCEPTIONAL MOUNTS

Mounts can be acquired with training and traits that make them exceptional.

RIDER TRAINED

Rider-trained mounts serve as mounts and require no special control to ride normally. They may still need Wisdom (Animal Handling) checks to ride in battle or to perform risky maneuvers like jumping a fence.

Like other trained animals, any mount might perform an appropriate simple trick, such as fetching or following, with a successful Wisdom (Handle Animal) check.

All creatures listed on the Mounts table are already trained for use as mounts. (The animals noted as trade

goods in chapter 1 are untrained versions.) Untrained creatures cannot be controlled as mounts, even with Wisdom (Handle Animal) checks; they will buck and otherwise try to dislodge a rider unless controlled by magic.

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, granting cumulative bonuses.

Exceptional specimens cost an *additional* amount equal to 4 times the table-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.

COMBAT TRAINED

A creature can only be combat trained as it is 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 table-listed value of the animal.

Combat-trained mounts require no checks to control in battle, unless under exceptional circumstances. They will also defend a fallen rider (and themselves) until 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 an overbearing or slamming 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.

On the Mounts table, the warhorse is the only animal that comes combat-trained at its listed cost. It cannot benefit from additional combat training because the benefits are already included in its "stat block."

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, if the mount is injured, a DC of 15. If the check fails, or if the animal is otherwise left to its own decisions, it does what its nature dictates.

MOUNTS							Carrying Capacity
Creature	Cost	Intelligence	Alignment	CR	Saddle	Speed	
Aurochs ^{VGM}	100 gp	2	Unaligned	2	Large exotic	50 ft.	600 lb.
Axe beak	35 gp	2	Unaligned	1/4	Large exotic	50 ft.	420 lb.
Camel	50 gp	2	Unaligned	1/8	Large exotic	50 ft.	480 lb.
Dolphin ^{VGM}	20 gp	6	Unaligned	1/8	Medium exotic	(60 ft.)	210 lb.
Donkey or mule	8 gp	2	Unaligned	1/8	Equine	40 ft.	420 lb.
Elephant	200 gp	3	Unaligned	4	Huge exotic	40 ft.	1,320 lb.
Giant seahorse	300 gp	2	Unaligned	1/2	Large exotic	(40 ft.)	360 lb.
<i>Horse</i>							
Draft	50 gp	2	Unaligned	1/4	Equine	40 ft.	540 lb.
Riding	75 gp	2	Unaligned	1/4	Equine	60 ft.	480 lb.
Fragile ^{CEM}	15 gp	2	Unaligned	1/8	Equine	50 ft.	420 lb.
Warhorse	400 gp	2	Unaligned	1/2	Equine	60 ft.	540 lb.
Giant lizard	200 gp	2	Unaligned	1/4	Large exotic	30 ft.	450 lb.
+ hold breath	+100 gp	—	—	—	—	—	—
+ spider climb	+200 gp	—	—	—	—	—	—
Mastiff	25 gp	3	Unaligned	1/8	Canine	40 ft.	195 lb.
Pony	30 gp	2	Unaligned	1/8	Equine	40 ft.	225 lb.
Steeder, female ^{OotA, MTF}	80 gp	2	Unaligned	1	Large exotic	30 ft.	450 lb.
Steeder, male ^{OotA, MTF}	50 gp	2	Unaligned	1/4	Medium exotic	30 ft.	225 lb.

Unguided, 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.

DESCRIPTIONS

Only one mount, the fragile horse, is described here. Other creatures use the descriptions and statistics given in official publications. Most are in Appendix A of the *Monster Manual*, but some belong to *Mordenkainen's Tome of Foes* [MTF], *Out of the Abyss* [OotA], and *Volo's Guide to Monsters* [VGM].

OPTIONAL MOUNT RULES

The following variant rules are suited to campaigns where players spend a lot of time in the saddle. These rules add nuance to the mechanics of riding mounts and using them in combat.

Variant: Controlling Mounts. A normal mount needs direction in battle; it must be actively controlled each round for it to do the rider's bidding. With this optional rule, the act of controlling a mount with animal-level Intelligence (a score of 1 to 3) requires the rider to "interact" with the reigns or other control mechanisms. (Characters are allowed one interaction with an object or with the environment each round, as explained in the *Players Handbook*, typically used for drawing a weapon, opening a door, or other simple manipulation of items.) If the rider fails to use an interaction to control the mount, the mount acts according to its nature and training on its next turn, as decided by the Dungeon Master. An interaction is not required in the case of the rider being able to communicate with the mount, as through magic.

Variant: Unhorsing. With this optional rule, a successful attack from a charging lancer has a chance to unseat a mounted 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 targeted rider. (It does not need to be larger than the target's mount.) If a lancer can make multiple attacks in a turn, only the first attack following this "charge" has a chance to dismount the target.

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 military saddle grants advantage to the target. An exotic strap saddle allows the target to succeed automatically.

If the check fails, the target rider falls to the ground suffering 1d6 bludgeoning damage from the fall 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 damage from the fall.

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. Each makes only a single attack on each pass. It is possible for both riders to fall under such circumstances.

Variant: Lances and Mount Sizes. The standard lance sizes are meant for use with Large mounts like horses or camels. With this optional rule, 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 for one-handed use 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, weapons designed for use with smaller mounts.

Variant: Riding Little Mounts. A mount must usually be at least one size category larger than its rider. But a rider can, with some difficulty, use a mount 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 is so encumbered that it 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 the variant encumbrance rule.

FRAGILE HORSE

Large beast, unaligned

Armor Class 9

Hit Points 11 (2d10)

Speed 50 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. This animal gains 1 exhaustion level for each hour of a forced march; this is additional to any exhaustion from failing the Constitution check.

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Fragile Horse. Fragile horses are mounts of poor quality or dubious temperament. Often, they are older, somewhat swaybacked creatures. While normally undesirable, these might be the only affordable option for starting characters needing mounts.

A fragile horse can be combat-trained for an additional cost of 15 gp.

TACK AND HARNESS

This equipment is used for managing trained and untrained animals.

DESCRIPTIONS

Tack and harness items are described below.

Barding (all). *Barding is armor designed for mounts or other animals. It typically covers the head, neck, and body, leaving the legs free of impediment (and protection).*

Any armor shown on the Armor table in chapter 2 can be purchased or crafted as barding. The cost and



weight are shown as multiples of the equivalent armor when made for humanoids. For example, a “x2” cost doubles what the armor would normally cost.

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.*

For optimal control, animals of various kinds require different sizes, shapes, and secondary functions built into these devices. 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 of 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 usually 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



TACK AND HARNESS					
Item	Cost	Weight	Item	Cost	Weight
<i>Barding</i>			Hobble	2 gp	2 lb.
Canine (Large)	x3	x2	Hobble, exotic	5 gp	4 lb.
Canine (Medium)	x2	x1	<i>Howdah</i>		
Equine (Large)	x4	x2	Exotic (Gargantuan)	190 gp	455 lb.
Equine (Medium)	x3	x1	Exotic (Huge)	65 gp	235 lb.
Exotic (Gargantuan)	x10	x8	Exotic (Large)	35 gp	125 lb.
Exotic (Huge)	x7	x4	<i>Muzzle</i>		
Exotic (Large)	x5	x2	Gargantuan or Huge	8 gp	4 lb.
Exotic (Medium)	x4	x1	Large or Medium	2 gp	1 lb.
<i>Bit and bridle</i>			Small or Tiny	1 gp	1/2 lb.
Canine (Large)	3 gp	1 lb.	Saddlebags	4 gp	8 lb.
Canine (Medium)	2 gp	1/2 lb.	<i>Saddle, canine (Large Medium)</i>		
Equine (Large)	2 gp	1 lb.	Military	12 gp	25 lb.
Equine (Medium)	2 gp	1/2 lb.	Pack	3 gp	10 lb.
Exotic (Gargantuan)	18 gp	8 lb.	Riding	6 gp	20 lb.
Exotic (Huge)	10 gp	4 lb.	<i>Saddle, equine (Large or Medium)</i>		
Exotic (Large)	6 gp	2 lb.	Military	20 gp	30 lb.
Exotic (Medium)	5 gp	1 lb.	Pack	5 gp	15 lb.
Blinkers	1 gp	1 lb.	Riding	10 gp	25 lb.
Blinkers, exotic	4 gp	1½ lb.	<i>Saddle, exotic (Gargantuan)</i>		
<i>Body harness</i>			Military	225 gp	70 lb.
Gargantuan	80 gp	55 lb.	Pack	60 gp	55 lb.
Huge	30 gp	35 lb.	Riding	120 gp	65 lb.
Large	15 gp	17 lb.	Strap	210 gp	70 lb.
Medium	8 gp	8 lb.	<i>Saddle, exotic (Huge)</i>		
Small	3 gp	3 lb.	Military	105 gp	50 lb.
Tiny	1 gp	1 lb.	Pack	30 gp	35 lb.
<i>Cage</i>			Riding	60 gp	45 lb.
Gargantuan	950 gp	3,800 lb.	Strap	120 gp	50 lb.
Huge	300 gp	675 lb.	<i>Saddle, exotic (Large)</i>		
Large	120 gp	300 lb.	Military	52 gp	40 lb.
Medium	40 gp	75 lb.	Pack	15 gp	25 lb.
Small	15 gp	60 lb.	Riding	30 gp	35 lb.
Tiny	5 gp	25 lb.	Strap	60 gp	40 lb.
Falconry kit	3 gp	2 lb.	<i>Saddle, exotic (Medium)</i>		
<i>Feed</i>			Military	26 gp	35 lb.
Grain (oats)	1 sp	4 lb.	Pack	8 gp	20 lb.
Herbaceous (hay)	2 cp	4 lb.	Riding	15 gp	30 lb.
Meat (scraps)	1 sp	1 lb.	Strap	30 gp	35 lb.

other herbaceous plants. High-value 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. Meat 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.

Saddlebags. This device consists of two large satchels with a wide connecting strap. They are meant to straddle a Medium or Large mount and hang to either side, just behind a saddle.



Saddle, Canine (any). *Saddles for dogs are lightweight and built to accommodate the greater range of motion that dogs have over equine mounts.*

Such saddles are also suitable for wolves of Large or Medium size and similar creatures. A military version gives the rider advantage on any check to remain mounted. A pack version has no accommodation for a rider; it simply provides a frame to which baggage can be tied.

Saddle, Equine (any). *An equine saddle fits horses and ponies as well as donkeys and mules. It also fits similar equine creatures such as unicorns.*

Equine saddles are not suited for equines with additional limbs or wings like a pegasus. (Such a creature requires an exotic saddle instead.) A military version gives the rider advantage on any check or saving throw to remain mounted. A pack version has no accommodation for a rider; it simply provides a frame to which baggage can be tied.

Saddle, Exotic (any). *Creatures not in the shape 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 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, performed by the rider or by aides. 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 strapped 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 vehicles allows operators to add their proficiency bonus to the vehicles' Armor Class and saving throws.

Use vehicle proficiency to 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.

PULLERS (HORSEPOWER)

On the table below, after each vehicle's name is a parenthetical range for the minimum and maximum number of animals that can be harnessed to the vehicle. Drawn vehicles move at the speed of their slowest pulling animal.

Animals pulling a drawn vehicle can move weight based on their combined carrying capacities. So long as the vehicle's wheels (or skis) are functional and used on appropriate terrain, multiply these combined scores by 5 when calculating normal carrying capacity and "push, drag, or lift" capacity. Do not consider the vehicle's own weight in this calculus; that figure only exists for purpose of dragging or carrying the vehicle where its intended mode of locomotion is impossible.

BEASTS OF BURDEN

Horses are the most common beasts of burden for pulling vehicles, particularly draft horses. Small-size races instead prefer mastiffs. These creatures are described in the *Player's Handbook* and the *Monster Manual*.

Aside from these animals, yaks, water buffalo, and similar cattle are often used as vehicle-pulling beasts of burden, particularly in rural areas. These use the cow (ox) stat block from *Volo's Guide to Monsters*.

VEHICLES (DRAWN)

Item	Cost	Weight	Item	Cost	Weight
Carriage (1-4 pullers)	100 gp	400 lb.	Sled (1-2 pullers)	20 gp	180 lb.
Carriage, grand (4-8 pullers)	400 gp	1,300 lb.	Sled, dog (1-16 pullers)	35 gp	75 lb.
Cart (1 puller)	15 gp	200 lb.	Sleigh (2-8 pullers)	30 gp	400 lb.
Cart, dog (1 puller)	9 gp	80 lb.	Trap (1 puller)	55 gp	180 lb.
Chariot, heavy (2-6 pullers)	350 gp	380 lb.	Wagon, covered (2-6 pullers)	60 gp	800 lb.
Chariot, light (1-4 pullers)	250 gp	250 lb.	Wagon, flatbed (2-6 pullers)	35 gp	600 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 (6)	350,000 gp	3 mph	120	300	30	15	800	20
Galley, ironclad (4)	50,000 gp	3 mph	90	—	120	19	550	20
Galley, war (4)	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 (2)	10,000 gp	3 mph	40	150	20	15	300	15
Longship, skeid (4)	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 (1)	10,000 gp	3 mph	20	20	100	15	300	15
Sailing ship, cog (1)	8,000 gp	2 mph	15	15	60	15	220	15
Sailing ship, hulk (6)	55,000 gp	1½ mph	55	300	350	15	900	20
Warship, carrack (3)	25,000 gp	2½ mph	60	60	200	15	500	20
Warship, xebec (1)	17,000 gp	3½ mph	30	30	100	15	300	15

WATERBORNE VEHICLES

If you have proficiency with “vehicle (water),” you can add your proficiency bonus to any check you make to control waterborne vehicles in difficult circumstances. The normal operation of waterborne vehicles does not require ability checks, but anything other than a rowboat or keelboat also requires a crew of trained sailors to manage.

CREW

A ship needs skilled hirelings (crew) to operate. Up to half the crew (round down) can be unskilled, learning as they go. If more than half are unskilled, halve the vehicle’s speed. 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.

WEAPONS

Big waterborne vessels are large enough to mount siege weapons. If a water vessel has a parenthetical number after its name on the table above, it can mount that number of Large-sized siege weapons. A large enough vessel can also mount Huge-sized siege engines, but these each take up the space of three Large-sized weapons.

If your campaign uses the Firearms 2 or 3 limited weapon list from chapter 11, twice as many siege guns can fit the vessel, due to their narrower shapes and areas of operation.

When more finite details are called for, including particularized vessel upgrades and features like extra crew quarters, rams, smuggling compartments, and other ship modifications, see the Construction section (Ship and Siege Engine portions) of the *Comprehensive Wealth Manual*.

DESCRIPTIONS

Vehicles are described below.

Canoe. A lightweight passenger boat, this vessel is 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.

For those occasions when it must be carried, a canoe weighs 50 lbs.

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, the grand carriage is built with expensive materials and crafted to show wealth and status. This vehicle is typically drawn by four, six, or eight horses. A driver rides on a front-

mounted bench and a set of handholds and footholds allow a pair of attendants or soldiers to ride on the back. A grand carriage comfortably seats six passengers.

Cart. A small, animal-drawn conveyance with two or four wheels, designed to carry cargo rather than passengers.

Cart, Dog. A smaller version of the cart, typically with only two wheels. Dog carts are designed to be pulled by a dog or other beast smaller than a horse.

Chariot, Heavy. A heavy conveyance 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 can be drawn by as few as one 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.

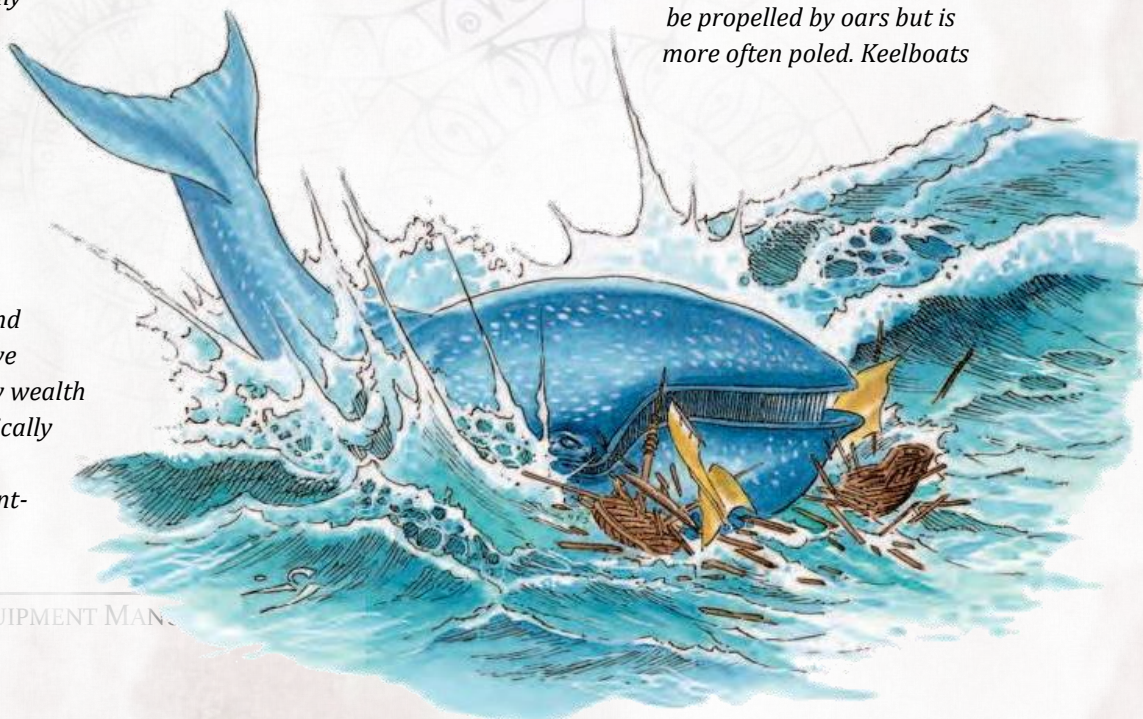
Galley (any). These long, slender warships are propelled mainly by rowing, but they also have masts and can travel under sail.

Galley, Palatial. This grand galley is designed for pleasure cruising. Rather than the tools of war, it contains a host of amenities suitable for noble living.

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 is designed to carry a ram and has 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). These vessels are long, low ships used for trade and commerce as well as warfare. Each is propelled by a single, large sail or by oars. When used as warships, the passengers and crew typically mount their shields along the gunnels of both sides to provide additional protection and to intimidate foes. The tall prows and aft ends of longships are 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. This 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 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 water except at gently-sloped beaches. 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.

For those occasions when it must be carried, a raft weighs 200 lbs.

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.

For those occasions when it must be carried, a rowboat weighs 100 lbs.

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 often have a single lead dog ahead of a series of paired sled dogs.

Sleigh. A sleigh is 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, Covered. This four-wheeled wagon has walls and a roof. It is sometimes furnished with amenities making it suitable for use as a small residence.

Wagon, Flatbed. A flatbed wagon is an 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. Some flatbed wagons are built with a framework of bars over which canvas can be stretched to cover and enclose the bed.

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.

Wondrous trinkets



Chapter 8

CHAPTER EIGHT

TRINKETS



TRINKET IS A CHARACTER-BUILDING device, something that sparks the imagination and helps bring a character to life by enriching its history. It is typically a thing of no marketable value, yet it has enough importance and value to the owner to be worthy of keeping around on adventures.

USING THE TABLES

The multi-part table below doubles the number of trinkets available from official sources and cleans up many of the standard ones from the *Player's Handbook*, *Curse of Strahd*, and other official sources. Notably, "joke" items, like Michael Jackson's sequined glove, were altered or removed. Those immersion-breakers prevented players from taking trinkets seriously, robbing the items of story-inspiring value.

Also removed were references to specific races or monsters; some Dungeon Masters' games don't have dragons or elves. A player who 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 these tables to stock a dungeon room or to fill a creature's pockets. Anywhere "stuff" could be served by a roll on the table, 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 table is arranged to allow some control over trinket results.

