

Equipment

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

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

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

Wealth

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

Coinage

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

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

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

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

STANDARD EXCHANGE RATES

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

Selling Loot

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

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

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

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

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

Armor and Shields

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

Armor Categories

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

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

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

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

Shield: A shield provides additional protection above and beyond what armor offers. Additionally, shields can be used as weapons in combat (see Martial Weapons on the Weapons table).

Using the Armor Table

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

Name: The name of the suit of armor or shield.

Cost: The typical market price for the armor or shield.

Armor Class (AC): Armor protects its wearer from attacks, whether those attacks come in the form of a sword strike or a fiery missile hurled from a wizard. The armor determines your base Armor Class, to which you add your entire Dexterity modifier, up to a modifier of +2, or no modifier. Using a shield increases your Armor Class.

Speed: Heavy armor can impact your speed, making you move more slowly than normal. Reduce your speed by the given amount.

Stealth Disadvantage: Some armor makes it difficult to hide. When you are wearing heavy armor, you have disadvantage on any check you make to hide or move silently. See “How to Play” for rules concerning stealth.

Weight: The armor’s weight.

Getting Into and Out of Armor

The time it takes to don or remove armor depends on the armor’s category.

Don: This is the time it takes to put on armor. You only benefit from the armor’s AC if you take the full time to don the suit of armor.

Remove: This is the time it takes to take off armor. If you have help, reduce this time by half.

DONNING AND REMOVING ARMOR

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

Wearing Armor You Cannot Use

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

ARMOR

Armor	Price	Armor Class (AC)	Speed	Stealth	Weight
<i>Light Armor</i>					
Leather	10 gp	11 + Dex modifier	—	—	15 lb.
Displacer beast hide	500 gp	12 + Dex modifier	—	—	25 lb.
Mithral chain	5,000 gp	13 + Dex modifier	—	—	10 lb.
<i>Medium Armor</i>					
Studded leather	25 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	500 gp	14 + Dex modifier (max 2)	—	—	30 lb.
Dragon scale	5,000 gp	15 + Dex modifier (max 2)	—	—	45 lb.
<i>Heavy Armor</i>					
Ringmail	30 gp	14	–5 feet	Disadvantage	40 lb.
Chainmail	75 gp	16	–5 feet	Disadvantage	40 lb.
Banded	500 gp	17	–5 feet	Disadvantage	45 lb.
Splint	500 gp	17	–5 feet	Disadvantage	45 lb.
Plate	5,000 gp	18	–5 feet	Disadvantage	50 lb.
<i>Shield</i>					
Shield	10 gp	+1	—	—	5 lb.

Armor Descriptions

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

Banded: This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas; the chainmail and leather protect the joints while providing freedom of movement. Straps and buckles distribute the weight evenly. This suit includes a helmet and gauntlets.

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

Displacer Beast Hide: This leather armor is made from the hide of a displacer beast. It is extremely supple yet far more durable than standard leather armor.

Dragon Scale: This suit of scale armor is made from dragonhide rather than metal. In addition to their superior protective quality, the scales can deflect and absorb damage from certain energy attacks based on the type of dragon from which the scales were harvested. The wearer of this armor gains resistance to

damage of one type: acid (black or copper dragon scales), cold (silver or white dragon scales), fire (gold or red dragon scales), lightning (blue or bronze dragon scales), or poison (brass or green dragon scales).

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

Mithral Chain: This extremely light chain shirt is made of very fine mithral links. The armor is light enough to wear under normal clothing.

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

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

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

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

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

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

Weapons

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

Melee Weapon Categories

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

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

Finesse Weapons: A finesse weapon is lightweight and easy to handle. You can substitute your Dexterity modifier for your Strength modifier for the attack rolls and damage rolls you make while using a finesse weapon.

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

Heavy Weapons: Characters who choose to wield heavy weapons must practice with these weapons to master their use. Weight and size

make heavy weapons unwieldy, and so Small characters can't wield heavy weapons.

Missile Weapon Categories

Like melee weapons, each missile weapon belongs to a category. Your class determines which missile weapons you can use.

Simple Missile Weapons: A simple missile weapon requires little practice or experience to use and includes hand crossbows and darts.

Martial Missile Weapons: Warriors favor martial missile weapons for their greater effectiveness. These weapons include shortbows, light crossbows, and javelins.

Heavy Missile Weapons: The most powerful missile weapons include the heavy crossbow and longbow. Their size prevents Small characters from using these weapons.