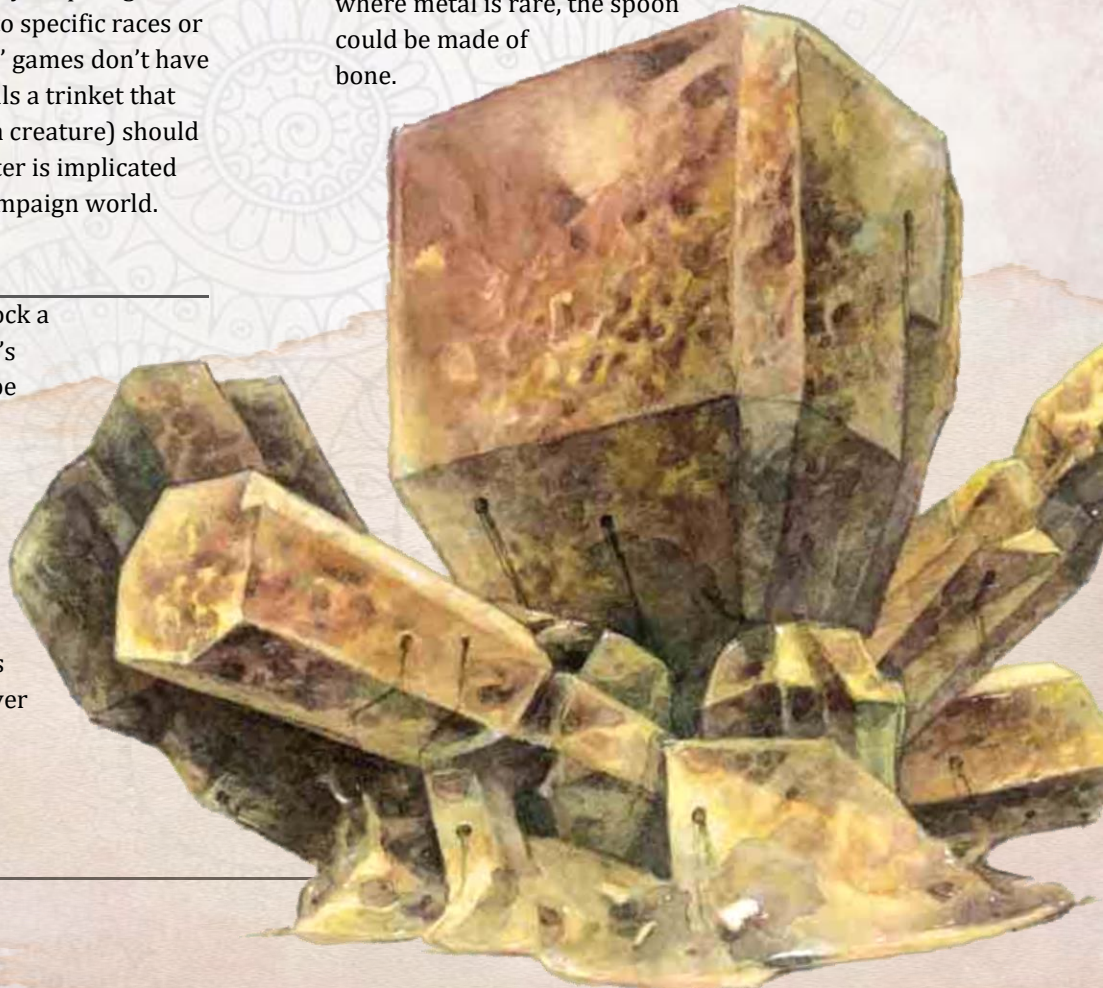
Normal Campaign. For normal campaigns, those with the widest array of possible trinkets, simply roll 3d100.

High Fantasy. Where clockwork devices and magic are common, roll 2d100 + 100. The tinkered and magic trinkets are in the final 100 options.

Primitive Fantasy. In primitive campaigns, perhaps a goblinoid society or metal-poor world, roll 2d100. The first 100 trinkets particularly are the type that don't use magic and tinkering.

MODIFIED USE

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 the character's 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 the character isn't doing its job.

TRINKETS (PART 1) PRIMITIVE FANTASY

Roll	Trinket	Roll	Trinket
001	A mummified hand	029	The feathery crest taken from a helmet
002	A clay tablet naming a personal debt to a local noble	030	A lizard's bony talon hanging from a plain leather necklace
003	A dead beetle the size of a plum	031	A tiny box containing bright fishing lures
004	A ceramic bead necklace	032	A set of bone pipes
005	A small box filled with different-sized buttons	033	A winter blanket that belonged to a close friend
006	A set of gaming tokens with the faces scratched off	034	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"	035	A dried or pressed flower of a unique variety; the type is unknown in your area
008	A scarlet crest from a military helmet	036	A vest with one hundred tiny pockets
009	A rope necklace from which dangles four mummified fingers	037	A necklace strung with small sharp teeth, about the size of a cat's
010	A pair of infant's sandals	038	A vial of what looks like blood
011	A glass eye	039	A tiny, white-leafed vine planted in a glass vial
012	A belt with a hidden interior pouch that is sewn shut	040	An empty glass vial that smells of perfume when opened
013	A large tooth from an unknown beast	041	A diagram of the plantings in a complex garden
014	A one-pound carved marble monster	042	A scrap of cloth from an old banner
015	A bright green feather	043	A tiny wooden harp
016	A petrified insect	044	A petrified mouse
017	A pyramid of sticky black incense that smells bad	045	Six glass coins with square holes in their centers
018	A vial of oil that smells like honey	046	An executioner's hood
019	A tiny chest that opens from the top or from the bottom	047	A miniature lizard formed from flint; its body can be struck with steel to create sparks
020	A perfectly round, perfectly smooth stone	048	A glass vial filled with nail clippings
021	A 1-inch clay cube, each side painted a different color	049	A tiny box of delicious spices that can't be identified
022	A pouch of tiny stone idols	050	A pouch made of flesh, with a sinew drawstring
023	A small packet filled with pink dust	051	The dried-up poison gland of a poisonous beast
024	A short scepter, the sigil of a former townmaster's authority	052	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	053	An iron coin that can be shown to prove membership in a secret organization
026	An intricate ebony coat button	054	Pallid gloves crafted with ivory fingernails
027	A pair of old socks	055	Seven small, multicolored glass marbles
028	A 10-foot string, incrementally-knotted for use as a measuring tool	056	A switch or other implement that was used to discipline you as a child

TRINKETS (PART 2) PRIMITIVE FANTASY

Roll	Trinket
057	A dead insect or unidentifiable winged creature inside a clear glass bottle
058	A decorative ceramic plate
059	An old little doll made from a dark, dense wood and missing a hand and a foot
060	A leather case (pouch) holding 20 intricately-carved leaden sling bullets
061	A bag containing forty-seven humanoid teeth, one of which is rotten, the rest of which seem to have been removed while healthy
062	A set of high-quality steel sewing needles
063	A mummified bird claw
064	A woven sun hat that doubles as a basket
065	An urn containing the ashes of a hero or a politician (or a hero politician)
066	The shattered pieces of a small jade statue
067	A wood carving knife with an intricately carved wooden handle
068	The first half of the best novel you've ever read
069	A note of thanks from an unknown person or organization
070	An ancient arrow or crossbow bolt of delicate design
071	A journal recording every lie that the original owner ever spoke, from small white lies to grand fabrications
072	A knife that belonged to a relative
073	A receipt itemizing a wealthy noble's dowry
074	A fan that, when unfolded, shows a sleeping dog
075	A one-pound iron trade bar. On the back is carved "The king's ransom."
076	A candle that can't be lit





TRINKETS (PART 3) PRIMITIVE FANTASY

Roll	Trinket	Roll	Trinket
077	A multicolored disk made of stone, clay, or a similar material	089	A small cloth doll with sewn-on features, skewered with needles
078	A map tattooed on an old piece of skin, rolled tightly and stored in a scroll tube	090	A sharpened shovel or spade with twenty-six notches carved along the handle.
079	A small wooden statuette of a smug child	091	A tiny cage with no door
080	A letter in child's script, promising revenge on a foster parent and signed in blood	092	A flute on which every note played sounds the same
081	A glass jar containing a weird bit of flesh floating in pickling fluid	093	Dice made from the knuckles of a notorious charlatan
082	An eyepatch that seems to be designed for wearing over the middle of the forehead	094	A military patch or other rank insignia from a lost legionnaire
083	A single caltrop made from bone	095	An old chess piece made from glass
084	A comb carved from seashell	096	A doll built for a shaman's ritualistic purposes
085	An old divination card bearing your likeness	097	Two wooden toy soldiers, one with a missing head
086	A quiver with a cap that, when closed, keeps the contents dry even while submerged	098	Two heavy iron boot inserts designed to protect against caltrops
087	An alabaster mask	099	A whistle made from gold-colored wood or bone
088	A wooden practice sword with the carved autograph of a famous gladiator	100	A sturdy, ten-foot chain made of copper rather than iron

TRINKETS (PART 4) 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 refuses to hold ink or any other 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 "M" engraved on the handle	136	A lacey pouch that unfolds into a beautiful shawl
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, containing illustrations of unknown insects	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	139	A small, worn book of children's nursery rhymes or stories
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 one-pound decoy purse that appears to bulge with coins but cannot be opened	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 made of an unusual material	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 taxidermized animal; the tag on its collar says "familiar"
126	A gold tooth	153	A 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 5) STANDARD CAMPAIGN

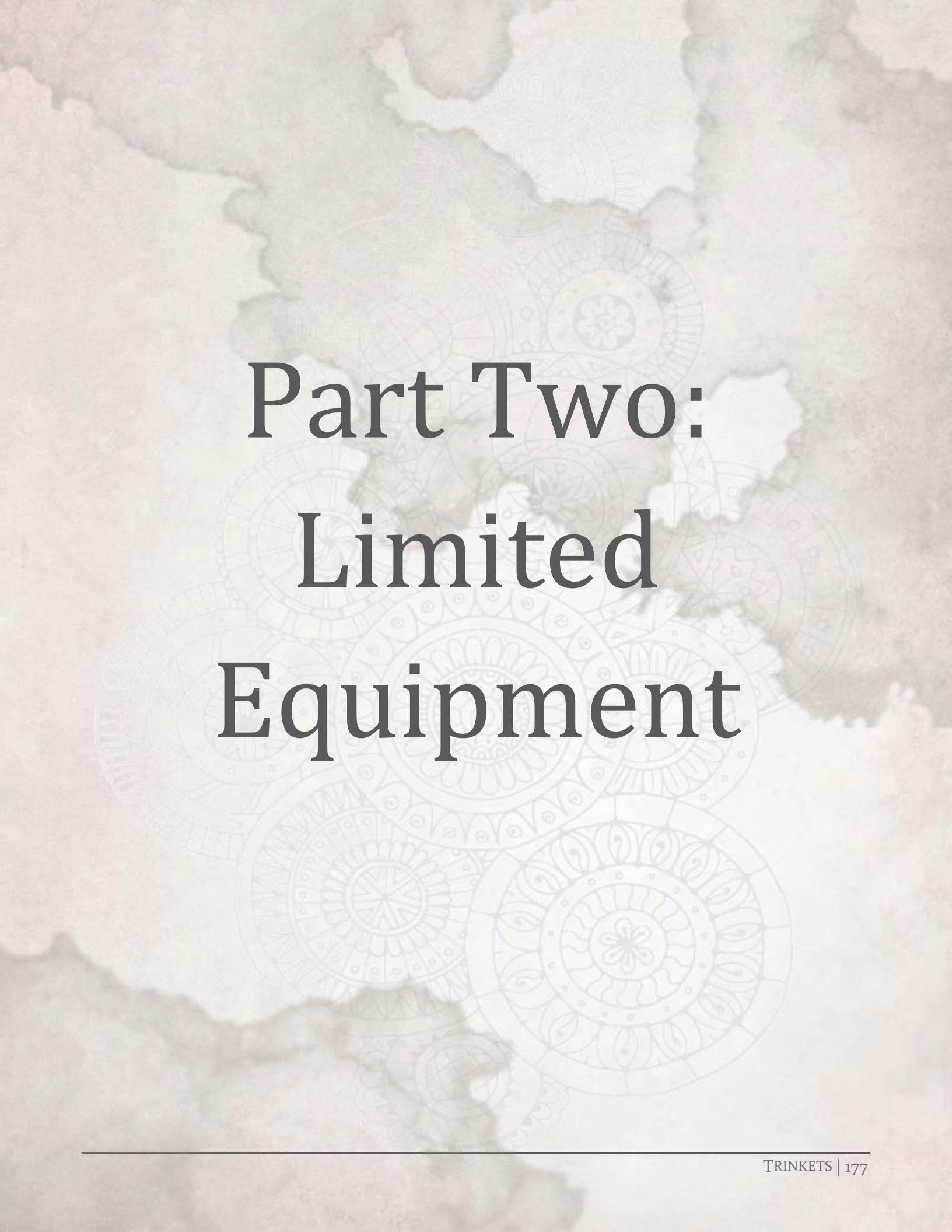
Roll	Trinket	Roll	Trinket
155	A small box of old ink pens, their tips worn to useless nubbins	177	A tiny silver bell without a clapper. The bell has a tiny loop, allowing it to be strung on a string.
156	A necklace formed of the interlinked holy symbols of a dozen deities	178	Half a copper icon of clasped hands; the other half was given to a childhood friend
157	An unfinished weapon pommel crafted for a royal heir prior to the child's untimely death	179	A small, decorated case containing brushes, oils, and polishing tools for cleaning weapons
158	An indecipherable treasure map	180	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	181	A purple handkerchief embroidered with the name of a powerful archmage or otherworldly being
160	A rabbit's foot	182	A silver ring with empty gem settings
161	An invitation to a party where a recent murder or kidnapping happened	183	A tiny sketch portrait of an ugly person or creature
162	A cameo carved in the likeness of a hideous person	184	A silver badge in the shape of a five-pointed star
163	A string of multicolored ceramic beads	185	A diary with seven missing pages
164	A winter coat stolen from a dying soldier	186	A scroll bearing an earnest marriage proposal
165	A felt scarf with fine, lightweight chainmail sewn on, covering one side	187	An iron holy symbol devoted to an unknown god or pantheon
166	A set of bronze scissors shaped like two feathered wings crossing themselves	188	A brooch of ornate design made from an unknown, bluish metal
167	A gold monocle frame without the lens	189	A well-worn loincloth
168	An ornate saw with no teeth on the blade	190	A wig from someone executed by beheading
169	A crystal knob from a door	191	A taxidermized bird
170	A wooden block with an ornately carved face designed to serve as an ink stamp	192	A picture you drew as a child of your imaginary friend
171	A fragment of a beautiful song, written as musical notes on two pieces of parchment	193	A list of innocuous ingredients with notes on how to make a poison from them
172	A dead sibling's military medals	194	Clothes stolen from a scarecrow
173	A teacup from a child's tea set, stained with blood	195	A door plaque engraved with a family name
174	A set of glass spheres designed to cause fishing line to float on a watery surface	196	A spinning top carved with four faces: happy, sad, wrathful, and dead
175	A hand mirror backed with a bronze depiction of a monster	197	A pair of boots of exceptional quality, the envy of any noble
176	A mold for pouring 1-pound trade bars, stolen from a government's mint	198	The necklace of a sibling who died on the day you were born

TRINKETS (PART 6) HIGH FANTASY

Roll	Trinket	Roll	Trinket
199	A jar of pickled tongues	226	A one-of-a-kind crystal goblet
200	An ivory bell with a silver interior lining	227	A bottle of invisible ink readable only at sunset
201	An urn with the ashes of a dead relative	228	An ivory ring that makes you invisible to sheep
202	A set of six brass buttons taken from an unknown piece of clothing	229	A pocket watch that runs backward for an hour every midnight
203	A lepidopterist's box filled with dead moths with skull-like patterns on their wings	230	An iron coin that makes you feel slightly happy when you squeeze it tightly
204	A black wooden pipe that creates puffs of smoke that look like skulls	231	A wineskin that refills when interred with a dead person for a night
205	The prosthetic hook or wooden hand of a notorious pirate or outlaw	232	A complex hour glass that counts down various times: 1 minute, 1 hour, 8 hours, and 1 day
206	A gemstone that looks like a lump of coal when examined by anyone but you	233	A spyglass that always shows the world suffering a terrible storm
207	A silver-haired wig	234	A history book written in a long-lost language
208	A compass that points to the user's nearest blood relative that is over one mile away	235	A lantern with a black candle that never runs out and that burns with green flame
209	A 1-pound egg with a bright red shell	236	A golden walnut
210	A magnifying glass that only magnifies dirt and blemishes; everything else is blurry	237	A little black book that records your dreams, and yours alone, when you sleep
211	A nightcap that gives pleasant dreams when worn	238	A bouquet of funerary flowers that always looks and smells fresh
212	A pint flask that refills with oil every sunrise. The oil burns with a terrible stench.	239	A Porcelain doll's head, its eyes always seem to be looking at you
213	A 1-ounce block of an unknown material	240	A ring that gives the wearer fresh breath
214	An anatomical diagram of the inside of a monster with detailed notes	241	A broken pendent carved as a fantastic beast; it is always cold to the touch
215	A giant glass eye	242	A 2-inch gold wire coiled around a finger bone
216	A piece of crystal that glows in moonlight	243	A tiny spool of black thread that never runs out
217	A ceramic lamp that once held a djinn	244	A 1-ounce bottle of gold-colored ink
218	A metal can that has no opening but sounds as if it is filled with liquid, sand, or broken glass	245	A pocket-sized picture of a landscape showing tomorrow's weather; it is correct half the time
219	A pouch of black sand that radiates warmth	246	A pouch containing fancy scented soap bars
220	A glass jar containing lard with a label that reads, "Griffon Grease"	247	A tiny clockwork figurine of a dancer that's missing a gear and doesn't work
221	An inkwell that gives nausea to anyone staring into it	248	An itchy bedroll that keeps the user warm while sleeping, even in the coldest weather
222	A lock that opens when blood is dripped in its keyhole	249	A small locked box that hums a lovely melody at night; you forget the song in the morning
223	A tiny brass cube, always cold as ice, useful for chilling drinks	250	An immortal candle, one that can be used repeatedly but never burns down
224	A small mirror that shows an older version of the viewer	251	A birdcage into which small birds fly if the door is opened, but the birds never eat nor leave
225	The laces from a corset or similar type of clothing	252	A set of silverware used by a king for his last meal

TRINKETS (PART 7) HIGH FANTASY

Roll	Trinket	Roll	Trinket
253	A jar containing a tiny frog that, if removed, reappears in the jar within a week	277	A hooded lantern with an internal sparker that can light its oil without an outside fire source
254	A vial of black liquid labeled “unholy water”	278	An unusually heavy hangman’s noose
255	A tiny glass jar with an unidentifiable brown lump of dried material stuck to the bottom. The label reads “demon heart.”	279	A 10-foot string that can be strung across empty air; the string will hover as placed until pulled down by even a slight weight
256	A vial of perfume, the scent of which only certain creatures can detect	280	A small idol of a nightmarish creature that gives you unsettling dreams when you sleep near it
257	A silver teardrop earring made from a real tear	281	A bronze laurel that gleams even in the weak light
258	A needle that never bends	282	An enormous scale, perhaps from a giant lizard
259	An ink pen with an internal ink well that never runs out. The pen is engraved with a name in an unknown language.	283	A tiny wooden sphere that, when dropped on the ground, wakes every sleeping creature within 20 feet
260	A ledger that changes each time it is read	284	A glass orb filled with moving smoke
261	A wooden box that holds a living worm with a head on each end of its body	285	A satchel that preserves contained food, keeping it fresh for up to three weeks
262	A bit of folded cloth that, when unfolded, turns into a stylish cap	286	A tiny tinker-built music box that plays a song you dimly remember from your childhood
263	A glove with a prosthetic finger that closes when the other fingers close	287	A packet of purple dust that that instantly dries small objects it is sprinkled over
264	A sheet of parchment upon which is drawn a complex mechanical contraption	288	A shard of obsidian that always feels warm to the touch
265	A tiny padlock that opens when the right sequence of numbered dials is displayed	289	A chain with links made of different non-precious metals and alloys
266	A brass ring that never tarnishes	290	A small, weightless stone block
267	A child apprentice’s spellbook containing incomplete notes about cantrips	291	An invitation to a séance for an unknown future date; only the dead may attend
268	An electrum top that, when dipped in ink, draws beautiful patterns as it spins	292	An ovoid loadstone wrapped in metal wire that makes sparks when wet
269	A cog or gear from an intricate machine	293	A hand puppet with articulating facial features
270	A pipe that blows bubbles	294	A mechanical canary inside a tinker’s lamp
271	A clockwork bumblebee that buzzes and flops about when wound and released	295	A jar of spices that make consumers of affected food feel nauseous two hours later
272	A walking cane with an iron ferule that strikes sparks on stone	296	A tiny mechanical crab or spider that moves about when it’s not being observed
273	Several scales from a suit of armor that look iridescent, like mother of pearl	297	A pair of spectacles once owned by a woman who was killed by a lightning strike
274	A tin of exceptionally-bright boot polish	298	A glove that hums softly while worn outdoors
275	A jack-in-the-box that weeps salty tears when it opens	299	A ring that feels warm while potions are active on the wearer
276	A music box that plays by itself whenever someone holding it dances	300	A glass orb filled with water, in which swims a clockwork goldfish



Part Two: Limited Equipment

*Human conquest paladin
in plate armor with
spiked chain*



Chapter 9

CHAPTER NINE

DOUBLE WEAPONS

DDOUBLE WEAPONS HEarken BACK TO THE weaponry of the last two editions, where the desire to add new options drove the game's designers into realms of the improbable. The historically-dubious implements here can lend an air of high-fantasy or bizarre novelty to your game world.