Ammunition: Bows, crossbows, and slings are projectile weapons and thus require ammunition. You must have arrows to use a bow, bolts to use a crossbow, and bullets to use a sling. (See the Adventuring Gear table for ammunition prices.) Each time you attack with the weapon, you expend one piece of ammunition. At the end of the battle, you can recover half your expended ammunition by spending a minute searching the battlefield.

Using the Weapon Table

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

Name: The weapon's name.

Cost: The weapon's typical market price.

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

Weight: This entry describes how much the weapon weighs.

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

Range: If the weapon lists a range, you can use it to make a ranged attack. Range always lists two numbers. The first is the weapon's normal range, and the second indicates its maximum range. When attacking enemies

beyond normal range, you have attack disadvantage for that attack.

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

Special: This weapon has special rules that are explained under “Special Weapons.”

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

Group: Most weapons belong to a group, which is a category of weapons that share common characteristics and perform in a similar manner. The most common weapon groups include the following.

Axe: Axes are weapons that have bladed, heavy heads so they can deliver vicious cuts.

Bow: A bow is a shaft of strong, supple material with a string stretched between its two ends. It’s a projectile weapon that you use to fire arrows.

Crossbow: Crossbows are small metal bows mounted on a stock and equipped with a mechanical trigger, so the wielder merely has to point and shoot. Crossbows are projectile weapons.

Dagger: Daggers have blades extending out from a handle. The blades might have one or two edges, and could be straight, curved, or wavy.

Flail: All flails have a flexible material, usually a length of chain, between a solid handle and one or more damage-dealing weights, hooks, or rings.

Hammer: A hammer has a blunt, heavy head with one or more flat striking surfaces attached to the haft.

Mace: Much like hammers, maces are blunt weapons that have a heavier head than handle, but possess better balance than hammers have. The weighted end might be flanged, spiked, or a knobby ball.

Pick: Weighted toward the top like a mace or an axe, a pick has a long, pointed head made to pierce and deliver deep wounds.

Shield: Although defensive in nature, shields can be used as a weapon in battle, usually to bash or push back a foe.

Sling: A sling is a leather strap used to hurl stones or metal bullets. They are projectile weapons.

Spear: All spears have a stabbing head on the end of a long shaft.

Staff: A staff is a long piece of wood or other material, roughly the same diameter along its whole length.

Sword: A sword is a balanced edged weapon designed for slashing cuts or piercing thrusts. Swords might have straight, wavy, or curved blades that extend through a hilt from the grip.

Unarmed: Any punch, kick, elbow, knee, or head butt constitutes an unarmed attack.

Whip: A whip is a length of flexible material, usually leather, but sometimes chain, rope, or even hair.

WEAPONS

Name	Price	Damage	Weight	Properties	Group
<i>Basic Weapons (Attack: Strength modifier)</i>					
Club	1 sp	1d4 bludgeoning	3 lb.	—	Mace
Greatclub	2 sp	1d8 bludgeoning	15 lb.	Two-handed	Mace
Handaxe	5 gp	1d4 slashing	5 lb.	Range 30/120	Axe
Improvised object	—	1d4 bludgeoning	—	—	—
Improvised object	—	1d6 bludgeoning	—	Two-handed	—
Mace	5 gp	1d6 bludgeoning	8 lb.	—	Mace
Scythe	5 sp	1d8 slashing	10 lb.	Two-handed	Axe
Sickle	2 sp	1d6 slashing	5 lb.	—	Sword
Spear	1 gp	1d6 piercing	5 lb.	—	Spear
Trident	5 gp	1d6 piercing	6 lb.	—	Spear
Unarmed strike	—	1d4 bludgeoning	—	—	Unarmed
War pick	5 gp	1d6 piercing	6 lb.	—	Pick
<i>Finesse Weapons (Attack: Strength modifier or Dexterity modifier)</i>					
Dagger	2 gp	1d4 piercing	1 lb.	Range 20/80	Dagger
Katana	35 gp	1d8 slashing	3 lb.	Two-handed	Sword
Quarterstaff	2 sp	1d8 bludgeoning	4 lb.	Two-handed	Staff
Rapier	25 gp	1d6 piercing	2 lb.	—	Sword
Scimitar	25 gp	1d6 slashing	4 lb.	—	Sword
Short sword	10 gp	1d6 piercing	3 lb.	—	Sword
Spiked chain	15 gp	1d6 piercing	5 lb.	Reach, two-handed	Whip
Whip	2 gp	1d4 slashing	2 lb.	Reach	Whip
<i>Martial Weapons (Attack: Strength modifier)</i>					
Bastard sword	35 gp	1d10 slashing	10 lb.	Two-handed	Sword
Battleaxe	10 gp	1d8 slashing	10 lb.	—	Axe
Flail	10 gp	1d8 bludgeoning	2 lb.	—	Flail
Longsword	15 gp	1d8 slashing	5 lb.	—	Sword
Morningstar	15 gp	1d8 bludgeoning and piercing	12 lb.	—	Mace
Shield	10 gp	1d6 bludgeoning	5 lb.	—	Shield
Throwing axe	5 gp	1d6 slashing	7 lb.	Range 20/80	Axe
Warhammer	15 gp	1d8 bludgeoning	8 lb.	—	Hammer
<i>Heavy Weapons (Attack: Strength modifier)</i>					
Glaive	10 gp	1d10 slashing	15 lb.	Reach, two-handed	Spear
Greataxe	30 gp	1d12 slashing	15 lb.	Two-handed	Axe
Greatsword	50 gp	1d12 slashing	10 lb.	Two-handed	Sword
Lance	10 gp	1d12 piercing	10 lb.	Reach, two-handed, special	Spear
Longspear	5 gp	1d10 piercing	5 lb.	Reach, two-handed	Spear
Halberd	10 gp	1d10 slashing	15 lb.	Reach, two-handed	Axe
Maul	10 gp	1d12 bludgeoning	25 lb.	Two-handed	Hammer
<i>Simple Missile Weapons (Attack: Dexterity modifier)</i>					
Crossbow, hand	10 gp	1d6 piercing	3 lb.	Range 30/120, special	Crossbow
Dart	5 cp ea.	1d4 piercing	1/2 lb.	Range 30/120	Spear
Improvised object	—	1d2 bludgeoning	—	—	—
Sling	1 sp	1d4 bludgeoning	1/2 lb.	Range 30/120	Sling
<i>Martial Missile Weapons (Attack: Dexterity modifier)</i>					
Crossbow, light	25 gp	1d8 piercing	6 lb.	Range 80/320, two-handed, special	Crossbow
Javelin	5 sp	1d6 piercing	5 lb.	Range 30/120	Spear
Shortbow	25 gp	1d6 piercing	2 lb.	Range 80/320, two-handed	Bow
Throwing hammer	2 gp	1d6 bludgeoning	7 lb.	Range 20/80	Hammer
<i>Heavy Missile Weapons (Attack: Dexterity modifier)</i>					
Crossbow, heavy	50 gp	1d10 piercing	10 lb.	Range 100/400, two-handed, special	Crossbow
Longbow	50 gp	1d8 piercing	3 lb.	Range 150/600, two-handed	Bow

Improvised Weapons

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

Anyone can use an improvised weapon. Attacking with these weapons does not grant a bonus to the attack roll and deals damage as listed in the weapon table. The DM might assign a different damage type based on the object used.

Masterwork Weapons

A weapon created by a master craftsman performs better than the more common sorts of weaponry found in markets and shops. The masterwork quality grants a +1 bonus to damage rolls on any attack made with the masterwork weapon.

A weapon gains the masterwork quality during its creation, so you cannot add masterwork to an existing weapon. The skilled craftsmanship and superior materials increases the weapon's cost by either 300 gp or twice its base cost, whichever is higher.

Silvered Weapons

Some monsters have a special vulnerability to silver weapons, so many adventurers invest the extra coin to silver the weapons they wield. You can silver a single weapon or 10 pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Special Weapons

Weapons with special rules are described here.

Crossbow: Normally, it takes an action to reload a crossbow. You can load and fire a crossbow using the same action, but you take disadvantage for that attack.

Lance: You can use a lance only while mounted.