DOUBLE WEAPON TABLE

Although double weapons appeared in previous editions, they are not standard to the 5th Edition, with the one exception noted in a sidebar in this chapter.

STRIKING ENDS

A double weapon has two ends, a primary and a secondary. The secondary end uses a second line underneath the first to represent its striking surface, like a separate weapon. That secondary line is marked with ellipses (...) in the name column. Each end of the weapon can only make use of the damage rating and weapon properties that appear on its own line of the table.

STANDARD CROSSOVERS (*)

Some double weapons are the very same weapons found on other equipment lists in this product. They are marked with an asterisk (*) on the table below. (Refer to their standard versions to find descriptions and illustrations for these weapons.) If your game includes double weapons, standard weapons listed here can be wielded normally or as double weapons.

JADE THRONE CROSSOVERS

Weapons on this list with italicized names also belong to the Jade Throne limited list. If the Dungeon Master determines that your game world does not include that limited list, these italicized weapons are not available. If your campaign focuses upon the Jade Throne limited list (as a "native list"), the Dungeon

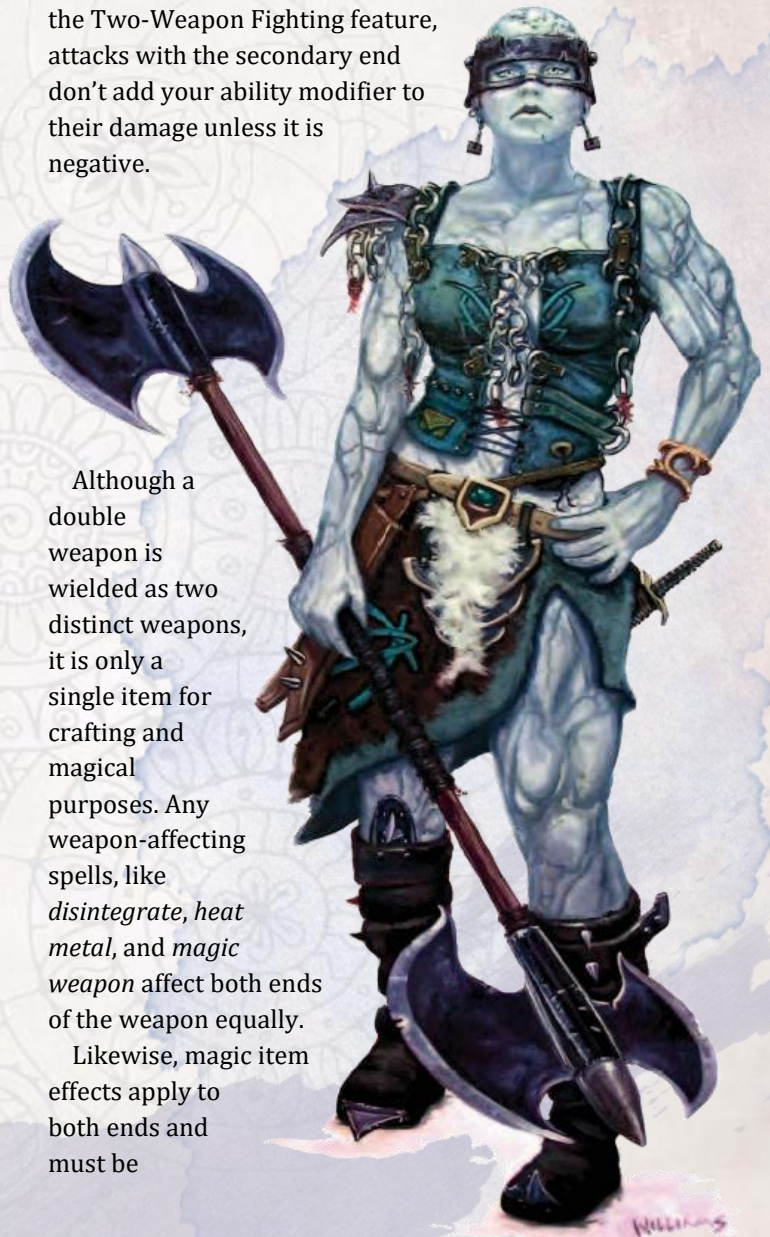
Master may decide that *only* the italicized double weapons are available in the game.

DOUBLE WEAPON FIGHTING

When you attack with the Attack action using the primary end of a double weapon, you can use a bonus action to attack with the other end. Unless you have the Two-Weapon Fighting feature, attacks with the secondary end don't add your ability modifier to their damage unless it is negative.

Although a double weapon is wielded as two distinct weapons, it is only a single item for crafting and magical purposes. Any weapon-affecting spells, like *disintegrate*, *heat metal*, and *magic weapon* affect both ends of the weapon equally.

Likewise, magic item effects apply to both ends and must be



appropriate to both ends. For example, a *flame tongue* enchantment applies to both striking surfaces, and the DM must rule that both closely enough resemble the *flame tongue*'s "any sword" requirement to qualify. A double scimitar would match, but not a double hammer or a gyrspike.

DESCRIPTIONS

Double weapon descriptions are provided below. Weapons that appear on other tables in this product are described elsewhere.

Dire Falcata. *This moderate-length handle boasts two heavy falcata blades that curve slightly forward; either end serves well for chopping attacks.* (Page 182)

Dire Flail. *A second chain-and-flail head extends from the butt end of this flail.* (Page 182)

Double Axe. *A waraxe with a second head at the butt of the haft.* (Page 182)

This weapon is favored by orcs.

Double Hammer. *A warhammer with an elongated handle and a hammer head at each end.* (Page 182)

Double Scimitar. *A long-handled scimitar with a short, curved blades at either end. The blades curve in opposite directions.* (Page 182)

Double Spear. *A spear with a head at each end, originally for fighting in tunnels too tight to reverse the direction of a long-hafted weapon.* (Page 182)

This weapon is favored by dwarves.

Gyrspike. *A long-handled sword with a chain and spiked ball attached to the handle.* (Page 182)

Hooked Hammer. *This war pick has a hammer head at the opposite end of the handle.*

This weapon is favored by gnomes.

Swallow. *Similar in configuration to a double scimitar, the swallow uses two heavier, broader falchion blades and a shorter handle.* (Page 182)

Two-Bladed Sword. *This weapon looks like two longswords adjoined at the pommels, their blades*

MARTIAL MELEE WEAPONS (PART 1, DOUBLE WEAPONS)

Name	Cost	Damage	Weight	Properties
Chijiriki *	18 gp	1d6 piercing	3 lb.	Reach, two-handed
...	—	1d6 bludgeoning	—	Disarming, reach, two-handed
Dire falcata	30 gp	1d6+1 slashing	6 lb.	High-critical, two-handed
...	—	1d6+1 slashing	—	High-critical, two-handed
Dire flail	30 gp	1d6 bludgeoning	4 lb.	Tripping, two-handed
...	—	1d6 bludgeoning	—	Tripping, two-handed
Double axe	50 gp	2d4 slashing	7 lb.	Deadly, heavy, two-handed
...	—	2d4 slashing	—	Deadly, heavy, two-handed
Double hammer	30 gp	1d8 bludgeoning	4 lb.	Two-handed
...	—	1d8 bludgeoning	—	Two-handed
Double scimitar	35 gp	1d6 slashing	5 lb.	Two-handed, finesse
...	—	1d6 slashing	—	Two-handed, finesse
Double spear	4 gp	1d6 piercing	5 lb.	Thrown (20/60), two-handed
...	—	1d6 piercing	—	Thrown (20/60), two-handed
Dueling shield *	12 gp	1d6 piercing	12 lb.	Special, two-handed
...	—	1d6 piercing	—	Special, two-handed
Getsugasan *	25 gp	1d8 piercing	6 lb.	Heavy, reach, two-handed
...	—	1d8 slashing	—	Heavy, reach, two-handed
Gyrspike	30 gp	1d8 slashing	5 lb.	Two-handed
...	—	1d4 bludgeoning	—	Tripping, two-handed
Gythka	25 gp	1d8 slashing	4 lb.	Two-handed
...	—	1d8 slashing	—	Two-handed
Hooked hammer	20 gp	1d6 bludgeoning	3 lb.	Two-handed
...	—	1d4 piercing	—	Tripping, two-handed

MARTIAL MELEE WEAPONS (PART 2, DOUBLE WEAPONS)

<i>Kusarigama</i> *	6 gp	1d4 bludgeoning	4 lb.	Disarming, reach, special, two-handed
...	—	1d4 piercing	—	Tripping, two-handed
<i>Kyoketsushoge</i> *	5 gp	1d4 bludgeoning	4 lb.	Reach, special, tripping, two-handed
...	—	1d4 slashing	—	Disarming, two-handed
<i>Lajatang</i> *	25 gp	1d8 slashing	4 lb.	Two-handed
...	—	1d8 slashing	—	Two-handed
<i>Meteor hammer</i> *	21 gp	1d8 bludgeoning	12 lb.	Heavy, reach, tripping, two-handed
...	—	1d8 bludgeoning	—	Heavy, reach, tripping, two-handed
Quarterstaff *	2 sp	1d6 bludgeoning	4 lb.	Two-handed, <i>simple weapon</i>
...	—	1d6 bludgeoning	—	Thrown (15/45), two-handed, <i>simple weapon</i>
<i>Sang kauw</i> *	35 gp	1d6 piercing	5 lb.	Alternate (S), defensive, two-handed
...	—	1d6 piercing	—	Two-handed
Spiked chain *	45 gp	1d6 piercing	4 lb.	Disarming, heavy, reach, tripping, two-handed
...	—	1d6 piercing	—	Disarming, heavy, reach, tripping, two-handed
Swallow	50 gp	2d4 slashing	8 lb.	Heavy, two-handed
...	—	2d4 slashing	—	Heavy, two-handed
Two-bladed sword	30 gp	1d8 slashing	6 lb.	Two-handed
...	—	1d8 slashing	—	Two-handed
Urgrosh	20 gp	1d8 slashing	6 lb.	Deadly, heavy, two-handed
...	—	1d6 piercing	—	Heavy, two-handed
Valenar scimitar	100 gp	2d4 slashing	6 lb.	Two-handed, special, <i>see sidebar</i>
...	—	1d4 slashing	—	Two-handed, special

pointed in opposite directions. Some versions have a longer handle between the two blades. (Page 182)

Urgrosh. This heavy battleaxe has a sharp spear point at the butt of the handle. (Page 182)

This weapon is favored by dwarves.

Valenar Scimitar. This double weapon is exclusive to the Valenar elves of the Eberron campaign setting. It usually resembles the heavy-bladed swallow, but one of its blades may be larger than the other.

Contrary to the normal rules for this limited weapon list, the Valenar scimitar does not prevent wielders

from adding their ability modifiers to damage rolls made with the secondary end.

Characters in the Eberron setting who use the class-and-background method for starting gear can swap a class-granted martial weapon for a Valenar scimitar if the Dungeon Master approves.

Characters in the Eberron setting who are not Valenar elves and who bear these weapons may somehow have to prove their worthiness when encountering Valenar elves.

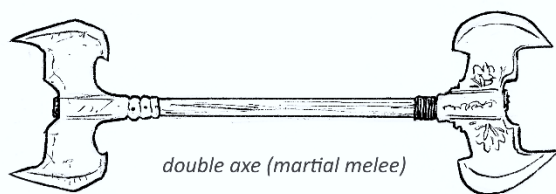


DM'S CORNER: ALTERNATIVE TO THE VALENAR SCIMITAR

The Eberron game setting introduced the 5th Edition's only "standard" double weapon, the Valenar scimitar. It appears in the *Wayfinder's Guide to Eberron*, a PDF document available on the Dungeon Masters Guild marketplace. The book is in a semi-playtest state, less complete than Wizards of the Coast's other (hardcover) products. It is incomplete as of the time of this printing of the *Comprehensive Equipment Manual*.

The Valenar scimitar attempts to fit the game's ecosystem without unbalancing the two-weapon fighting rules or the Polearm Master feat. It attempts to find balance with its higher cost, optional racial-exclusivity, and smaller offhand damage die. It still falls a bit short of its balancing aims; of these measures, only the smaller damage die has any material effect on the weapon's power.

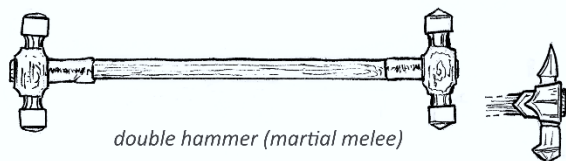
Because the weapon is exclusive to one campaign setting, and because its mechanical benefits still eclipse both the Polearm Mastery feat and the standard two-weapon fighting rules, feel free to disallow it in other campaigns. In fact, you can also replace it in the Eberron campaign setting too, substituting the swallow from the table above. To make a Valenar version, simply increase the swallow's cost to 100 gp and add the "fine" weapon property.



double axe (martial melee)



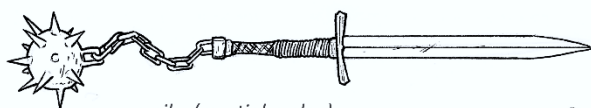
double scimitar (martial melee)



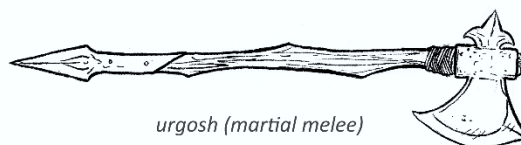
double hammer (martial melee)



two-bladed sword (martial melee)



gyrspike (martial melee)



urgosh (martial melee)



hooked hammer
(martial melee)



swallow (Valenar scimitar) (martial melee)



dire flail
(martial melee)



dire falcata (martial melee)



double spear (martial melee)



*Half-elf valor bard in chain mail armor with
buckler, guisarme, shortsword, and rope*



Chapter 10

CHAPTER TEN

EXTRA POLEARMS



THE POLEARM IS THE MARK OF A TRUE SOLDIER. While swords are equally common in war, those weapons are also 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 or causal users. Those who carry polearms proclaim themselves to be military professionals, trained in the best tools of war.

The limited list in this chapter includes a notable fixture of the game's earliest editions, an expansive array of polearms. One of the quirky hallmarks of the early DUNGEONS & DRAGONS game was a collection of exotic-sounding pole-hafted weapons. That was at a time when the Internet did not exist, so only hardcore historians (including wargamers) could recognize 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 also hard to differentiate, even to those in the know. Some were simply hybrids of two different polearms, and most were eventually done away with. The 5th Edition *Player's Handbook*, for example, includes only three polearms, and two of those are identical to one another in all but name.

This chapter expands the miniscule polearm offerings of *Player's Handbook*, adding weapons to delight the game's earliest players. These weapons both expand character options and satisfy a nostalgia for the early editions of the game.

HYBRID POLEARMS

The guisarme is a common polearm with a sharp hook and a spear point. It has many variants, including the bill-guisarme, the glaive-guisarme, the guisarme-voulge, the fauchard-guisarme, and more. However, only the guisarme appears on the table in this chapter. Where are the hybrids so popular in the early editions of DUNGEONS & DRAGONS? Those weapons are here, but only when you make them.

To make a hybrid polearm, follow these steps. Choose two polearms, designate one of them as the base weapon, and connect their names with a hyphen. Any polearm on the following table is fair game, except the longspear and mancatcher. The glaive, halberd, and pike (from chapter 3) also qualify but other polearms from this book do not.

Add to the base weapon all 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 the hybrid can inflict that type too.



A hybrid polearm weighs 1 pound more than what the heavier of the two weapons normally weighs. For the hybrid's cost, add the two weapons' costs together and, if the second polearm added any (non-duplicate) properties to the first, increase that sum by another 100 gp.

Hybrid polearms cannot be made masterwork.

DESCRIPTIONS

The extra polearm descriptions are provided below.

Ahlspiess. A very long polearm with a long, thin spike designed to penetrate armor. (Page 186)

Bardiche. A short polearm with a long axe head at the end. (Page 186)

Bill. A short, round-ended blade tops this polearm, ending in a slight hook. Bills are commonly combined with other polearm designs to create hybrid weapons. (Page 186)

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. (Page 186)

Brandistock. A polearm with three spiked tines that spread from the end. Some versions have retractable tines. (Page 186)

Demi Lune. A polearm topped with a sharpened "half-moon" crescent, its points aimed away from the handle. (Page 186)

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. (Page 186)

Fauchard. A polearm with a long blade at the top, often with an accompanying spike. The blade often curves slightly forward over its cutting edge. (Page 186)

Guisarme. A spiked polearm with a blade that curves dramatically over, forming a hook. (Page 186)

Longspear. A longer spear with a haft still light enough for throwing. (Page 186)

Lucern Hammer. A polearm with a small hammer and spike combination at the head. (Page 186)

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
Ranseur	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



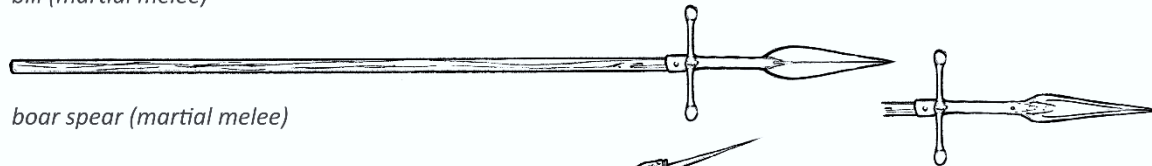
ahlspiess (martial melee)



bardiche (martial melee)



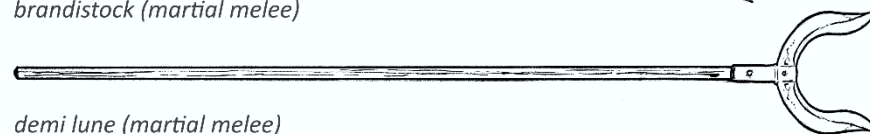
bill (martial melee)



boar spear (martial melee)



brandistock (martial melee)



demi lune (martial melee)



earspoon (martial melee)



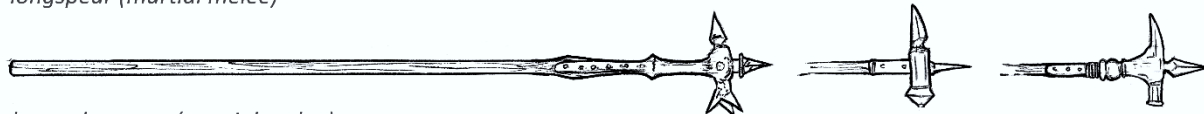
fauchard (martial melee)



guisarme (martial melee)



longspear (martial melee)



lucern hammer (martial melee)



mancatcher (martial melee)



military fork (martial melee)



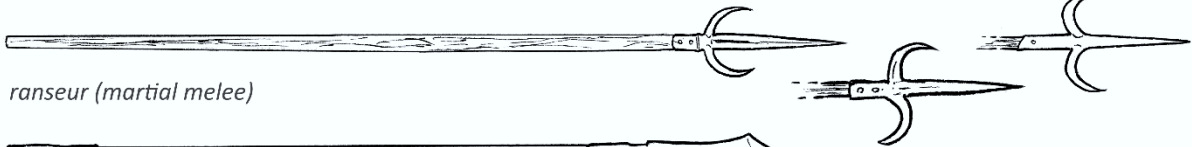
ox tongue (martial melee)



partisan (martial melee)



poleaxe (martial melee)



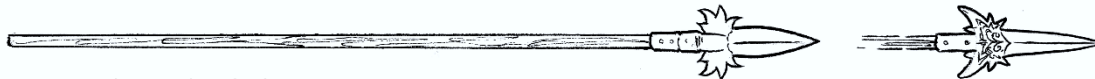
ranseur (martial melee)



sovnya (martial melee)



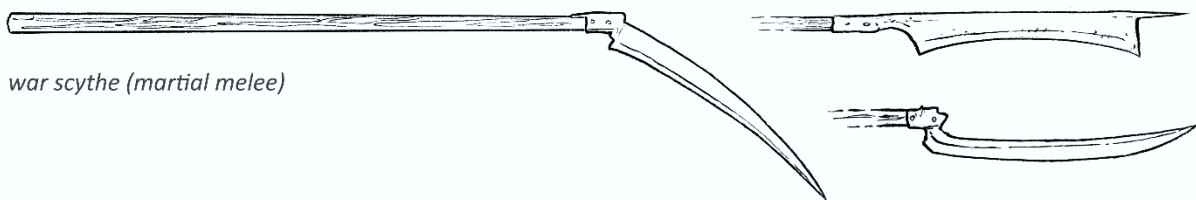
spetum (martial melee)



spontoon (martial melee)



voulge (martial melee)



war scythe (martial melee)

Mancatcher. A mancatcher is a long-hafted weapon with a flexible, U-shaped crescent at the end. The interior of the crescent is hooked, designed capture an opponent's neck or limb and hold fast to it. (Page 186)

A mancatcher can be used to attempt a binding attack on a Medium or smaller creature. This attack has disadvantage due to the necessary precision of targeting an appropriate limb. If the binding attack is successful, the attacker has gripped the creature's neck (or similar limb) and the creature 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 is 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 easily escaped and the wielder cannot voluntarily end the binding attack. The user

can do nothing else with the mancatcher while a foe is caught in it. Nor can the wielder use either hand for other tasks without first letting go of the weapon.