Adventuring Gear

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

ADVENTURING GEAR

Item	Price	Weight
Acid (flask)	25 gp	1 lb.
Adventurer's kit	9 gp	38 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Antitoxin (vial)	50 gp	—
Arrows (20)	1 gp	3 lb.
Artisan's tools	5 gp	5 lb.
Backpack (empty)	2 gp	2 lb.
Ball bearings (100)	1 gp	1 lb.
Bedroll	1 gp	5 lb.
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Bolts, crossbow (10)	1 gp	3 lb.
Bucket (empty)	5 cp	2 lb.
Bullet, sling (10)	2 cp	1 lb.
Caltrops	1 gp	2 lb.
Candle, tallow	1 cp	1/10 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	5 lb.
Chalk (1 piece)	1 cp	—
Climber's kit	25 gp	5 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Crowbar	2 sp	5 lb.
Disguise kit	25 gp	8 lb.
Fishing tackle	1 gp	8 lb.
Flask (clay)	2 cp	—
Grappling hook	2 gp	4 lb.
Hammer, basic	2 sp	2 lb.
Healer's kit	5 gp	1 lb.
Holy symbol	5 gp	—
Holy water (flask)	25 gp	1 lb.
Hourglass	5 gp	1 lb.
Hunting trap	5 gp	15 lb.
Ink (1-ounce vial)	10 gp	—
Ink pen	2 cp	—
Jug (clay)	2 cp	9 lb.
Ladder (10-foot)	1 sp	20 lb.
Lamp, common	5 sp	1 lb.
Lantern, bullseye	10 gp	3 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	1/10 lb.
Manacles	2 gp	2 lb.
Mess kit	1 sp	1 lb.
Mirror, small, steel	5 gp	1/2 lb.
Musical instrument	5 gp	3 lb.
Oil (1-pint flask)	1 sp	1 lb.

Paper (sheet)	2 sp	—
Parchment (sheet)	1 sp	—
Pick, miner's	5 sp	10 lb.
Piton	5 cp	1/2 lb.
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	8 lb.
Pot, iron	1 sp	10 lb.
<i>Potion of healing</i>	50 gp	1 lb.
Pouch, belt (empty)	1 gp	1 lb.
Ram, portable	1 gp	20 lb.
Rations (1 day)	1 sp	1 lb.
Ritual component pouch	Special	2 lb.
Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Scale, merchant's	5 gp	1 lb.
Sealing wax	5 sp	1 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Sledge	5 sp	10 lb.
Soap	2 cp	1 lb.
Spade or shovel	5 sp	8 lb.
Spellbook (blank)	75 gp	3 lb.
Spike, iron (10)	2 cp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent	2 gp	20 lb.
Thieves' tools	25 gp	1 lb.
Tinderbox	5 sp	1 lb.
Tome	25 gp	5 lb.
Torch	1 cp	1 lb.
Vial	1 gp	1/10 lb.
Waterskin (full)	2 sp	4 lb.
Whetstone	1 cp	1 lb.

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

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

Alchemist's Fire: This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw it up to 20 feet. Make a ranged attack. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end

this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

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

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

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

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

Bedroll: Adventurers often don't know where they're going to sleep. Bedrolls help them get better sleep in haylofts or on the ground. A bedroll is bedding and a blanket thin enough to be rolled up and tied.

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

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

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

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

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

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

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

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

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

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

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

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

Healer's Kit: It is the perfect tool for healing, and it provides advantage on checks made to heal. A healer's kit has twenty uses. As an action, you can expend a use from your healer's kit to automatically stabilize a fallen comrade. During a rest, you can spend one use of the healer's kit to allow up to ten characters under your care to spend any number of their Hit Dice.

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

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

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

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

Ladder: A straight, simple wooden ladder.

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

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

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

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

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

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

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

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

rounds and deals 5 fire damage to any creature entering the area or ending its turn there.

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

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

Poison, Basic: There's enough poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition such as bolts or arrows. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 11 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

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

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

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

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

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

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

Ritual Component Pouch: Most arcane spellcasters use the ritual component pouch's contents to perform rituals. A ritual component pouch's cost is as much as you want to invest in its contents. Each time you perform a ritual, you deduct the price of the components from

the pouch. When the pouch drops to 0 gp, you run out of material components until you refill the pouch.

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

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

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

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

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

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

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

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

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

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

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

Tent: This simple tent sleeps two.

Thieves' Tools: Characters proficient with thieves' tools can use them to find and disarm traps and to open locks. Normally, these tasks are impossible without appropriate tools. A set of thieves' tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

Tinderbox: Lighting a torch with flint and steel is an action, and lighting any other fire takes at least that long.

Tome: This heavy book contains lore pertaining to a particular topic. The DM assigns

a DC to the tome's lore. If you spend an hour studying the tome, you automatically succeed at one lore check with a DC less than or equal to the tome's DC rating.

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

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

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