Military Fork. This weapon resembles a double-tined pitchfork. These tines are sometimes bladed.

(Page 186)

Ox Tongue. A simple polearm topped by a long, double-edged blade. (Page 187)

Partisan. A polearm topped by a short, wide, double-edged blade that extends from a forward-hooked crossguard. The crossguards of some versions are themselves bladed. (Page 187)

Poleaxe. A short polearm, usually blunt-topped, with a perpendicular axe head opposite a spike or hammer head. (Page 187)

Ranseur. A polearm topped with a narrow blade or spike. The blade is flanked by two smaller, angled hooks. (Page 187)

Sovnya. A rugged polearm with a slashing blade that curves slightly, terminating in a sharp point. (Page 187)

Spetum. An elongated spear with outward-facing angled blades, designed to attack formations of foes. The weapon can wound as it is thrust forward and as it is drawn back toward the wielder. (Page 187)

Spontoon. A short-bladed polearm with a small, straight crosspiece. This weapon is often decorative or ceremonial. (Page 187)

Voulge. A polearm with a broad axe-like blade that elongates into a spike at the top. (Page 187)

War Scythe. This long-hafted weapon has a long blade at the end. The slightly-curved shape is designed for chopping. The weapon's name comes from its resemblance to a harvesting implement. (Page 187)



*Stone genasai devotion
paladin in chain mail with
arquebus, slow match,
powder horn, and bombs*



Chapter 11

CHAPTER ELEVEN

FIREARMS

FIREARMS ARE DIVIDED INTO THREE SEPARATE limited lists to reflect the different levels of gun technology most common in fantasy worlds. These lists are separated by about a century of real-world firearm development. They significantly expand the early firearms rules found on pages 267-268 of the *Dungeon Master's Guide*.



Each of these tiers of development applies a different firearms-related flavor to a game. Each is highly-relevant to fantasy settings and need not in any way reflect the degree of technology available in areas other than firearms construction.

The Firearms 1 list represents “medieval” firearms, basic, front-loaded weapons fired by the literal application of fire. These are often more expensive than their benefits justify. Very few warriors make use of them, and they appear only as curios or for very specialized battlefield roles. For example, a squad of fusiliers might stand ready to harass enemy knights that approach the command pavilion; such weapons may punch through metal armor and their noise and fumes may unsettle the horses.

The Firearms 2 list represents “renaissance” development. These weapons are still fired by igniting open powder but advances in design make them less susceptible to the ravages of the environment. Firearms of this sort are common among soldiers and genteel folk, despite long loading times. Musketeers might fire long guns before advancing with bayonets, or simply stand off and fire in slow volleys. A gallant caballero might fire a pistol and then drop it, closing with a rapier and poniard to finish the fight.

The Firearms 3 list represents “machine age” development, when some components of firearms can be mass manufactured. The greatest evolution of this tier of technology is a weapon’s ability to hold more loads of ammunition than its number of barrels, an advancement built on the newfound reliability of metal alloy cartridge casings. At this stage of development, firearms are very common. Only the high costs of their use and construction keep them from overshadowing other types of weapons on the battlefield. At this tier of development, a firearms-focused character will make most attacks using firearms and will only carry other weapons to use in an emergency or when stealth is needed.

USING FIREARMS

The following rules may apply to any of the three firearms limited lists in this chapter.

OFFICIAL SETTINGS

Different published campaign settings have their own approaches to firearms.

RAVENLOFT

The Ravenloft domain described in *Curse of Strahd* is a gothic, pre-Victorian setting ideal for the inclusion of firearms. Use the Firearms 2 list for this purpose.

When using the other domains of dread described in earlier editions of DUNGEONS & DRAGONS, refer to each domain's specific technology level to determine what level of firearms, if any, should exist there.

EBERRON

The Eberron setting does not have firearms. Because of the prevalence and reliability of magic, technological development fell behind magical development in this world. As such, many of the predicate technologies for firearms don't exist because magic easily fills those roles.

FORGOTTEN REALMS

In this campaign setting, true gunpowder has no explosive capacity due to the influence of Kossuth, the Lord of Flames. Firearms are rare and use *smokepowder*, a magical explosive substance. It is different from, but on par with, gunpowder. Firearms are most common among the Lantanese, who originally learned this secret alchemy from Gond, the god of crafts and invention.

Although they are rare, firearms in the Forgotten Realms use the Firearms 2 limited list; the secrets of their craft come directly from Gond, so firearms in this world transcend the unsophisticated tools of the Firearms 1 list. However, because of their rarity, this setting should employ the Exotic Costs rule for firearms, described below.

RAVNICA

Firearms in Ravnica can exist in multiple contexts.

First, the chemisters and blastseekers of the Izzet guild may create and employ strange and wondrous firearms. Some will be magical, like the *mizzium mortar*, while others are mundane, as described in this

THIRD-PARTY PRODUCT COMPATIBILITY:

GUNSLINGER: A MARTIAL ARCHETYPE

Matthew Mercer introduced a popular gun-wielding character option to the 5th Edition of DUNGEONS & DRAGONS. Titled *Gunslinger: A Martial Archetype for the Fighter Class*, Mr. Mercer's product faithfully reflects the Gunslinger class of the PATHFINDER® Roleplaying Game from which it was adapted. If your campaign uses that character option, you will find the firearms rules in the *Comprehensive Equipment Manual* to be fully compatible with it.

However, the weapons in this supplement present a much broader range of options and have slightly different functions and properties. This difference supports a diverse array of technology usable in different campaigns. It is therefore recommended that Gunslingers use the *CEM* equipment rules instead of the half-page equipment notes at the end of Mr. Mercer's product.

When using these two products in concert, consider this clarification for one of the archetype's features.

Lightning Reload. This 11th-level feature allows the Gunslinger to reload as a bonus action. This can mean different things depending on the tier of firearms technology used, since these employ different reloading speeds. To clarify, this feature allows the character to use a bonus action to duplicate any reloading function that would otherwise require a normal action.

product. However, even mundane devices are likely to use magical methods to propel their projectiles. (See the Magical Energy variant rule, below.)

Second, depending on your campaign's relationship with planeswalkers and the Rift Crisis, it might draw any combination of magic or technology from any of the worlds of the MAGIC: THE GATHERING card game and beyond. Particularly, creatures from Caliman and Phyrexia might carry firearms of the second or third technology levels presented here. Additionally, traditional DUNGEONS & DRAGONS cosmologies may likewise be accessible, along with their own firearms technologies.

VARIANT RULES FOR FIREARMS

These optional rules exist to lend variety to the use of firearms in your campaign worlds.

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 tinker's tools.
- ❖ Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with any firearm.
- ❖ Double the number of ammunition pieces you can normally load into a single firearm with each action or bonus action, up to the weapon's capacity.

ARCANE ACCELERATOR (EXAMPLE VERSION)

Wondrous item, common (minor)

This item fits campaigns that use the Magical Energy variant rule. It is one example of many possibilities. This version is not well-suited to campaigns that use only the Firearms 1 limited list; the existence of these magic items implies a parallel degree of advancement in firearms technology.

This expendable item attaches to a firearm to power the weapon's shots. Attaching the item (or replacing an attached *arcane accelerator* with another) requires an action.

An affected firearm's ballistic property is unchanged except that each use does not require a charge of gunpowder. The weapon uses ball or shot loads, without gunpowder, and it cannot make use of any sort of cartridges. Although powder is not needed, loading times for the bullets are unchanged.

Each shot of a firearm with an *arcane accelerator* is accompanied by a flash of bright light, followed by a brief, ear-splitting whine, audible to 300 feet. A firearm using an *arcane accelerator* is immune to being fouled by submersion.

An *arcane accelerator* normally works with any firearm designed to employ such magic. At the Dungeon Master's discretion, one might instead work only on a short list of designated firearms.

An *arcane accelerator* costs 12 gold pieces and is used up after 30 shots.

VARIANT: BROADER PROFICIENCY

Like crossbows, firearms make attractive warfare tools because it is faster to train soldiers to their use than to the bow. This optional rule makes it easy for even a lay person to wield a firearm up close. However, consistency at longer ranges still requires extensive practice, knowledge of bullet physics, and attention to environmental conditions.

Using this variant, firearms are treated as "simple weapons" when used within their normal range increments; a creature proficient in "all simple weapons" adds its proficiency bonus to firearms used in that range. If the target is beyond the weapon's normal range increment, a wielder only adds a proficiency bonus if proficient in martial weapons (or in that particular firearm, perhaps through the Weapon Mastery feat).

VARIANT: MAGICAL ENERGY

In some worlds, firearms have different appearances, creation methods, or scientific principles behind their use, despite functioning according to the rules in this chapter.

With this variant rule, gunpowder is removed from the firearms limited lists, as are its accoutrements (bombs, fuses, cartridge loads of all kinds, and the horns, and kegs that gunpowder is normally stored in).

SMOKEPOWDER

Wondrous item, uncommon

This minor magic item appears in a waterproof leather packet containing enough magically-explosive powder for 5 charges (uses) of a firearm. Rarely, large kegs are found containing 500 charges.

If this volatile substance is handled roughly, dropped, or lit on fire, it explodes and deals fire damage to creatures and objects within 20 feet. The damage is 1d6 for a single packet, or 9d6 for a large keg. An affected creature can attempt a Dexterity saving throw against a DC of 12. Success halves the damage.

A *dispel magic* targeting a container of *smokepowder* (or a loaded firearm) renders the contained *smokepowder* inert and nonmagical.

Smokepowder is a minor (consumable) magic item with a market price of 1 gp per charge.

In the place of these is something else, something designed by the Dungeon Master, typically as a magic item. Requiring magical propellant devices allows the DM to regulate firearms as magic items, creating another axis to enforce their rarity. The Forgotten Realms, for example, uses an exploding powder that is almost identical to gunpowder; it is a minor magic item rather than an alchemical compound. (See the Smokepowder sidebar.) Other propellant forces are more esoteric; an example of which can be found in the Arcane Accelerator sidebar.

VARIANT: SPENT CASINGS

When creating Firearms 3 loads, only the alloyed casings require a workshop to make. These loads can be crafted anywhere with simple tinker's tools, so long as the character possesses sufficient pre-made casings of the correct type.

Under normal circumstances, the half-cost needed to craft ammunition covers the purchase of casings, unformed lead, primers, and gunpowder. Away from civilization, machined casings are impossible to come by, making it important for shooters to collect spent casings after use.

The casings of spent loads are ejected from a firearm as part of the action or bonus action used to reload the magazine. If one minute is spent collecting these pieces after a battle, they can be used as craft components for crafting the same ammunition type. Each casing has a craft component value of 2 cp. The crafter can create no more loads than the number of appropriate casings available to repack. (See the description of cartridges, below, to determine which

casings are appropriate to making each type of cartridge.)

The user of a firearm with the detachable magazine modification can choose to remove the used magazine without ejecting the spent casings. Due to the limitation on interactions with objects each round, the user will probably still drop the spent magazine during the replacement process but can skip the one-minute collection time after the battle.

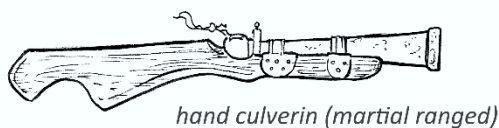
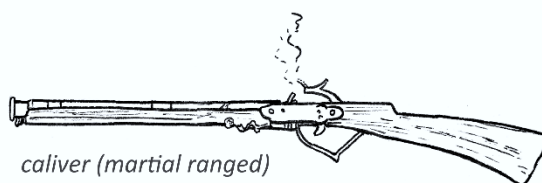
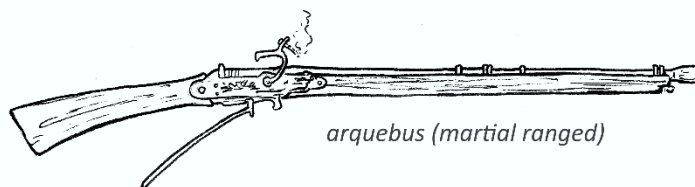
VARIANT: CANDLE CANTRIPS

The *prestidigitation* (and *druidcraft*) cantrips are useful in worlds with firearms. The ability to light or snuff out candles allows these cantrip-users to light or snuff out fuses and slow matches, even from a distance. At the Dungeon Master's discretion, these spells might also allow the spellcaster to fire a firearm without a mundane source of flame.

With this optional rule, you can use one of these cantrips to ignite the priming powder of a loaded firearm in your possession, setting it off without a slow match or similar device. This works only on weapons from the Firearms 1 and 2 limited lists. Using a cantrip in this fashion requires no additional actions, but all other casing requirements must be met, including spell components. The action taken is still the Attack action (not the Cast a Spell action); no function of firing the weapon is changed, save for the source of ignition.

VARIANT: EXOTIC COSTS

As a System Change, the prices of all firearms and associated gear were reduced to suit a game where firearms are readily available and cost-effective.



MARTIAL RANGED WEAPONS (FIREARMS 1)

Name	Cost	Damage	Weight	Properties
Arquebus	50 gp	1d10 piercing	12 lb.	Ballistic (40/120), heavy, misfire (3), two-handed
Caliver	45 gp	1d10 piercing	9 lb.	Ballistic (30/90), misfire (3), two-handed
Hand culverin	30 gp	1d12 piercing	8 lb.	Ballistic (15/45), misfire (2), two-handed
Handgonne	25 gp	1d10 piercing	4 lb.	Ballistic (15/45), misfire (3), two-handed

ADVENTURING GEAR (FIREARMS 1)

Item	Cost	Weight	Item	Cost	Weight
Ammunition pouch	2 sp	1/2 lb.	Loads, ball (10)	6 sp	2 lb.
Bayonet	3 gp	1 lb.	Loads, shot (10)	6 sp	2 lb.
Bomb	30 gp	2 lb.	Powder horn (empty)	1 gp	1 lb.
Gunpowder (30 charges)	6 gp	1 lb.	Powder keg (with 240 charges)	50 gp	20 lb.
Fuse (10 feet)	2 sp	—	Slow match (2 feet)	2 sp	—

Because the Dungeon Master is opting to include firearms, this product assumes that costs should not place firearms beyond the reach of players, nor should costs make their use an irrational prospect. Moreover, some gun prices, the so-called “starter” guns, are priced to allow players to access them at character creation using the Item Swaps variant rule from chapter 1. This is particularly important in campaigns where some of the characters are expected to possess firearms from the beginning.

If the Dungeon Master wishes to impose a greater cost-based rarity, this option raises costs to match those in the *Dungeon Master's Guide*. This “exotic” cost means that the weapons and adventuring gear the tables of this chapter have a base cost that is **5 times** what is shown. At “exotic” prices, firearms move away from being cost-effective and are much less likely to be used by players and non-player characters.

FUNCTIONALITY AND FLAVOR BY TIER

This segment examines the way firearms normally function at the three technology tiers. The Dungeon Master can alter any of these aspects of firearms, giving them a unique flavor in the campaign.

FIREARMS 1

Guns of this technology level are those available in the medieval period of real-world history. Even if technology is more advanced in your campaign, the presence of magic may have reduced the need to

develop explosive chemicals, leaving firearms in this “early” state.

Guns of this era are unstable and unwieldy, but they are powerful and frightening on the battlefield. While not particularly potent compared to crossbows and other contemporary weaponry, firearms are notable for their ability to penetrate armor, even at significant range.

Shooting these firearms requires an application of fire or live coals to ignite the powder with each shot; the user must have a nearby source of flame and apply it to the touchhole. A ready fusilier carries a coil of slow match with one end burning. In a pinch, the user might instead insert a thin stick, its end having been recently pulled from a low fire where it became an ember. Without a nearby source of ready fire, these weapons cannot be used.

FIREARMS 2

These firearms fit a post-medieval campaign, or one set in a world or region where tinkering and alchemy have combined to produce reliable explosives and gunpowder-derived weaponry.

Firearms on this list often use flint sparkers and similar contraptions to ignite gunpowder. Although some still rely on the application of open flame, most are constructed not to and are therefore not significantly affected by humidity or rain.

These guns are loaded and fired in the same way as the previous tier of firearms, inserting separate loads and powder into the end of a barrel. Alternately, they

can be loaded more quickly using paper cartridges, an invention of this era. A cartridge includes both the bullet (or pellets) and the right weight of gunpowder, twisted inside a cylinder of heavy paper that holds everything together.

FIREARMS 3

These firearms easily fit a game styled after post-Renaissance or early Victorian eras. They may also be suitable for any standard fantasy world that has a focus on tinkering and technology, whether widespread or limited to certain cultures, regions, or races.

Weapons of this type could resemble real-world firearms made prior to the mid-1800s, but they probably have different shapes, magazine styles, and firing mechanisms unique to the fantasy setting.

Firearms of this era are characterized by significant advantages over earlier types. These weapons use machined metal cartridges for their ammunition, rather than packing powder and lead separately. These metal cartridges supplement the rigidity of the weapon's firing chamber, making it practical to breach-load machine age guns.

Ammunition is no longer loaded into the business end of each barrel.

The uniformity and durability of this ammunition allow weapons to have internal magazines and fire multiple shots through the same barrel. This leads to sustained firing, with fewer interruptions for reloading. No longer are dashing cavaliers limited to a single shot on the battlefield or carrying a brace of loaded pistols alongside their melee weapons. Nor are battle lines of fusiliers limited to staggered volleys.

One of the characteristics of machine age firearms and ammunition is their reliance upon machined

parts. The precision and durability of parts necessitates using large presses, lathes, or other non-portable equipment in their crafting. Machine age firearms require an entire workshop to make, not just the normal set of tinker's tools. The same is true of their loads, whether cartridges, shotshells, or slugs. (For more information about workshops, see the *Comprehensive Wealth Manual*.)

DESCRIPTIONS

Firearms and their accessories are described below. The parenthetical notation following each entry is a

reminder as to which technology tier the item is first available in. Adventuring gear of earlier tiers is all available in the higher tiers, but not vice versa. Firearms may likewise be available even when higher tiers are available, but they are typically regarded as antiques.

Aiming Lenses (2). A set of lenses mounted on the top of a firearm to aid with accuracy by sighting through them. These lenses are often enclosed in a tube called a scope.

By spending a bonus action to sight through the lenses, your next attack with the weapon on the same turn does not suffer

the normal disadvantage from attacking a target in its long range increment. Claiming this benefit requires you to be proficient with the firearm used and to perform no other movement or other actions or reactions between aiming and firing.

Aiming lenses can be added to (or removed from) a firearm using tinker's tools. This careful process requires one hour of work, which can be performed during a short rest. Aiming lenses will only fit a firearm with the two-handed weapon property. To correctly calibrate their alignment, 10 shots must be fired from the weapon as part of adding the lenses.



Ammunition Bandoleer (3). *A thick leather strap or thong worn diagonally across the chest. A series of adjustable loops along its length can be sized to hold ammunition cartridges of various types.*

When using an action to load cartridges, shotshells, or slugs into a weapon from an ammunition bandoleer, you may add 1 to the number of rounds you can load as part of that action. If you wear more than two ammunition bandoleers at a time, you lose this benefit. An ammunition bandoleer holds any combination of up to 50 cartridges, shotshells, or slugs.

Ammunition Belt (3). *A heavy belt with a series of adjustable loops around its circumference that can be sized to hold ammunition cartridges.*

When using an action to load cartridges, shotshells, or slugs into a weapon from an ammunition belt, you may add 1 to the number of rounds you can load as part of that action. If you wear more than one ammunition belt at a time, you lose this benefit. An ammunition belt holds any combination of up to 30 cartridges, shotshells, or slugs.

Asp (2). *This small pistol is easily concealed. It is unlikely to be noticed when carried in a pocket.* (Page 197)

This weapon loads ball or shot.

Apply disadvantage to Wisdom (Perception) checks to notice this weapon if it is carried in a hidden fashion.

Ammunition Pouch (1). *A leather belt pouch or case with multiple interior pockets designed to hold lead balls and shot.*

An ammunition pouch can hold up to 20 loads of ball or shot, including the paper or cloth wadding strips needed to hold each round in place once loaded. Alternately, it can hold up to 20 paper cartridges.

Arquebus (1). *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.* (Page 193)

This weapon loads ball or shot.

Bayonet (1). *This narrow metal spike is designed for attachment to the end of a long gun.* (Page 197)

A bayonet can be affixed to (or removed from) a two-handed firearm as an action. If the firearm has never had a bayonet attached before, it first requires one hour of modification to the barrel using tinker's tools, a task that can be performed during a short rest.

An attached bayonet is an improvised two-handed weapon that inflicts 1d6 piercing damage in melee. You may add your proficiency bonus to attacks with the weapon if you are 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.

A bayonet will not fit a weapon that has more than one barrel.

Blunderbuss (2). *This short, wide-mouthed musket is a favorite of hunters. The weapon's size makes it convenient and easy to use in close proximity, and the wide barrel allows pellets to spread at a closer range.* (Page 197)

This weapon loads shot only.

Although this weapon lacks the misfire property, it will become fouled if submerged while loaded.

Bomb (1). *A bomb is a hard, ceramic shell packed with gunpowder and pierced by a fuse.*

As an action, you can light a bomb and throw it to a point up to 30 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. The Dungeon Master will secretly roll 1d20 to create an initiative for the bomb; after the set number of rounds goes by, the bomb explodes on that initiative count.

Bomb, Petard (2). *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 place, unfolding it, leaning it against the targeted door or wall, and igniting the fuse. The standard fuse can be lit to burn for any period up to 10 rounds. The Dungeon Master will secretly roll 1d20 to create an initiative for the petard; after the set number of rounds goes by, the petard explodes on that initiative count.

Upon detonation, the petard inflicts 7d6 damage on any creature or object in contact with it. A petard ignores the damage threshold of a normal wall or door. 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 (up to 1 foot thick) or a very large door, a section is blown open sufficient to allow Medium-sized creatures to pass through.

Caliver (1). A caliver is a lightweight version of an arquebus. It has a shorter barrel and lighter stock, making it more portable and more useful for Small-sized wielders. (Page 193)

This weapon loads ball or shot.

Combination Gun (2). This weapon sees many configurations. It consists of a firearm of pistol caliber attached to a melee weapon of some sort. Because of the awkwardly-formed nature of these guns and their propensity for getting jarred repeatedly in melee combat, they are slightly less reliable than normal firearms. (Page 197)

This weapon loads ball or shot.

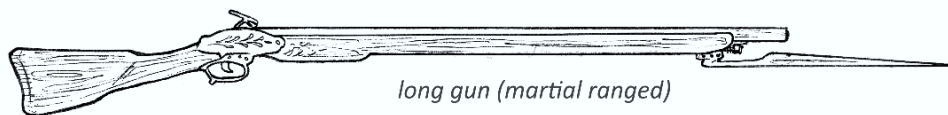
A combination gun blends a single-barrel firearm with a melee weapon. Using the weapon as a firearm employs the combination gun stat line on the table,

except as described below. Using it as a melee weapon employs the derived melee weapon's normal statistics, as modified according to the rules here.

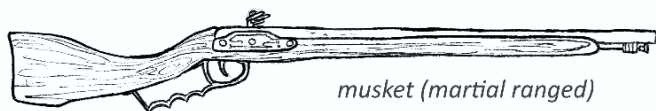
To create a combination gun, select a melee weapon that normally weighs 1 pound or more. Add 60 gp to the melee weapon's cost and add 2 pounds to its weight. The melee weapon portion of a combination gun loses its thrown property, if any. If the melee weapon portion has the versatile or two-handed property, the firearm portion loses its handgun property.

Four example combination guns are provided on the table: battle axe, dagger, glaive, and shortsword.

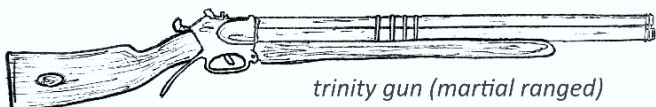
Coach Gun (3). This variant of the scattergun has two breach-loading barrels that fire separately. The action of opening the breach ejects spent casings for



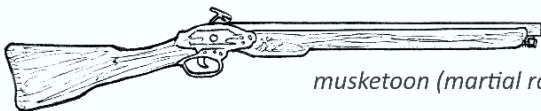
long gun (martial ranged)



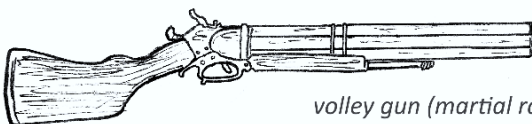
musket (martial ranged)



trinity gun (martial ranged)



musketoon (martial ranged)



volley gun (martial ranged)



asp
(martial ranged)



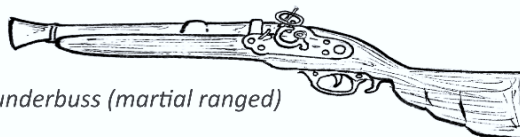
dragon (martial ranged)



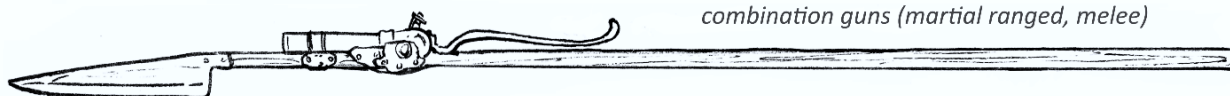
serpent (martial ranged)



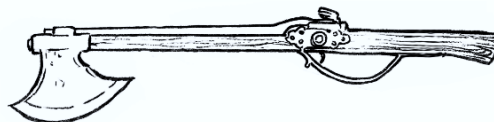
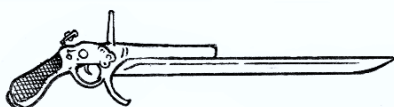
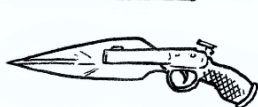
thunderbox (martial ranged)



blunderbuss (martial ranged)



combination guns (martial ranged, melee)



MARTIAL RANGED WEAPONS (FIREARMS 2)

Name	Cost	Damage	Weight	Properties
Asp	25 gp	1d8 piercing	2 lb.	Ballistic (20/60), handgun, light, misfire
Blunderbuss	50 gp	1d12 piercing	7 lb.	Ballistic (15/45), light, special
<i>Combination gun</i>	—	1d10 piercing	—	Ballistic (25/75), handgun, misfire (2), special
Battle axe gun	70 gp	1d8 slashing	6 lb.	Versatile (1d10)
Dagger gun	62 gp	1d4 piercing	3 lb.	Finesse, light, <i>simple weapon</i>
Glaive gun	80 gp	1d10 slashing	8 lb.	Heavy, reach, two-handed
Shortsword gun	70 gp	1d6 slashing	5 lb.	Finesse, light
Dragon	150 gp	1d10 piercing	3 lb.	Ballistic (10/30), handgun, special
Long gun	150 gp	1d12 piercing	12 lb.	Ballistic (50/150), heavy, misfire, two-handed
Musket	100 gp	1d12 piercing	10 lb.	Ballistic (40/120), heavy, misfire, two-handed
Musketoon	75 gp	1d10 piercing	7 lb.	Ballistic (40/120), misfire, two-handed
Serpent	50 gp	1d10 piercing	3 lb.	Ballistic (30/90), handgun, light, misfire
Thunderbox	150 gp	3d8 piercing	5 lb.	Ballistic (30/90), handgun, misfire (5), special
Trinity gun	150 gp	2d10 piercing	11 lb.	Ballistic (20/60), heavy, misfire (3), two-handed
Volley gun	300 gp	3d10 piercing	15 lb.	Ballistic (40/120), heavy, misfire (5), two-handed

ADVENTURING GEAR (FIREARMS 2)

Item	Cost	Weight	Item	Cost	Weight
Aiming lenses	100 gp	1 lb.	<i>Modification</i>		
Bomb, petard	50 gp	4 lb.	Open bore	0 gp	+0 lb.
Loads, ball paper cartridge (10)	3 gp	2 lb.	Rifled bore	50 gp	+0 lb.
Loads, shot paper cartridge (10)	3 gp	2 lb.	Second barrel	50 gp	+1 or 2 lb.

easy and quick reloading. This weapon comes in normal and short versions. (Page 201)

These weapons load shotshells or slugs, or one of each.

Detonation Block (3). This narrow box has a folding stand and a plunger or twist top that prevents accidental activation. When activated, the device ignites an attached fuse or detonation cord.

A detonation block is activated with an action.

Detonation Cord (3). This volatile type of fuse is wrapped in a protective layer of cordage. Longer lengths come wound around a large spool, handy for stringing out across great distances.

When ignited at one end by activating an attached detonation block, the fuse within a detonation cord deflagrates at an incredible speed, instantly detonating whatever explosives are attached at the other end. In combat, the explosive detonates on the same initiative count as the detonation block's use. At 100 feet or shorter, the detonation occurs in the same round (at the same time). However, the explosion is delayed for

1 round for each additional 100-foot section of the cord's length.

Dragon (2). A wide-mouthed handgun often used for peppering close enemies. It is designed to allow shot loads to spread at a close range. Dragons are common firearms for horse soldiers, giving rise to the name "dragoon." (Page 197)

This weapon loads shot only.

Although this weapon lacks the misfire property, it will become fouled if submerged while loaded.

Dynamite (3). More potent than gunpowder and better suited for demolition, this alchemical blasting oil is rendered stable by absorption into clay shavings. The resulting mixture is stuffed into narrow paper cylinders and attached to a fuse.

As an action, you can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a

successful one. This damage ignores the damage threshold for structures and vehicles.

You can bind sticks of dynamite together, allowing them to explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

The fuse on a stick of dynamite can be lit at different points along its length to produce varying delays before it explodes, up to 12 rounds. The Dungeon Master will secretly roll 1d20 to create an initiative for the dynamite; after the set number of rounds goes by, the dynamite explodes on that initiative count.

Fuse (1). *Fuse is a type of heavy string treated with a flammable chemical that burns reliably.*

When lit, a fuse burns at a slow pace of 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. Fuses have special timing rules when not built into explosive devices.

When lighting a fuse, choose a number of rounds you want the fuse to burn, up to 10 rounds per foot, and light it at the indicated length. The Dungeon Master will secretly roll 1d20 to create an initiative for the fuse. On its initiative in the round indicated by its lit length, the fuse ignites whatever it is attached to.

On an initiative roll of a 1, the fuse instead goes out somewhere along its length, determined by the DM. On an initiative roll of 20, the fuse burns faster than intended, lighting its attached substance 1 round sooner per foot of fuse length used, or fraction thereof.

Gunpowder (1). *This fine-grain explosive powder is crafted with alchemical tools and used to propel bullets out of firearms. It is sold in water-resistant containers, typically powder horns.*

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. Its use leaves behind a thin haze of smoke and a distinctive smell.

Setting fire to a tightly-packed weight of gunpowder causes an explosion, affecting creatures in a 10-foot radius. A pound of gunpowder, as contained in a powder horn, inflicts 3d6 fire damage when it explodes. Setting fire to 12 pounds of gunpowder, as within a powder keg, inflicts 7d6 fire damage. A

successful DC 12 Dexterity saving throw reduces the damage by half.

Gunpowder is destroyed when introduced to water; the saltpeter content dissolves so that drying the powder will not restore it. Leaving the powder exposed to humid air (not within a container) for an hour or more will cause the substance to degrade and become unreliable, adding 1 to the misfire rating of a firearm that employs it.

Hand Culverin (1). *A short-barreled version of the arquebus, fired while the notched butt rests on the shoulder. This weapon has a very wide barrel, used for firing clusters of pellets at short range. (Page 193)*

This weapon loads shot only.

Handgonne (1). *A simple firearm consisting of a short tube mounted at the end of a rod. (Page 193)*

This weapon loads ball only.

Holster, Concealed (3). *This holster includes a harness designed to affix a one-handed firearm to the body in a hidden position, typically under the wearer's arm and concealed by a cloak or heavy coat.*

A one-handed firearm hidden in a concealed holster will not be automatically noticed if the user is properly dressed to conceal it. A firearm with both the handgun and light properties can be worn concealed with most clothing. A weapon with the handgun property (but lacking the light property) can be worn concealed only with heavier clothing, like the cloak or coat that is part of cold weather clothes or traveler's clothes.

Someone examining you must succeed at a DC 20 Wisdom (Perception) check to spot a properly concealed firearm. A person physically touching (searching) you may substitute an Intelligence (Investigation) check, with advantage.

Holster, Quickdraw (3). *A holster for a one-handed firearm, worn low-slung on the hip or the chest for fast drawing.*

This item holsters any firearm with the handgun weapon property. Once on your turn, you may draw a firearm from the quickdraw holster without using an action or your environmental interaction for that round.

Ladder Sight (3). *This precision aperture sight assists the user in making minute calculations of windage and elevation, allowing the weapon to hit targets at incredible range.*

By spending an action to make calculations and adjust this precision sight, your next attack with the

weapon can target a creature within the weapon's "extreme" range increment. To calculate the distance for this new third increment, double the weapon's normal long range increment, not counting any other modifications. Attacks at targets within extreme range suffer disadvantage that cannot be negated by the application of advantage or features from any source.

A ladder sight works only on two-handed weapons from the Firearms 3 limited list. You must be proficient with the weapon in question and use a standard cartridge, not a shotshell or slug. To gain the benefit, you can perform no other movement or other actions, bonus actions, or reactions between calculating and firing, nor can you have lost sight of your target within that time. This benefit is incompatible with other sighting accessories.

Loads, Ball (1). *Ball loads are metal spheres loaded into firearms as bullets. Some have modifications that improve their flight characteristics. To create a stable spin in flight, some ball loads have dimples on their surfaces while others are cast in oblong shapes with one convex end.*

These ball loads apply the breach (2) property to attacks made with them. Loads not in paper cartridge form include the weight of paper or cloth wadding strips.

Loads, (Ball or Shot) Paper Cartridge (2). *At this stage of development, ball and shot ammunition can be purchased in paper cartridge form. Paper cartridges are heavy paper packets containing both powder and load. They are easier to carry and a bit faster to load.*

You can load the barrel of a weapon from the Firearm 1 or 2 lists with a paper cartridge using an action or a bonus action, so long as the cartridge's contents match what the weapon can normally load (ball or shot). Paper cartridges otherwise function as ball or shot loads, described in this section, each with a contained charge of gunpowder.

Loads, Cartridge (3). *These cylinders are made of resilient metal alloys. The open end of each is packed with gunpowder, sealed, and plugged with a solid projectile.*

Cartridges only fit the types of gun they are made for; they are interchangeable only as described below.

"High-power" cartridges fit the long rifle. "Rifle" cartridges fit the rifle, repeater, and one barrel of the mixed-use gun. "Carbine" cartridges fit the carbine, howdah pistol, and short repeater. "Magnum" fit the

heavy pistol. "Pistol" and "small-caliber" fit the pistol and palm pistol, respectively.

Shots with this ammunition apply the breach (2) weapon property.

Loads, Shot (1). *A shot load is a collection of tiny, round pellets that spread out as they leave the muzzle. Some shot loads consist of squared pellets held together in a cylindrical form with a mild adhesive that is vaporized as the shot is fired, allowing the pellets to spread.*

Shots with this ammunition apply the blast weapon property. Loads not in paper cartridge form include the weight of paper or cloth wadding strips.

Loads, Shotshell (3). *This large-bore cartridge contains multiple pellets instead of a single projectile. The pellets spread after leaving the weapon, hitting targets more easily or even hitting multiple targets.*

Shotshells can be loaded into coach guns, scatterguns, and their short versions, and into two of the mixed-use gun's barrels.

Shots with this ammunition apply the blast weapon property.

Loads, Slug (3). *This large-bore cartridge contains a single, heavy projectile.*

Slugs can be loaded into coach guns, scatterguns, and their short versions, and into two of the mixed-use gun's barrels.

Shots with this ammunition apply the deadly weapon property.

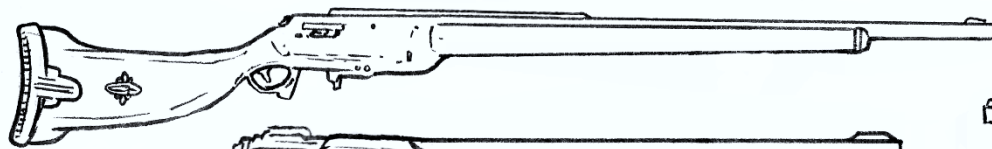
Long Gun (2). *A long-barrel version of the common musket, this weapon is suitable for hunting as well as warfare. (Page 197)*

This weapon loads ball or shot.

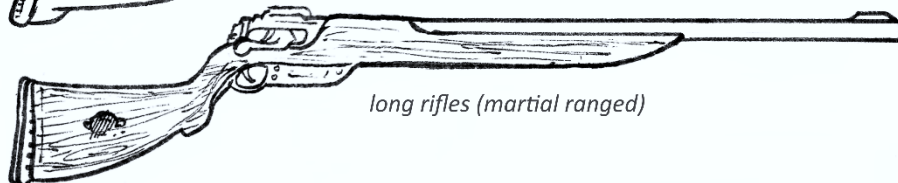
Mixed-Use Gun (3). *This breach-loading weapon has two scattergun barrels and a regular cartridge barrel. Its versatility makes it popular for hunting. (Page 201)*

The two scattergun barrels load shotshells or slugs and use the shorter set of the listed range increments. The third barrel loads a (rifle) cartridge and uses the longer set of the listed range increments.

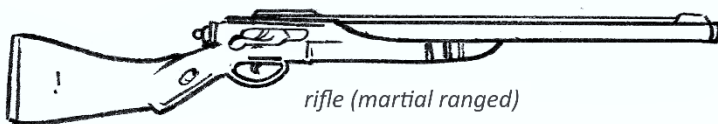
Modification, Cap and Ball System (3). *This weapon is designed to breach or slide open, allowing each chamber of the internal magazine to be loaded individually with powder and ball (or shot), then capped to hold the ammunition in place. Reloading this weapon is slow, but its ammunition can be crafted without the large workshop tools needed to make metal casings.*



long rifles (martial ranged)



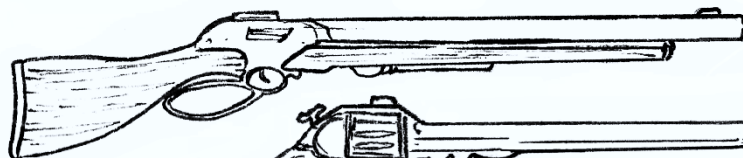
rifle (martial ranged)



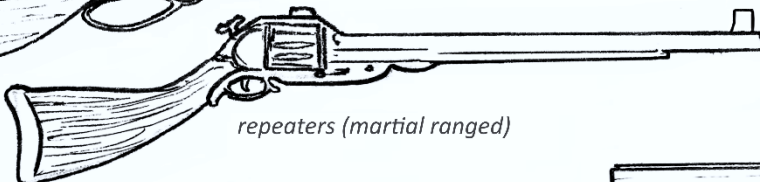
carbine (martial ranged)



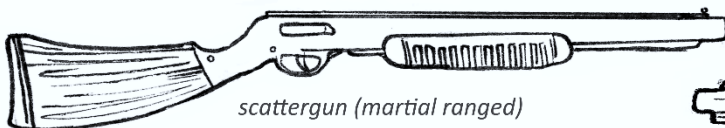
repeaters (martial ranged)



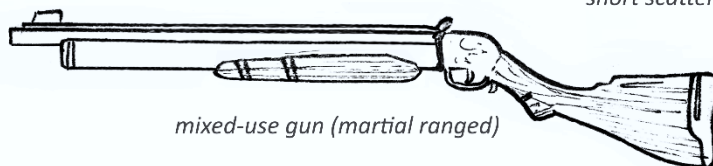
short repeaters (martial ranged)



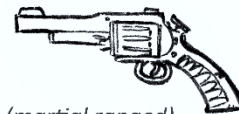
scattergun (martial ranged)



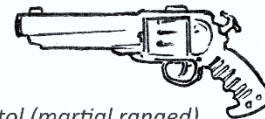
short scattergun (martial ranged)



mixed-use gun (martial ranged)



pistol (martial ranged)



heavy pistol (martial ranged)



palm pistols (martial ranged)



*howdah pistol
(martial ranged)*



coach gun (martial ranged)



short coach gun (martial ranged)

MARTIAL RANGED WEAPONS (FIREARMS 3)

Name	Cost	Damage	Weight	Properties
Coach gun	65 gp	1d12 piercing	7 lb.	Ballistic (20/60), magazine (2), two-handed
Coach gun, short	40 gp	1d12 piercing	5 lb.	Ballistic (15/45), handgun, magazine (2)
Mixed-use gun	150 gp	—	10 lb.	Special
<i>shotshell barrels</i>	—	1d12 piercing	—	Ballistic (20/60), heavy, magazine (2), two-handed
<i>cartridge barrel</i>	—	2d6 piercing	—	Ballistic (120/360), heavy, magazine (1), two-handed
Repeater	150 gp	1d10 piercing	8 lb.	Ballistic (100/300), heavy, magazine (10), two-handed
Repeater, short	115 gp	1d10 piercing	6 lb.	Ballistic (50/150), magazine (7)
Pistol	50 gp	1d10 piercing	3 lb.	Ballistic (30/90), handgun, light, magazine (6)
Pistol, heavy	75 gp	1d10 piercing	4 lb.	Ballistic (35/105), deadly, handgun, magazine (6)
Pistol, howdah	100 gp	1d12 piercing	5 lb.	Ballistic (40/120), handgun, heavy, magazine (4)
Pistol, palm	25 gp	1d8 piercing	1 lb.	Ballistic (15/45), handgun, light, magazine (2)
Rifle	145 gp	2d6 piercing	9 lb.	Ballistic (150/450), heavy, magazine (1), two-handed
Rifle, carbine	125 gp	2d6 piercing	7 lb.	Ballistic (120/360), magazine (1), two-handed
Rifle, long	185 gp	2d6 piercing	11 lb.	Ballistic (200/600), deadly, heavy, magazine (1), two-handed
Scattergun	80 gp	1d12 piercing	8 lb.	Ballistic (25/75), heavy, magazine (5), two-handed
Scattergun, short	60 gp	1d12 piercing	6 lb.	Ballistic (20/60), handgun, magazine (5)

ADVENTURING GEAR (FIREARMS 3)

Item	Cost	Weight	Item	Cost	Weight
Ammunition bandoleer	1 gp	1 lb.	<i>Loads</i>		
Ammunition belt	2 sp	—	Cartridge (box of 50)	5 gp	5 lb.
Detonation block	3 gp	2 lb.	Shotshell (box of 50)	5 gp	7½ lb.
Detonation cord (50 feet)	5 gp	2 lb.	Slug (box of 50)	5 gp	7½ lb.
Dynamite	50 gp	1 lb.	<i>Modifications</i>		
Holster, concealed	4 gp	—	Cap and ball system	+25 gp	—
Holster, quickdraw	2 gp	—	Detachable magazine	+50 gp	—
Ladder sight	35 gp	—	Extended magazine	+25 gp	+1/2 lb.

This system is operated with gear from the Firearms 1 limited list. It uses ball loads or shot loads typically carried in a bullet pouch, and gunpowder typically carried in a powder horn. The weapon cannot make use of paper cartridges.

It takes one action to open the weapon and make it ready for reloading, or to close it afterward. While opened, you can use an action to reload each chamber of the weapon's magazine. If you have the firearms expert feat, you may use an action to reload up to two chambers. Opening, closing, and reloading requires the use of both hands.

The cap-and-ball system is not compatible with the extended magazine modification.

Modification, Detachable Magazine (3). *The portion of this weapon that contains ammunition is detachable, in the form of a box or cylinder. Carrying several of these interchangeable magazines quickens the reloading process.*

A firearm with a magazine weapon property rated higher than 1 can be manufactured with this modification. It takes one action to replace a detachable magazine with another, regardless of its size or capacity. The process of reloading a magazine, whether attached or separate, is the same as normal.

In addition to the extra cost to manufacture a firearm with this feature, you can purchase separate magazines or clips that fit the weapon for 5 gp each.

The detachable magazine modification is not compatible with the extended magazine modification.

Modification, Extended Magazine (3). *The portion of this weapon that contains ammunition is manufactured in an enlarged manner to hold additional ammunition.*

A firearm with the magazine property may add this modification. It holds half-again as many rounds as indicated by its magazine rating, rounded down. (A magazine rating of 1 cannot be improved.)

The extended magazine modification is not compatible with other modifications. A firearm with this modification cannot benefit from a concealed holster or a quick-draw holster.

Modification, Open Bore (2). *This gun was made with a smooth barrel interior, wider than normal versions of the gun. The weapon is more forgiving of poorly-measured loads of powder and less-susceptible to fouling.*

This modification can apply to weapons of the Firearms 2 limited list. Reduce the misfire rating of this weapon by 1, removing it altogether if that property was not previously rated 2 or higher.

This modification is incompatible with rifled bore barrels.

Modification, Rifled Bore (2). *This weapon was created with spiraling grooves on the barrel's interior.*

This modification can apply to weapons of the Firearms 2 limited list. It imparts spin to fired projectiles, improving their flight characteristics.

When fired with a ball load, both the weapon's range increments are increased by a distance equal to half its normal range increment.

This modification is incompatible with open bore barrels.

Modification, Second Barrel (2). *This firearm was crafted with a second barrel, including a secondary trigger to fire it.*

This modification can apply to weapons of the Firearms 2 limited list. Each of the weapon's two barrels are fired separately. The barrels can be created with different bore modifications.

Musket (2). *The standard-issue weapon of firearm-wielding militaries, this smoothbore long arm is very reliable in battle. (Page 197)*

This weapon loads ball or shot.

Musketoos (2). *This longarm is a shorter version of the musket, used for hunting or household defense. (Page 197)*

This weapon loads ball or shot.

Pistol (3). *Pistols are the most-varied firearm in shape and composition, particularly in the way they hold ammunition. Possible styles include revolving cylindrical magazines, sliding block magazines (horizontal or vertical), internal tube magazines that reach into the handle, and more. (Page 201)*

This weapon loads (pistol) cartridges.

Pistol, Heavy (3). *A larger version of a standard pistol, this weapon trades ease of handling for additional stopping power. (Page 201)*

This weapon loads (magnum) cartridges.

Pistol, Howdah (3). *A heavy, four-barreled breach-loading pistol designed to stop large animals. (Page 201)*

This weapon loads (carbine) cartridges.

Pistol, Palm (3). *This small gun is easy to conceal. It holds only two bullets at a time, either breach loading them or inserting them into a rotating block*

magazine. (Page 201)

This weapon loads (small-caliber) cartridges.

Apply disadvantage to Wisdom (Perception) checks to notice this weapon if it is carried in a hidden fashion.

Powder Horn (1). *A hollow horn, typically from a cow or similar beast, used to carry gunpowder. (Later versions appear as metal flasks.) 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 a precise measure of the contained gunpowder. A powder horn is typically carried by a long strap worn over the shoulder, keeping it handy for quick use.*

A powder horn (with powder) is required to load a firearm with loose ball or shot loads. A powder horn can hold gunpowder sufficient for 30 shots. Powder



stored in a horn will stay dry in humid conditions and will not spoil if submerged in water for up to 1 minute.

Powder Keg (1). *This smallish, wooden cask is sealed with wax to prevent sparks or water from contacting the explosive powder within.*

Powder stored in a powder keg will stay dry in humid conditions, and even if the keg is completely submerged in water.

Repeater (3). *This firearm commonly uses a cylindrical rotating magazine, or a lever-action that feeds cartridges from an internal tube extending into the stock. Some use other, more exotic mechanisms. This weapon comes in normal and short versions.* (Page 201)

A repeater loads (rifle) cartridges. A short repeater loads (carbine) cartridges.

Rifle (3). *Rifles are very powerful, long-range firearms. They use bolt-action, falling block, or similar mechanisms, loading only one cartridge at a time. They come in normal, long, and carbine versions.* (Page 201)

A long rifle loads (high-power) cartridges. A rifle loads (rifle) cartridges. A carbine loads (carbine) cartridges.

Scattergun (3). *This firearm usually has a tube magazine below the barrel. Shotshells or slugs are advanced into the ready position by a shuttle attached to a cranked windlass or a pump-action mechanism. It comes in normal and short versions.* (Page 201)

These weapons load shotshells or slugs, or a combination thereof.

If loaded with a combination, keep track of the sequence of ammunition types to determine the effects of each shot. Disfavored ammunition can be ejected as unspent rounds in order to skip to a later-loaded ammunition type. This requires no additional effort in the firing process.

Serpent (2). *A common, standard-sized handgun of basic construction.* (Page 197)

This weapon loads ball or shot.

Slow Match (1). *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 other sources of fire. Careful gunners light both ends of the match, in case one end is blown out by the flash of gunpowder in the pan. A slow match burns at a rate of*

1 foot per hour. It can be used as a source of fire when shooting firearms, lighting flame arrows, or the like.

Thunderbox (2). *A heavy handgun with five barrels arranged in a cluster, all of which fire simultaneously. The weapon is very expensive and time-consuming to load and use at full effect.* (Page 197)

This weapon loads ball or shot. If loaded with multiple ammunition types, the weapon's shots use the majority ammunition's statistics.

Reduce the weapon's damage to 2d8 piercing if fired with only three or four barrels loaded, or 1d8 piercing if fired with only one or two barrels loaded. Likewise, reduce the weapon's misfire rating to equal the number of barrels loaded when fired.

If this weapon misfires, the (unmodified) number rolled on the d20 indicates the number of barrels that are fouled. The other barrels remain usable.

Trinity Gun (2). *This smoothbore weapon has three barrels that fire simultaneously, consuming triple the normal shot and powder.* (Page 197)

This weapon loads ball or shot. If loaded with multiple ammunition types, the weapon's shots use the majority ammunition's statistics.

Reduce the damage to 1d10 piercing if fired with only one or two barrels loaded. Likewise, reduce the weapon's misfire rating to equal the number of barrels loaded when fired.

If this weapon misfires, the (unmodified) number rolled on the d20 indicates the number of barrels that are fouled. The other barrels remain usable.

Volley Gun (2). *A volley gun is a long arm with five smoothbore barrels arranged in a cluster, all of which fire simultaneously. The weapon is very expensive and time-consuming to use at full effect.* (Page 197)

This weapon loads ball or shot. If loaded with multiple ammunition types, the weapon's shots use the majority ammunition's statistics.

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. Likewise, reduce the weapon's misfire rating to equal the number of barrels loaded when fired.

If this weapon misfires, the (unmodified) number rolled on the d20 indicates the number of barrels that are fouled. The other barrels remain usable.



*Half-orc assassin
rogue with cutlass
and repeating hand
crossbow*

Chapter 12

CHAPTER TWELVE

ADVANCED VEHICLES



HIS CHAPTER HAS TWO LIMITED LISTS THAT cover advanced vehicles. The first list, the Age of Sail, includes the technological advancements in naval vessels corresponding to the pre-industrial age of the real world. The second list, Fantasy Flight, covers fantastical flying machines and provides different flavors and options for their implementation.

The lists here use the same rules and notations as those applied to waterborne vehicles in chapter 7, including rules for crew, passengers, damage threshold, repairs, and weapon capacity.

AGE OF SAIL

This list brings tall sailing ships of various size into the game, ships suitable for piratical adventures or other maritime campaigns.

SIZE DESIGNATIONS

Names for ships by size are used quite loosely in this section. The table below is intended to show a progression of ships, from largest to smallest. Vague categories are used, with regimented distinctions between them, but historically these terms referred to many variations and sizes of ship, some of them



VEHICLES (AGE OF SAIL)					Cargo			Damage
Item	Cost	Speed	Crew	Passengers	(tons)	AC	HP	Threshold
<i>Ship of the line</i>								
1st rate man o' war (45)	320,000 gp	12 mph	400	200	150	15	850	20
2nd rate man o' war (40)	200,000 gp	12 mph	300	150	135	15	750	20
3rd rate man o' war (30)	125,000 gp	13 mph	200	100	120	15	650	20
<i>Warship</i>								
4th rate frigate (25)	65,000 gp	13 mph	150	75	80	15	500	15
5th rate frigate (20)	35,000 gp	13 mph	120	60	65	15	400	15
6th rate frigate (10)	28,000 gp	13 mph	90	45	50	15	300	15
<i>Unrated ship</i>								
Sloop (8)	30,000 gp	14 mph	30	65	75	15	120	12
Brig (7)	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	180 gp	3 mph	11	1	1/2	12	85	—

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!

OPERATING SAILING VESSELS

If you have proficiency with “vehicle (water),” you can add your proficiency bonus to any check you make to control waterborne vehicles. 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 the ship.

Vessels traveling beyond sight of the land also require a driver or a crew member that can read charts and make use of navigator’s tools to avoid getting lost.

DESCRIPTIONS

Age of Sail vessel descriptions are provided below.

Ship of the Line (any). These “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 stone or iron from siege engines, slugging it out with other ships of the line during fleet actions.

Unrated Ship (any). Unrated ships are capable vessels but do not have the military designations that describe the roles of naval craft.

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, one that is 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 find a place in major engagements. In fleet actions, frigates serve the role of support ships.

FANTASY FLIGHT

The Fantasy Flight limited list makes magical air travel possible.

OPERATING AIRBORNE VEHICLES

Like land and water vehicles, normal operation of air vehicles does not require ability checks. However, an airship or flying platform 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.



MODES OF PROPULSION

The typical form of an airship is a literal ship, but these vehicles can take other shapes, such as hanging gondolas suspended from balloons.

The most influential aspect of an airship's design is its method of propulsion, both vertical and horizontal. The flying method that an airship utilizes will strongly affect its appearance and features.

Every airborne vehicle has some special mechanism or magic that gives it motive power. The possibilities are many; those listed here are just examples. It is not necessary for every airship to use the same modes of propulsion; a campaign's different air-travelling races and region's may have their own designs.

CLOCKWORK INVENTION

This broad category covers several types of motive systems. Often, a clockwork vehicle's horizontal propulsion uses an entirely different mechanism than its vertical propulsion.

For a vehicle's vertical movement, the most common mechanism is attaching it to a mass of lighter-than-air gasses, usually trapped within a single large balloon called a lift rig. This gas is harvested or created by magical or mundane means. Alternately, the balloon contains a vacuum, its shape rigidized by magic. A lift rig is rarely large enough to lift a vehicle but is often sufficient to slow its fall to a safe speed. To effect flight, the lift rig is usually also a magic item that provides the vehicle with supplementary levitation. Even "scientific" systems use magic of some sort.

Horizontal movement holds more possibilities, like banks of sails hung on masts that project sideways from the hull, rotating propeller engines, or clockwork wings that oscillate via complex physics.

VARIANT: VEHICLE (AIR) PROFICIENCY

This variant creates a new type of proficiency.

If you have proficiency with air vehicles, you can add your proficiency bonus to any check you make to control flying vessels in difficult circumstances.

VEHICLES (FANTASY FLIGHT)

Item	Cost	Speed	Crew	Passengers	Cargo (tons)	AC	HP	Damage Threshold
Airship (20)	20,000 gp	8 mph	10	20	1	13	300	—
Airship, greater (30)	250,000 gp	7 mph	45	100	15	15	550	10
Flying platform (50)	175,000 gp	1 mph	10	350	150	15	600	10
Glider	210 gp	3 mph	1	—	—	13	20	—
Ornithopter (1)	9,500 gp	8 mph	1	—	—	13	50	—
Ornithopter, twin (1)	12,500 gp	7 mph	1	1	—	13	65	—
Sky barge	8,500 gp	5 mph	1	8	1	11	30	—

MAGICAL MEANS

Other propulsion mechanisms can exist anywhere on a continuum that stretches from purely-magical forces to pseudo-scientific principles.

AIRSHIPS AND SHIP-SHAPES

Most airships are constructed in the shape of (or with the hulls of) regular sailing ships. This occurs for several reasons.

First, ships are designed to hold together despite the battering of hostile seas, and without consideration of their angles relative to the force of gravity. A house, for example, doesn't hold together when you turn it sideways.

Second, having a hull allows airships to make emergency landings on water, or to use lakes and rivers for landing zones among otherwise-inaccessible terrain. In dangerous lands, such places are also more defensible; only aquatic creatures can easily sneak up on a vessel at sea.

Finally, some airships are designed for mixed use, sometimes traveling on air, and sometimes on water. In some campaigns, flying may require a scarce type of fuel. Alternately, there may be risks involved when flying in some places or at some times.

For example, airships in your campaign might use magical sails that can interact with invisible ethereal winds, currents which blow in any direction. They might appear as any other sailing ships, perhaps with a few more masts held at odd angles. Alternately, airships might simply look like iron boxes that fly through the air.

These options give the Dungeon Master the most freedom to invent and to stray from the established tropes of fantasy airships. They are limited only by the imagination.

ELEMENTAL POWER (EBERRON)

In Eberron, the dragonmarked pilots of House Lyrandar pilot elemental-powered airships. These vehicles require a Khyber dragonshard to bind one of the four cardinal elemental types into the vessel to power it. Any vehicle powered by an elemental this way can move at double the standard speed for such a vehicle. (Elemental vehicles are not limited to airships in Eberron.) Each such vehicle bears the distinctive marks of elemental servitude, typically a ring of elemental power that encircles the vehicle or motes of energy attached to its extremities.



SPELLJAMMING HELMS

These throne-like artifacts are attached to regular ships (and other vehicles of various kinds), transforming them into airships. Transformed vessels are capable of flying through the skies, fueled by the spell energy of a spellcaster seated in the helm (or strapped to it). Some of these devices work only for psionics or powerfully-psionic creatures.

Attaching a spelljamming helm to a ship also gives it the ability to travel beyond the planet's atmosphere. A transformed vessel retains its own localized pocket of air for the crew to operate in and, while in space, can travel fast enough to navigate between planets and even between the crystal spheres that encapsulate solar systems.

DESCRIPTIONS

Fantasy Flight vehicles are described below.

Airship. *This vehicle is the size of a sailing ship. 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 or 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 the dynamic interaction of its wing surfaces with the air to support it in flight.*

Once in flight, a glider can gain altitude by circling an area with updrafts or it can get towed higher by another flying vessel.

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 might mount a siege weapon (Large or smaller), like a ballista.

Ornithopter, Twin. *This ornithopter is slightly larger and sturdier than the normal version. It has the capacity to carry both a driver and one other crewmember; a copilot, navigator, or gunner.*

Sky Barge. *A smaller airship used to ferry passengers and cargo around small regions, like within a city or at the city's sky docks.*



*Human hexblade warlock
in haramaki armor and
hoshi with naginata and
wakizashi*



Chapter 13

CHAPTER THIRTEEN

JADE THRONE



THIS CHAPTER ALLOWS PLAYERS THE CHANCE TO use equipment that is not strictly influenced by medieval European cultures. The limited list here looks to some historic East Asian cultures for its designs and naming. This equipment can be added to existing gear from the previous chapters or it may replace some of that gear, perhaps to break out of the Western paradigm. For example, it may serve as a native list for games placed in the Kara-Tur region of the Forgotten Realms campaign setting.

JADE THRONE

This list provides rules for equipment in a campaign setting inspired by some historic East Asian cultures.

CULTURAL INFLUENCE

Unlike the *Oriental Adventures* books of prior editions, this selection of gear is based almost entirely on Japanese culture in the real-world feudal era. Some geographical fusion is still present, but the equipment options derived from Chinese, Korean, Indian, and other nearby cultures are less present. If the Dungeon Master wishes to use a different culture as the primary influence for the campaign, most of the equipment here (and in earlier chapters) 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 historic weapons. This is an excellent starting point. The Internet is likewise a valuable source for equivalent names relative to different cultures.

While the equipment of this limited list is influenced by a particular culture in time, it is not an historic representation of any culture's style or usage of said equipment. The rules for these items and their configurations reach no further than the needs of a fantasy game and should not be treated as anything historic, authoritative, or representative.

LIMITED LIST

The Jade Throne list is larger than other limited lists, allowing it to be used in one of two ways.

STANDARD USE

The Dungeon Master can opt to allow access to equipment from this chapter just as with any other limited list. When used this way, the Jade Throne equipment is accessible in whatever ways the Dungeon Master determines, as discussed in chapter 1.

NATIVE LIST

Because it covers a comprehensive array of weapons and armor, the Jade Throne equipment is vast enough for use as a "native list." This option is suitable for a campaign where the equipment in this chapter is the norm, and the campaign treats all the



armaments of chapters 2 and 3 as belonging to their own limited list.

For this option, players opting for the class-and-background method to generate starting equipment must use the Item Swaps variant rule to replace the standard weapon and armor selections with options from the Jade Throne limited list. The same applies to musical instruments.

All other types of equipment from the first six chapters of this product are available in a campaign using the Jade Throne chapter 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 rice instead of hardtack.

When using the Jade Throne list as a native list, the Firearms 1 limited list is particularly suitable for inclusion as well. Consider adding the bajozutsu (handgonne), bo-hiya (hand culverin), tanegashima (arquebus), and related equipment.

TABLE NAMES

Some weapons are noted with italicized, parenthetical names used as descriptors. However, if another weapon name is given in [brackets], the listed weapon uses rules identical to that “standard,” bracketed weapon. The basic description and art for that weapon can be found in chapters 2 and 3, not this chapter, bearing in mind that some visual differences may apply.

Any feature, spell, or other effect that refers to a “standard” weapon applies equally to the limited versions here. For example, the *shillelagh* spell works on a bo or hanbo as well as it does on a quarterstaff or club. The Polearm Master feat applies to the kamayari as well as it does to the halberd.

DESCRIPTIONS

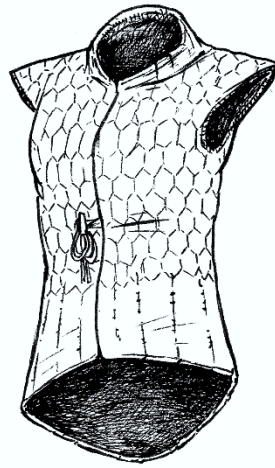
Jade Throne item descriptions are provided below. These cover armor, weapons, and musical instruments.

ARMOR (JADE THRONE)

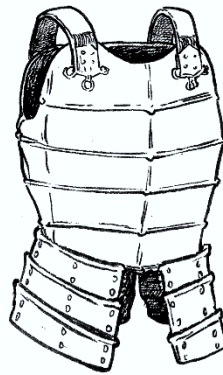
Item	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Quilted coat	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Manchira	10 gp	11 + Dex modifier	—	—	10 lb.
Ashigaru	40 gp	12 + Dex modifier	—	Disadvantage	15 lb.
Nerigawa kozane	55 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Dhenuka	20 gp	12 + Dex modifier (max 2)	—	Disadvantage	15 lb.
Kikko	35 gp	13 + Dex modifier (max 2)	—	Disadvantage	35 lb.
Chain coat	45 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Kozane	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Hotoke	300 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Do-maru	850 gp	15 + Dex modifier (max 2)	—	Disadvantage	35 lb.
<i>Heavy Armor</i>					
Kusari	55 gp	15	—	Disadvantage	40 lb.
Lamellar coat	75 gp	16	Str 13	Disadvantage	45 lb.
Haramaki	600 gp	17	Str 15	Disadvantage	55 lb.
O-yoroi	1,200 gp	18	Str 15	Disadvantage	60 lb.
<i>Shields</i>					
Tedate (Shield)	10 gp	+2	—	—	6 lb.
<i>Additions</i>					
Dastana	10 gp	+1	—	—	3 lb.
Hoshi	10 gp	—	—	—	2 lb.
Sangu	12 gp	—	—	Disadvantage	5 lb.



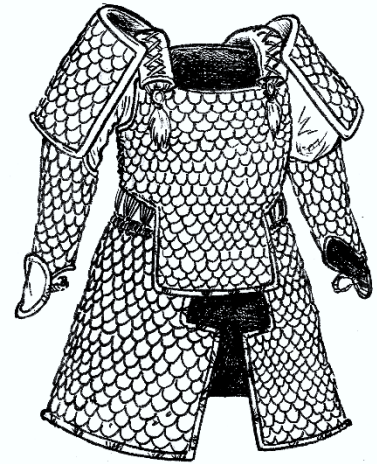
quilted coat (light armor)



manchira
(light armor)



ashigaru
(light armor)



nerigawa kozane (light armor)

Ashigaru. This lightweight armor of narrow, interlocking plates covers little more than the torso. It is inexpensive to craft relative to heavier armor, making it suitable for conscripted or auxiliary soldiers. (Page 214)

Ashikou. A metal gauntlet covered in wicked spikes and claws. (Page 220)

Bokken. This wooden practice sword can be used as a fearsome weapon in its own right. (Page 224)

Chain Coat. A hauberk of light chainmail that fastens up the front or back, typically without head protection. (Page 215)

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. (Page 219)

Chijiriki. Not to be confused with the blunt-handled “chigiriki” (flail), this weapon has a slightly longer shaft with a spear tip at one end. A chain connects the other end to a blunt or spiked weight. (Page 219)

Dastana. These very heavy bracers cover the forearms and the back of the hands. (Page 216)

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, protecting the grip. The back of the outer crescent, and the crisscrossed crescent tips, are bladed. (Page 220)

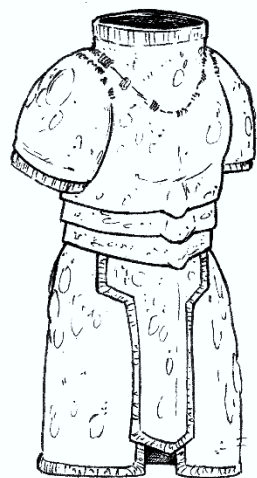
If wielded as a pair, you are considered to be using two defensive weapons. Wielded singly, the defensive property does not apply.

Dhenuka. Made from the hide of particularly-armored beasts, this suit provides significant protection while allowing the wearer to retain agility and mobility. (Page 215)

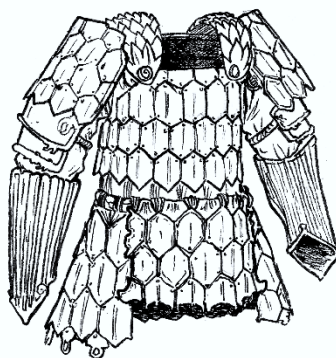
Do-Maru. This constitutes a portion of a full suit of o-yoroi, the “great armor,” with smaller shoulder pieces and with a lighter helmet. The design intends to allow the wearer a greater range of movement, particularly in the upper body. (Page 215)

Fukimibari. This collection of tiny, weighted needles is held in the mouth until used. (Page 220)

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



dhenuka (medium armor)



kikko (medium armor)



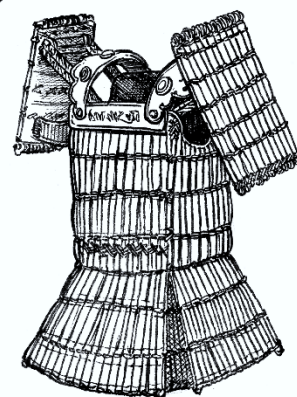
chain coat (medium armor)



hotoke (medium armor)



do-maru (medium armor)



kozane (medium armor)

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 its next turn. 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 very-dense lacquered plates, interlocking in a suit that covers the torso, tying in the back. (Page 216)

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 elaborate helmet flares widely at the back to protect the neck and shoulders. A fearsome mask covers the face and tall protrusions, or ornamentations complete the intimidating appearance. (Page 216)

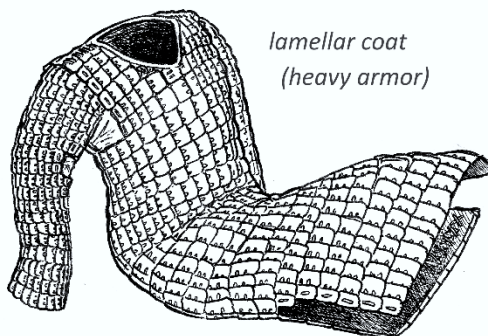
Wearing a hoshi helmet grants immunity to the special mechanics of saps and garrotes. It provides a +2 bonus to the wearer’s Charisma (Intimidation) checks but gives the wearer’s Wisdom (Perception) checks disadvantage.

Hotchiku. A long flute made from a single piece of heavy bamboo, collected from the root-end of the stalk.

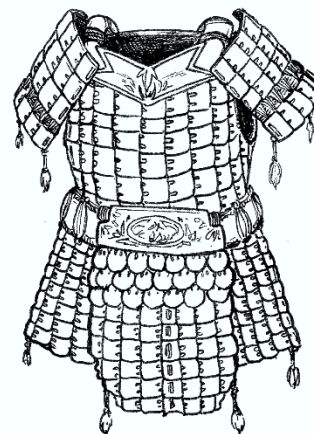
This heavy instrument can be used as a club.



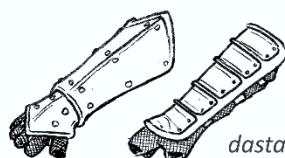
kusari (heavy armor)



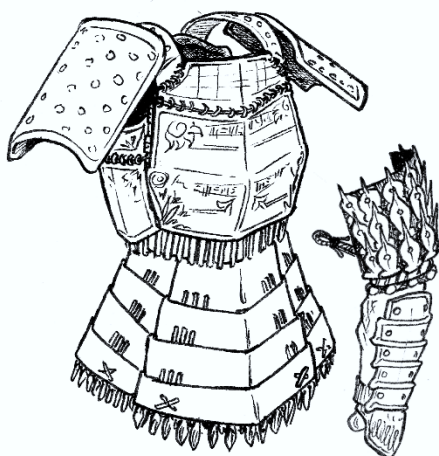
*lamellar coat
(heavy armor)*



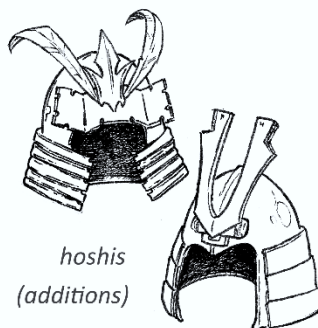
haramaki (heavy armor)



dastana (additions)



o-yoroi (heavy armor)



*hoshis
(additions)*



sangu (additions)

Hotoke. This solid breastplate and back plate of lacquered metal are typically joined by joints on one side and tied closed along the other side to encase the torso. Smaller sets of plates cover the joints. (Page 215)

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 parallel prong curving forward from the handle. (Page 224)

Johyo. This heavy dart is attached to the end of a 15-foot, lightweight rope. (Page 219)

This can be swung to make melee attacks against foes within five feet or it can be thrown up to 15 feet. When thrown, a proficient wielder keeps ahold of the end of the rope and, as part of the attack, can 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. (Page 220)

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.

WEAPON-LIKE DEVICES (JADE THRONE)

Item	Cost	Damage	Weight	Properties
Ashikou	6 gp	—	1 lb.	Unarmed (S)
Fukimibari (<i>mouth darts</i>)	4 cp	—	—	Special
Kakute (<i>spiked rings</i>)	3 gp	—	1/2 lb.	Unarmed (P)
Nekote (<i>finger blades</i>)	5 gp	—	1/2 lb.	Unarmed (S)
Shimegoroshi [Garrote]	1 gp	—	1/2 lb.	Special, two-handed
Tekko (<i>knuckle weights</i>)	2 gp	—	1/2 lb.	Unarmed (B)

SIMPLE MELEE WEAPONS (JADE THRONE)

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)
Otonto	25 gp	1d4 slashing	1½ lb.	Fine, light
Sai	10 gp	1d3 bludgeoning	2 lb.	Disarming, defensive, light
Siangham	4 sp	1d4 piercing	2 lb.	Light
Tessen (<i>iron fan</i>)	4 gp	1d3 bludgeoning	2 lb.	Defensive, light
Tonfa	1 gp	1d3 bludgeoning	2 lb.	Finesse, light, special
Uchine [Javelin]	5 sp	1d6 piercing	2 lb.	Thrown (30/120)
Yari [Spear]	1 gp	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8)
Yawara (<i>short handle</i>)	2 cp	1d2 bludgeoning	1/4 lb.	—

SIMPLE RANGED WEAPONS (JADE THRONE)

Item	Cost	Damage	Weight	Properties
Hankyu [Shortbow]	25 gp	1d6 piercing	2 lb.	Ammunition (80/320), two-handed
Hankyu, composite [Composite shortbow]	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 [Repeating light crossbow]	125 gp	1d8 piercing	7 lb.	Ammunition (40/160), loading, special, two-handed

Kikko. Kikko armor consists of small hexagonal plates connected by metal links and sewn over a canvas suit. (Page 215)

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, sometimes stretched over wood or metal plates. (Page 215)

Kusari. A heavy suit of chainmail 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. (Page 216)

Kusarigama. This sickle-like weapon has a straight, perpendicular blade. A length of chain connects the bottom of the handle to a heavy weight. (Page 219)

This weapon has a reach of 15 feet.

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 (S) weapon property. The alternate (S) 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. (See chapter 9.)

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 or disk. (Page 219)

This weapon has a reach of 15 feet.

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. (See chapter 9.)

Lamellar Coat. A common type of armor, the lamellar coat consists of bronze or iron plates laced together and sewn over a leather coat. (Page 216)

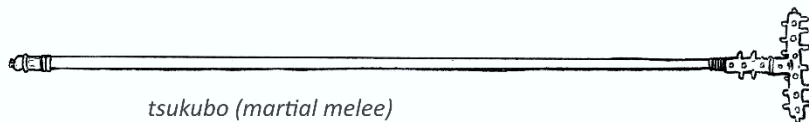




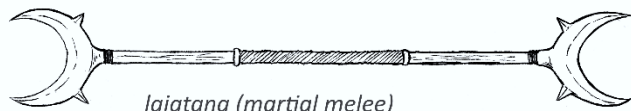
naginata (martial melee)



sodegarami (martial melee)



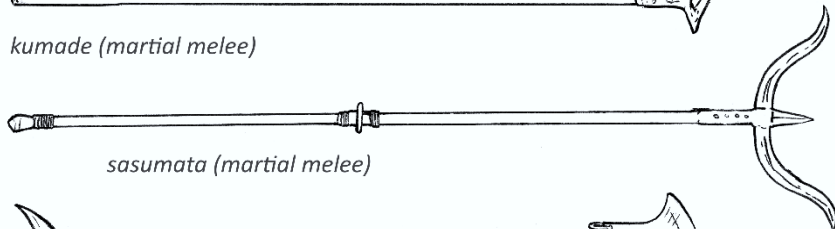
tsukubo (martial melee)



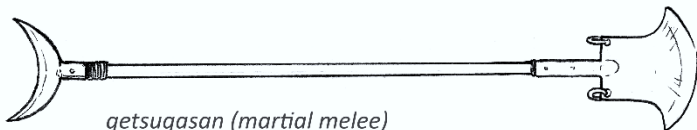
lajatang (martial melee)



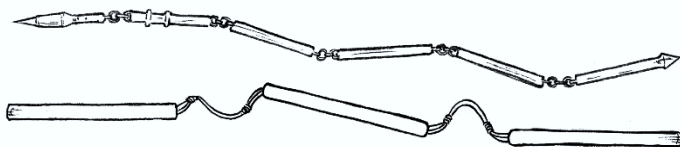
kumade (martial melee)



sasumata (martial melee)



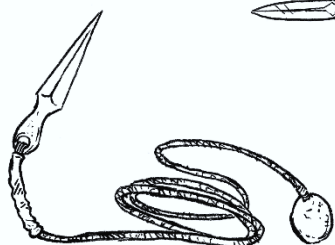
getsugasan (martial melee)



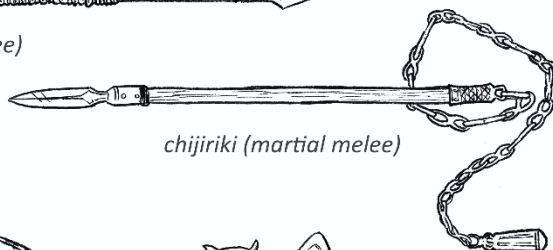
sansetsukons (martial melee)



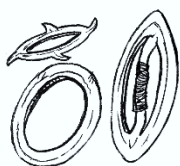
sang kauw (martial melee)



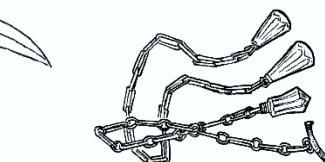
johyo (martial melee)



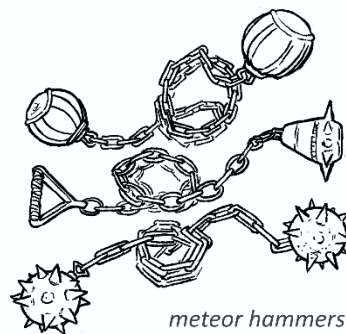
chijiriki (martial melee)



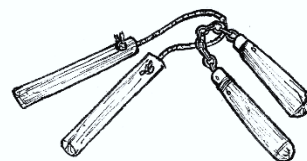
chakrams (martial ranged)



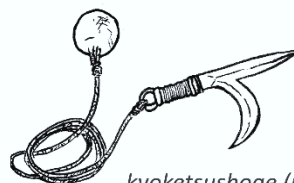
manrikigusaris (martial melee)



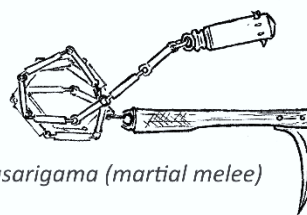
meteor hammers (martial melee)



nunchakus (simple melee)



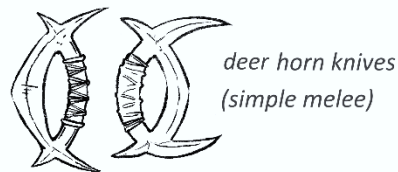
kyoketsushoge (martial melee)



kusarigama (martial melee)



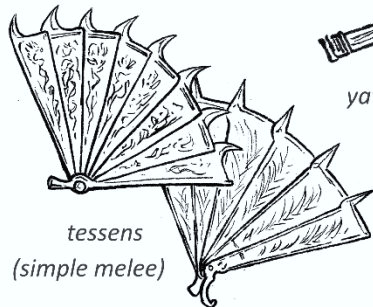
light shurikens (simple ranged)



deer horn knives
(simple melee)



yawaras (simple melee)



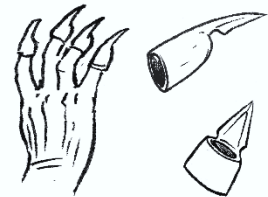
tessens
(simple melee)



fukimubaru
(weapon-like device)



ashikou
(weapon-like device)



nekote (weapon-
like device)



kakute (weapon-
like device)



tekko kagi (martial melee)

Manchira. The manchira is typically worn under a normal suit of armor to cover the gaps and provide padding, but it is not as protective as a separate sangu. It is sometimes worn without other layers. When worn alone, a manchira provides a minor degree of protection against attacks. (Page 214)

Manrikigusari. A short chain with a small weight at one or both ends. (Page 219)

Meteor Hammer. A medium chain with large, heavy weights at each end. (Page 219)

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.

Nekote. These small caps fit over the end of each finger with a sharp, curved claw on each cap. (Page 220)

Nerigawa Kozane. This set of thin leather scales is sewn or riveted together to provide a flexible protective suit. (Page 214)

Nunchaku. The two wood or metal handles of this weapon are connected by a chain or cord. (Page 219)

Otanto. A large dagger of exceptional quality with a single cutting edge. (Page 224)

Otsuzumi. This hourglass-shaped drum is 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. (Page 216)

Polearm, Getsugasan. A short polearm with a crescent blade affixed perpendicularly to one end, tips pointed the same direction as the haft. The other end has a broad, flat, shovel-shaped blade. (Page 219)

Polearm, Kumade. A long pole with a trio of hooks at the end, like a claw. Resembling a pitchfork, his weapon is ideal for 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. (Page 219)

Polearm, Lajatang. A short polearm with two crescent shaped blades affixed perpendicularly to each end, tips pointed away from the haft. (Page 219)

Polearm, Naginata. An iconic weapon, this pole is topped by a short, high-quality blade with a single slashing edge. (Page 219)

Polearm, Sasumata. A polearm used for nonlethal restraint, the blunt crescent crosspiece is used to deflect weapon attacks and hold attackers at range. (Page 219)

Polearm, Sodegarami. Called a "sleeve tangler," this polearm's barbs are designed to catch in the enemy's clothing. (Page 219)

Polearm, Tsukobu. A polearm used for nonlethal restraint. A short, perpendicular bar sits atop the long haft. (Page 219)

Quilted Coat. A thickly-padded coat stitched with small quilt pockets to keep the batting from settling into the lower portions of the armor. (Page 214)

Ryuteki. A bamboo transverse flute, also called a “dragon flute.”

Sai. A metal rod tapering to a dull point, with two parallel prongs curving forward from the handle. (Page 224)

MARTIAL MELEE WEAPONS (PART 1, JADE THRONE)

Item	Cost	Damage	Weight	Properties
Ararebo, heavy [Heavy mace]	7 gp	1d8 bludgeoning	6 lb.	—
Ashikou	5 gp	1d3 slashing	1 lb.	Light, special
Bokken (<i>practice sword</i>)	2 gp	1d6 bludgeoning	2 lb.	Versatile (1d8)
Chigiriki [Flail]	15 gp	1d8 piercing	4 lb.	—
Chijiriki (<i>javelin and chain</i>)	18 gp	1d6 piercing	3 lb.	Alternate (B), disarming, reach, two-handed
Daiono [Waraxe]	20 gp	2d4 slashing	4 lb.	Deadly, heavy, versatile (2d5)
Daitsuchi [Great hammer]	25 gp	1d12 bludgeoning	7 lb.	Heavy, two-handed
Johyo (<i>rope dart</i>)	2 gp	1d4 piercing	3 lb.	Finesse, special, thrown (10/15), two-handed
Kusarigama	6 gp	1d4 bludgeoning	4 lb.	Alternate (S), disarming, reach, special, tripping, two-handed
Kuwa [Horseman’s war pick]	3 gp	1d6 piercing	1½ lb.	—
Kyoketsushoge	5 gp	1d4 bludgeoning	4 lb.	Alternate (P), disarming, reach, special, tripping, two-handed
Magariyari [Trident]	5 gp	1d6 piercing	4 lb.	[Disarming], thrown (20/60), versatile (1d8)
Magariyari, greater	12 gp	1d8 piercing	5 lb.	Thrown (15/45), versatile (1d10)
Manrikigusari (<i>combat chain</i>)	8 gp	1d4 bludgeoning	3 lb.	Disarming
Masakari [Battleaxe]	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Meteor hammer	21 gp	1d8 bludgeoning	12 lb.	Heavy, reach, tripping, two-handed
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 (<i>monk’s spade</i>)	25 gp	1d8 piercing	6 lb.	Alternate (S), heavy, reach, two-handed
Jumonjiyari [Renseur]	10 gp	1d10 piercing	13 lb.	Heavy, reach, two-handed
Kamayari [Halberd]	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Katakamayari [Guisarme]	12 gp	1d8 slashing	5 lb.	Heavy, reach, tripping, two-handed
Kumade (<i>claw staff</i>)	5 gp	1d4 slashing	5 lb.	Reach, tripping, two-handed
Lajatang	25 gp	1d8 slashing	4 lb.	Two-handed
Nagaeyari [Pike]	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Naginata	100 gp	1d10+1 slashing	6 lb.	Alternate (P), fine, heavy, reach, two-handed
Sasumata (<i>spear fork</i>)	8 gp	1d6 slashing	5 lb.	Reach, tripping, two-handed
Suyari [Longspear]	4 gp	1d10 piercing	9 lb.	Heavy, reach, thrown (10/30), two-handed
Sodegarami (<i>sleeve tangler</i>)	6 gp	1d4 piercing	5 lb.	Reach, special, two-handed
Tsukubo (<i>pushing stave</i>)	4 gp	1d6 bludgeoning	6 lb.	Reach, tripping, two-handed
Sang kauw	35 gp	1d6 piercing	5 lb.	Alternate (S), defensive, two-handed
Sansetsukon (<i>sectional staff</i>)	4 gp	1d8 bludgeoning	3 lb.	Reach, tripping, two-handed

MARTIAL MELEE WEAPONS (PART 2, JADE THRONE)

Item	Cost	Damage	Weight	Properties
<i>Sword</i>				
Butterfly sword	10 gp	1d5 slashing	3 lb.	Defensive, light
Katana	100 gp	1d8 slashing	3 lb.	Fine, versatile (1d10)
Khanda [Broadsword]	12 gp	2d4 slashing	4 lb.	Versatile (2d5)
Kotsurugi [Rapier]	25 gp	1d8 piercing	2 lb.	Finesse
Liuyedao [Scimitar]	25 gp	1d6 slashing	3 lb.	Finesse, light
Nagamaki	75 gp	1d10 slashing	4 lb.	Fine, two-handed
Ninjaken [Shortsword]	10 gp	1d6 piercing	2 lb.	Finesse, light
Nodachi	125 gp	1d12 slashing	5 lb.	Fine, heavy, two-handed
Shang gou (<i>claw sword</i>)	18 gp	1d5 slashing	4 lb.	Defensive, disarming, light, tripping
Shikomizue (<i>sword staff</i>)	25 gp	1d8 slashing	3 lb.	Special
Tachi [Longsword]	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Wakizashi	75 gp	1d6 slashing	2 lb.	Fine, light, versatile (1d8)
Zanbato [Greatsword]	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Tekko kagi (<i>hand claws</i>)	6 gp	1d3+1 slashing	2 lb.	Finesse, light, special
<i>Umayari [Lance]</i>				
Combat	10 gp	1d12 piercing	6 lb.	Reach, special
Combat, light	8 gp	1d10 piercing	4 lb.	Reach, special
Great	35 gp	2d8 piercing	15 lb.	Reach, special

MARTIAL RANGED WEAPONS (JADE THRONE)

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 [Composite longbow]	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 [Greater blowgun]	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 [Repeating hand crossbow]	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 [Repeating heavy crossbow]	250 gp	1d10 piercing	20 lb.	Ammunition (50/200), heavy, loading, special, two-handed

Sang Kauw. A short-hafted weapon with a point at each end. The center of the handle has a parallel crescent-shaped blade that protects the user's grip, its tips pointed away from the haft. (Page 219)

Sangu. Sangu components supplement existing armor by covering all the usual gaps. Among other elements, sangu includes a quilted underlayer that covers most of

the body and large, elaborate shoulder plates that shield the torso from side attacks. (Page 216)

These extra components particularly protect the thighs, shins, shoulders, arms, and their associated joints. Wearing sangu gives you a +2 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 quarterstaff, but the haft is separated into three or more individual components, each connected by a short chain or cord. (Page 219)

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 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 thrown at short range. They are often made from coins or similar scraps of metal. (Page 219)

Up to 6 light shuriken can be drawn as a single interaction with an object 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 short, metal arrow with a sharp head and a handle instead of fletching at the base. (Page 224)

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. (Page 224)

Sword, Katana. A sword with a long handle and a high-quality blade. The blade is sharp on one side and slightly curved. (Page 224)

Sword, Nagamaki. A sword with a long, high-quality blade and a handle nearly equal in length. This weapon is too long to wear sheathed at the waist; it is often carried over the shoulder. (Page 224)

Sword, Nodachi. A two-handed sword with a very high-quality blade. This weapon is useful in an anti-cavalry function; it is long enough to attack mounted soldiers from the ground and heavy enough to cripple a horse. (Page 224)

Sword, Shang Gou. This weapon is the length of a traditional sword, but the end of the blade is curved forward into a sharp-pointed hook. An outward-facing crescent is set over the handle to guard the hand and to help with blocking, trapping, and slashing. Only the back of the blade, including the outer edge of the hook, is sharpened. (Page 224)

Sword, Shikomizue. This covert weapon appears to be a staff until the handle is separated from the haft, drawing forth a deadly sword blade. (Page 224)



TOOLS—MUSICAL INSTRUMENTS (JADE THRONE)

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.

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, sharp on only one side. (Page 224)

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

Tekko kagi. A set of long claw blades that extend perpendicularly from a handle, protruding from between the user's fingers. (Page 220)

Tessen. An iron fan, or war fan, comes in two forms: a butterfly-shaped sheet of metal attached to a handle, used to deflect enemy attacks, or a true folding fan that has heavy iron ridges and other components, allowing it to be spread as a defensive weapon, or swung closed for a heavier impact. (Page 220)

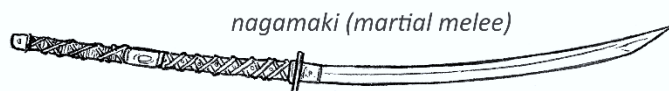
A subtle version of a tessen costs twice the listed price. It appears to be nothing more than an ordinary fan, perhaps slightly oversized, unless the item is handled or scrutinized from a very close distance.

Tonfa. This short club is wielded by its perpendicular handle near one end. (Page 224)

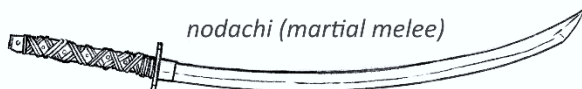
If tonfa are wielded as a pair, you are considered to have two defensive weapons. Wielded singly, the defensive property does not apply.

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

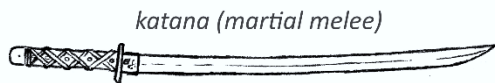
Yawara. This small, blunt handle isn't much longer than needed to grip it in one hand. Some yawaras (called "tekko") have a crescent of metal guards the grip, often bearing dull spikes or knobby protrusions. The yawara is used to enhance the user's hand strikes. (Page 220)



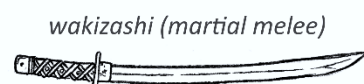
nagamaki (martial melee)



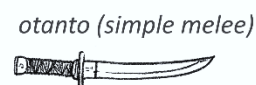
nodachi (martial melee)



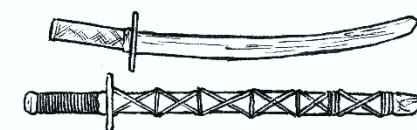
katana (martial melee)



wakizashi (martial melee)



otanto (simple melee)



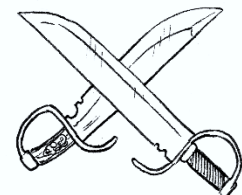
bokkens (martial melee)



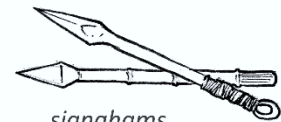
shang gous (martial melee)



sais (simple melee)



butterfly swords (martial melee)



sianghams (simple melee)



tonfa (simple melee)



shikomizues (martial melee)

*Aasimar moon druid
in hide armor with
maca and ersatz
yklwa*



Chapter 14

CHAPTER FOURTEEN

METAL-POOR APOCALYPSE



METAL IS A MAJOR COMPONENT OF ARMOR, weapons, and other gear useful for survival in a dangerous, magical world. Those who adventure without it, because they lack the industry to shape metal or because metal is a rare and precious commodity, do so at a tremendous disadvantage.

This chapter examines the effect of metal scarcity on adventuring equipment. Some published, official settings make metal a rarity in their worlds, like iron in Krynn and, most famously, the metals of Athas. However, scarcity alone does not account for all metal-poor settings.

In any world, primitive cultures that lack metalworking technology are limited to using metals that can be shaped with low heat and hammering; any steel or other smelted alloys must come from trade and are highly-valued within those societies. In this context, primitivity is defined only by the absence of invention or adoption of certain metallurgical techniques, regardless of the society's other developed technologies, arts, or urbanization.

Similarly, wholly-aquatic races are unable to use fire in their underwater industries and are thus unable to heat-shape metal at all. While such a race might be technologically sophisticated, some crafts are utterly impossible given the environment. These cultures, too, must trade for any steel they need, and must brave contact with the surface races to do so.

USE AS A NATIVE LIST

This limited list describes equipment available in a setting that has very little metal. Unlike other limited lists, which have the purpose of adding new equipment, this list restricts items or changes their prices. In this way, it functions like the Limited-Gear List for starting equipment described in chapter 1. Rather than scarcity of adventuring gear based on a lack of need and remoteness of location, this list is driven by a lack of inexpensive metals.

If the Dungeon Master imposes this set of limitations on the campaign, the available equipment will be limited as described here, both during character creation and later during play. Metal items are available, but usually only those with small amounts of metal, and usually at an inflated cost.

COINAGE

A world with very little metal is not likely to use metal coins, since the value of rare metals becomes too high to justify their use as common currency. In a metal-poor world, such metal coins are valued at 100 times their standard worth. Trade instead makes use of trade goods and alternate forms of currency.

GEMSTONE EXAMPLE

In a world where metals are rare, other minerals can substitute for coinage. A currency system of this sort might use low-value crystalline gemstones like zircon, which comes in a dozen different colors. Instead of



cutting them into shapes useful for jewelry, these stones are made into tiny “commercial cuts,” the size and color of which correspond to different denominations.

This currency model probably relies upon government-trained gem cutters that work in facilities like mints. Counterfeiting might be deterred by the rarity of this specialized training, or by a system of magical imprinting that leaves a distinct mark on each cut gem.

An underwater variation of this coinage might employ rare molluscan seashells from creatures that only inhabit dangerous regions or that must be cultivated in government-controlled facilities.

CERAMIC COIN

EXAMPLE

Ceramic is a functional alternative when it comes to minting coins, one used in the Dark Sun setting. In this Metal-Poor Apocalypse, the standard coin is the ceramic piece (cr). Its spoked-wheel imprint allows the coin to be broken into 10 pie-shaped wedges called “bits” (bt), each valued at one-tenth of a ceramic piece. An even smaller unit, a tiny ceramic-glazed lead bead (bd) (often with a central hole for threading) is valued at one-hundredth of a ceramic piece.

For normal item costs, convert all standard goods directly from their listed gp/sp/cp prices to equivalent cr/bt/bd.

OTHER EXAMPLES

For additional ideas on how to replace metal coins, see the Material Assets suggestions in chapter 1 of this product and in the *Comprehensive Wealth Manual*.

AVAILABILITY AND COST

The following rules apply because metal is not readily available in a Metal-Poor Apocalypse.

RESTRICTED ITEMS

A restricted item is hard to find for sale and its price is massively inflated as described below. If it is armor or a weapon, it is available in an ersatz alternative. (See chapters 2 and 3.)

Standard items not restricted by these lists replace their metal components with non-metal ones. Alternately, they use only small amounts of low-quality metal such that their costs and rarity are unaffected.

Armor. The following are restricted: *All medium and heavy armors except hide, layered hides, and layered furs*

Weapons. The following simple weapons are restricted: Crossbow (all types), dagger (all types), dart, hammer, handaxe, hatchet, hook, javelin, mace (all types), pick (all types), scythe, sickle, spear (all types), stiletto

Additionally, *all martial weapons are restricted except blowgun* (all types), bolas, boomerang, longbow (all types), and net (all types)

Adventuring Gear. The following are restricted: Arrows (all except alchemical), ascender, ashlar, bell, block and tackle, blowgun needles (all), caltrops (any), chain, climber’s kit, coin grinder, crampons, crossbow bolts (all), crowbar, diver’s kit, glass breaker’s kit, grappling hook, hacksaw, hammer (any), holy symbol (amulet, ornamental amulet), hunting trap, lantern (any), lock (any), lockbox, manacles (any), mirror, pick, piton, pole (collapsible),



pot, ritual sickle, saw, shikaro, shovel, signet ring, sling bullets (dimpled, leaden), spikes, sprayer, winch

Tools. The following are restricted: Carpenter's tools, glassblower's tools, jeweler's tools, smith's tools, tinker's tools, thieves' tools, woodcarver's tools

OTHER RESTRICTIONS

If your campaign also restricts arcane magic or literacy, as the Dark Sun setting does, the Dungeon Master may also impose the limitations of the Magic Restrictions and Literacy Restrictions sidebar in chapter 4.

If your campaign uses any limited lists that include weapons or armor, the Dungeon Master will determine which items from those lists are restricted.

RESTRICTED ITEM COSTS

Because they must use metal in significant enough quantities to fully meet their expected functionality, restricted items on the lists above are too rare to be found in most shops. Where they are available, these items cost an additional amount equal to 50 gp per pound of the item.

STARTING EQUIPMENT

When the class-and-background method for starting equipment gives characters restricted armor and weapons, they instead get ersatz versions of these items. They additionally acquire wealth in the amount of the difference between a standard version and an ersatz version.

For example, a cleric that would acquire scale mail armor at character creation instead

gets ersatz scale mail, perhaps made from the treated scales of a wild inix. Because ersatz armor is valued at only one-quarter of standard armor, the cleric receives 37 gp and 5 sp alongside this armor selection (or whatever wealth equivalent is used in the setting), three quarters of the value of a suit of scale mail.

Refunding the price difference is important for wealth balancing because ersatz armament users must occasionally pay for repairs or must carry multiple sets of equipment to replace items that break. The refund also helps to maintain parity with characters whose starting wealth is rolled for, since those characters can purchase their ersatz equipment at the reduced price.

DM'S CORNER: MANAGING ARMAMENTS

The biggest change to metal-poor settings is to the look and function of weapons and armor. This section advocates minimal armament alterations in such worlds; instead of entirely-new weapons and armor, changing standard names and material composition can easily evoke the flavor of such a setting. The ersatz armor and weapon properties are sufficient to reflect the non-metal nature of the armaments in the setting.

WEAPONS AND WORLDS

In any Metal-Poor Apocalypse, weapons that might otherwise be made of metal are usually crafted from alternate materials. Chapter 3 has rules for making such items from alternate materials, the ersatz crafting rules. It is common for such weapons to take on new and distinct shapes based on the materials used, despite their game-statistic aspects.



For example, the alak and carrikal of the Dark Sun setting use shapes based on their materials of origin, which bear little resemblance to the weapons you might base them on from chapter 3. If your campaign is set in Athas, there is a host of source material from older editions, including illustrations of various odd weapons whose shapes can be applied to ersatz versions of whatever standard weapons the Dungeon Master finds suitable. These need not be consistent; item names rarely transcend small regional usage when the items are built ad hoc from available materials.

In other campaign worlds, many new weapon shapes and names are possible applying the ersatz property to the weapons in chapter 3. Underwater campaigns will particularly favor weapons that also possess the natatorial weapon property.

ARMOR AND GAME BALANCE

It might be tempting for a Dungeon Master to simplify the armor selection in metal-poor settings, allowing only the armor suits made with non-metal materials. This approach is disfavored because it has a few drawbacks related to game balance.

First, the bounded accuracy model of the 5th Edition of DUNGEONS & DRAGONS expects that Armor Classes for player characters will exist within a set range. Reducing some characters' Armor Classes this way changes the balance of the Challenge Rating system (such as it is) and requires the Dungeon Master to commit additional attention to re-tune encounters with that change in mind.

Second, allowing only the armors that are already non-metal weakens every class whose balance of features includes proficiency in medium or heavy armor. Warrior-type characters are already disadvantaged by the drawbacks of ersatz-quality weapons—the main tools of those classes—which can break at inconvenient times.

Relatedly, because that approach would omit heavy and medium armor from normal use, the game's balance of the Dexterity and Strength abilities changes significantly. In the standard game, Strength-based characters can achieve the highest Armor Classes through their armor. Removing those armor types would instead relegate Strength characters to the lowest Armor Classes.

ENHANCING METALS

In worlds where metal is rare, a suit of metal armor is a powerful tool and a status symbol. In your campaign, the Dungeon Master might think that acquiring a suit of metal armor should therefore grant more benefits than simply avoiding the occasional repairs needed for ersatz armors. There are a couple of approaches that can be used to give metal armor greater benefits.

The DM might make steel armor quasi-magical, like adamantite or mithral armor. Such armors might include an inherent +1 benefit like *magic armor*. However, this approach risks offending the bounded accuracy model of the 5th Edition's mechanics and it leaves little room to apply standard enchantments to metal armor.

Another approach is to apply a very limited form of damage reduction. While wearing a suit of metal light armor, bludgeoning, piercing, and slashing damage from non-magical ersatz weapons is reduced by 1. For medium armor, the reduction is 2 and for heavy armor, the reduction is 3. This approach also grants a reciprocal advantage to metal weapons, since they bypass this reduction.

Instead, Dungeon Masters are encouraged to apply the ersatz armor property to the standard armor sets in chapter 2, keeping the original range of Armor Classes and the armors' various mechanical benefits and restrictions.

OTHER USES

The Dungeon Master can also refer to the restrictions in this chapter when characters enter a smaller section of the setting, as when they encounter a primitive species of creature or visit a technologically-isolated part of the world. Although most of this chapter is aimed at characters' starting equipment, it can also serve to limit what characters are able to buy in those places.

If the residents of a primitive area are not warlike, the Dungeon Master might choose to combine the restrictions of this chapter and the Village Starts section of chapter 1 to severely curtail the party's ability to resupply.



EQUIP YOURSELF FOR SUCCESS

This weighty tome is an essential reference for new and expert adventurers alike, those who wish to be ready for any challenge.

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